

Log Print Firing Point 10

Lane number: 10
Competition: ISSF Prone (49900060)
Shooter: Palik, Petr (65)
Club: SSKP Sokolov
Team:
Class: Muzi/Juniori (2)
Ranking list:
Target ID: ed38e414
Time of first shot: 08.05.2024, 12:26:43.56
Time of last shot: 08.05.2024, 13:13:26.16
Relays: Prep. & Sighting Competition
Program version: LogMan II V2.0.1a



Lane	Position	Hit No.	Value		x [mm]	y [mm]	Divider	Time	Action ¹	Status ²
10	Prep. & Sighting	1	10.0	↓	+2.09	-7.73	800	12:26:43.56		*
10	Prep. & Sighting	2	9.4	↖	-11.62	+3.66	1218	12:27:04.91		*
10	Prep. & Sighting	3	8.7	←	-17.72	-0.21	1772	12:27:29.44		*
10	Prep. & Sighting	4	9.8	↗	+8.78	+2.56	914	12:28:04.34		*
10	Prep. & Sighting	5	9.7	→	+9.76	+0.15	976	12:28:30.29		*
10	Prep. & Sighting	6	9.7	↗	+6.35	+7.88	1012	12:29:02.48		*
10	Prep. & Sighting	7	9.7	↖	-9.90	-2.35	1017	12:29:33.64		*
10	Prep. & Sighting	8	9.9	↓	+4.50	-7.48	872	12:30:18.09		*
10	Prep. & Sighting	9	10.3	⊙	+4.38	-2.02	482	12:30:51.14		*
10	Prep. & Sighting	10	9.4	←	-12.46	-0.90	1249	12:31:12.01		*
10	Prep. & Sighting	11	8.4	↖	+5.68	-19.67	2047	12:34:50.64		*
10	Prep. & Sighting	12	9.7	↗	-8.08	+6.30	1024	12:35:12.36		*
10	Prep. & Sighting	13	9.5	↖	-8.05	-8.21	1149	12:35:38.61		*
10	Prep. & Sighting	14	10.5	⊙	-2.05	+2.82	348	12:36:07.55		*
10	Prep. & Sighting	15	9.4	→	+11.99	+2.04	1216	12:36:30.60		*
10	Prep. & Sighting	16	10.5	⊙	+2.74	+2.71	385	12:36:58.04		*
10	Prep. & Sighting	17	8.3	↗	+4.55	+20.84	2133	12:37:20.56		*
10	Prep. & Sighting	18	10.4	⊙	-3.01	+3.35	450	12:37:43.04		*
10	Prep. & Sighting	19	10.1	↗	+2.99	+5.96	666	12:38:05.08		*
10	Prep. & Sighting	20	8.1	←	-22.50	+4.56	2295	12:38:24.45		*
10	Prep. & Sighting	21	9.7	↖	-9.56	-3.46	1016	12:44:12.98		*
10	Prep. & Sighting	22	9.4	↗	-4.17	+11.78	1249	12:44:41.12		*
10	Prep. & Sighting	23	9.3	←	-12.82	-0.39	1282	12:45:05.74		*
10	Prep. & Sighting	24	10.1	↖	-1.30	+6.35	648	12:45:38.34		*
10	Prep. & Sighting	25	9.0	↗	+14.60	-4.50	1527	12:46:03.90		*
10	Prep. & Sighting	26	10.1	↓	+3.13	-5.61	642	12:46:33.65		*
10	Prep. & Sighting	27	10.4	⊙	+3.73	-2.70	460	12:47:00.28		*
10	Prep. & Sighting	28	10.1	↖	-5.66	+3.38	659	12:47:20.62		*
10	Prep. & Sighting	29	9.4	↗	+4.54	+11.15	1203	12:47:38.14		*
10	Prep. & Sighting	30	9.8	↗	+2.50	+8.61	896	12:47:55.68		*
10	Competition	1	10.2	↖	-4.84	-3.40	591	12:49:05.00		*
10	Competition	2	10.4	⊙	+4.50	-0.94	459	12:49:27.10		*
10	Competition	3	9.8	↖	-8.61	+2.01	884	12:49:47.89		*
10	Competition	4	9.7	↗	-1.90	+10.16	1033	12:50:10.04		*
10	Competition	5	9.8	↖	-6.70	-5.96	896	12:50:30.18		*
10	Competition	6	10.6	⊙	-1.02	+2.96	313	12:50:51.05		*
10	Competition	7	10.6	⊙	-2.71	-1.48	308	12:51:12.47		*
10	Competition	8	8.8	→	+17.14	-0.86	1716	12:51:50.50		*
10	Competition	9	9.8	↖	-8.16	-4.50	931	12:52:17.25		*
10	Competition	10	9.6	↗	+4.64	+10.01	1103	12:52:39.85		*
10	Competition	11	9.5	↖	-10.46	-5.06	1161	12:53:01.44		*
10	Competition	12	10.7	⊙	-1.09	-1.28	168	12:53:24.80		*
10	Competition	13	8.3	↗	+16.92	+12.71	2116	12:53:45.94		*
10	Competition	14	10.1	↖	-6.50	+2.58	699	12:54:09.43		*
10	Competition	15	9.3	↗	+3.96	+13.01	1359	12:54:34.24		*
10	Competition	16	10.2	↗	+6.27	-0.88	633	12:54:57.30		*

Lane	Position	Hit No.	Value		x [mm]	y [mm]	Divider	Time	Action ¹	Status ²
10	Competition	17	10.2	↓	-0.78	-5.90	595	12:55:14.81	I	*
10	Competition	18	9.4	↗	+5.59	+11.40	1269	12:55:31.79	I	*
10	Competition	19	10.8	⊙	-0.57	+0.90	106	12:55:58.62	I	*
10	Competition	20	8.9	↖	-13.50	-9.71	1662	12:56:20.89	I	*
10	Competition	21	10.2	↗	+5.18	+3.17	607	12:56:46.94	I	*
10	Competition	22	10.5	⊙	-0.57	+3.64	368	12:57:05.85	I	*
10	Competition	23	9.2	↗	+4.33	+13.50	1417	12:57:32.27	I	*
10	Competition	24	10.7	⊙	-2.31	0.00	231	12:57:53.07	I	*
10	Competition	25	9.9	↗	+7.95	+2.70	839	12:58:15.88	I	*
10	Competition	26	8.6	↗	+13.54	+12.84	1866	12:58:43.14	I	*
10	Competition	27	10.4	⊙	+4.19	-1.65	450	12:59:11.91	I	*
10	Competition	28	10.3	⊙	-4.11	+3.27	525	12:59:35.20	I	*
10	Competition	29	10.6	⊙	-2.70	+0.35	272	12:59:59.21	I	*
10	Competition	30	9.5	↑	+0.31	+11.53	1153	13:00:24.25	I	*
10	Competition	31	10.7	⊙	+0.45	+1.91	196	13:00:48.29	I	*
10	Competition	32	9.7	↗	+7.94	+6.34	1016	13:01:16.61	I	*
10	Competition	33	9.7	↖	-6.30	-7.60	987	13:01:39.55	I	*
10	Competition	34	8.8	↑	+0.43	+17.00	1700	13:02:05.78	I	*
10	Competition	35	10.4	⊙	+0.90	-4.50	458	13:02:30.03	I	*
10	Competition	36	8.7	↘	+13.55	-11.90	1803	13:02:55.97	I	*
10	Competition	37	9.7	←	-10.31	-0.29	1031	13:03:19.86	I	*
10	Competition	38	9.4	↖	-10.73	+6.36	1247	13:03:41.10	I	*
10	Competition	39	9.5	↗	-4.50	+10.61	1152	13:04:07.85	I	*
10	Competition	40	8.8	↗	+5.28	+16.07	1691	13:04:37.94	I	*
10	Competition	41	9.7	→	+9.84	+0.90	988	13:05:05.38	I	*
10	Competition	42	9.6	↖	-7.37	+8.35	1113	13:05:25.30	I	*
10	Competition	43	9.9	↑	-0.36	+8.45	845	13:05:44.56	I	*
10	Competition	44	10.3	⊙	+5.12	+0.90	519	13:06:05.89	I	*
10	Competition	45	10.2	↘	+4.88	-3.24	585	13:06:30.46	I	*
10	Competition	46	8.0	↗	+20.43	+11.76	2357	13:06:53.80	I	*
10	Competition	47	8.7	↗	+17.23	+6.30	1834	13:07:40.64	I	*
10	Competition	48	9.8	↗	+2.52	+9.12	946	13:08:10.93	I	*
10	Competition	49	9.7	↖	-5.66	+7.91	972	13:08:35.91	I	*
10	Competition	50	8.7	↖	-13.53	+11.62	1783	13:09:02.64	I	*
10	Competition	51	9.4	↖	-5.02	-11.51	1255	13:09:30.69	I	*
10	Competition	52	10.2	↖	-4.23	-4.66	629	13:09:57.61	I	*
10	Competition	53	9.5	↗	+7.62	+9.25	1198	13:10:20.53	I	*
10	Competition	54	9.7	↗	+6.30	+8.15	1030	13:10:57.84	I	*
10	Competition	55	9.7	↖	-9.09	+4.28	1004	13:11:16.87	I	*
10	Competition	56	9.8	↘	+8.44	-2.75	887	13:11:37.17	I	*
10	Competition	57	7.3	→	+29.40	-2.44	2950	13:12:05.50	I	*
10	Competition	58	8.7	↗	+13.43	+11.60	1774	13:12:43.48	I	*
10	Competition	59	9.0	↘	+4.50	-15.08	1573	13:13:04.73	I	*
10	Competition	60	9.5	↓	+2.69	-11.70	1200	13:13:26.16	I	*

¹ Actions: I = hit inserted, D = hit deleted

² Status: * = hit valid, ~ = hit invalid, R = hit of series repetition, - = hit before green light, + = hit after red light,
N = hit out of competition time, F = hit is a failure, D = double hit or more than on hit per target, P = series completion,
I = inserted miss, ! = hit inserted manually by jury, 0 = hit does not score for total result, S = simulated hit,
L = non allowable malfunction