

**ISSF Prone**

Firing point: 13

**Luksch, František #20****Seniori**

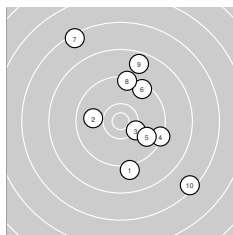
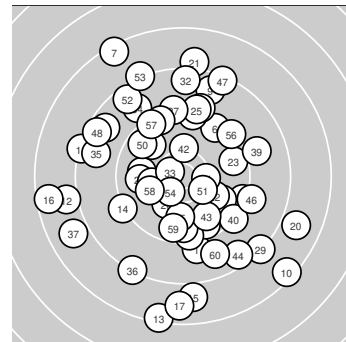
Competition

**Start No: 4**

29.04.2022 16:00

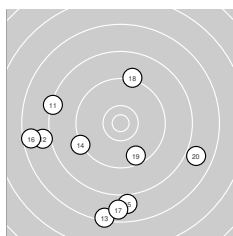
Újezd Sv. Kříže

Result: **548.1** (519)  
 Series: 91.0 83.2 95.4 89.5 94.1 94.9  
 Counter: 10 26 17 7 0 0 0 0 0 0  
 Inner ten: 5  
 Furthest: 2830 (13.), 2801 (7.), 2784 (10.)  
 Best divider: 269.4 (33.), 393.5 (54.), 456.4 (24.)  
 Shot position: 0.98 mm left, 0.27 mm bottom  
 Dispersion: 11.44, horizontal: 10.47, vertical: 12.33

**Series 1: 91.0 (86)**

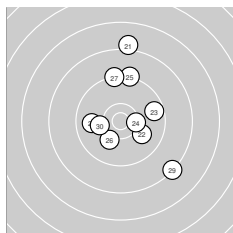
9.1 ↓	9.9 ←	10.3* ↘	9.4 →	9.8 ↘
9.5 ↗	7.4 ↘	9.4 ↑	8.7 ↑	7.5 ↘

Best divider: 524.7 (3.), 814.7 (2.), 897.2 (5.)  
 Shot position: 3.91 mm right, 1.87 mm top  
 Dispersion: 11.81, horizontal: 9.50, vertical: 13.74

**Series 2: 83.2 (79)**

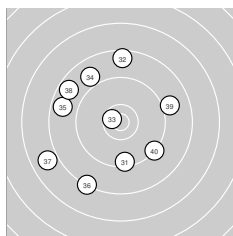
8.4 ←	8.0 ←	7.4 ↓	9.3 ←	8.0 ↓
7.6 ←	7.8 ↓	9.2 ↑	9.6 ↓	7.9 ↘

Best divider: 1054.8 (19.), 1346.2 (14.), 1385.4 (18.)  
 Shot position: 5.44 mm left, 9.30 mm bottom  
 Dispersion: 14.21, horizontal: 15.01, vertical: 13.36

**Series 3: 95.4 (92)**

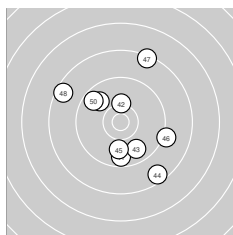
8.1 ↑	10.0 ↘	9.7 →	10.4* →	9.3 ↑
10.2 ↗	9.3 ↑	9.9 ←	8.3 ↘	10.2 ←

Best divider: 456.4 (24.), 626.9 (30.), 639.0 (26.)  
 Shot position: 2.12 mm right, 2.57 mm top  
 Dispersion: 9.22, horizontal: 7.34, vertical: 10.78

**Series 4: 89.5 (84)**

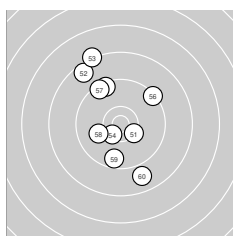
9.5 ↓	8.6 ↑	10.6* ←	8.9 ↘	8.7 ←
8.3 ↗	7.9 ↗	8.7 ↘	9.0 →	9.3 ↘

Best divider: 269.4 (33.), 1176.5 (31.), 1305.8 (40.)  
 Shot position: 4.91 mm left, 0.23 mm top  
 Dispersion: 12.02, horizontal: 11.78, vertical: 12.25

**Series 5: 94.1 (88)**

9.7 ↓	10.3 ↑	9.8 ↘	8.6 ↘	9.9 ↓
9.2 ↘	8.4 ↑	8.6 ↘	9.9 ↘	9.7 ↘

Best divider: 553.3 (42.), 805.8 (45.), 870.4 (49.)  
 Shot position: 0.54 mm right, 0.07 mm bottom  
 Dispersion: 9.99, horizontal: 9.24, vertical: 10.69

**Series 6: 94.9 (90)**

10.4* ↘	8.6 ↘	8.3 ↘	10.5* ↗	9.5 ↘
9.4 ↗	9.5 ↘	10.1 ←	9.7 ↓	8.9 ↘

Best divider: 393.5 (54.), 475.9 (51.), 710.4 (58.)  
 Shot position: 2.11 mm left, 3.02 mm top  
 Dispersion: 9.39, horizontal: 6.69, vertical: 11.46

