

Hi Jan; Following your advice, I have monitored the shot strings for 30 or so shooters over several weeks and made modifications to sensitivity and dead time for the CE Pro Bluetooth timer. Across different venues shooting through windows and in the open as well as the variability in different TO methods, we have achieved 95% agreement between the actual total number of shots and that recorded by the timer and transmitted to the CAS Scoring app. I am not able to compare the actual shot strings recorded on the timer to that transmitted to CAS Scoring because all of the adjustments were made during actual matches where timeliness in processing shooters is paramount. I think that 95% accuracy in recording the shot string is satisfactory for identifying weaknesses in transitions and probably at the limit of the timing device.

I appreciate the capability to "Copy Match" (w/o data) to build a subsequent match, thus saving lots of time in finding and adding shooters from my 350 shooter library. However, there appears to be an anomaly; the shooters and their categories all transfer correctly to the "Copy" (w/o data) but MDQs transfer, as well. The only consistent method to remove that MDQ, that I have found, is to remove that shooter from the match manually, and then add that shooter back into the match from the master shooter library. This might be a bug, or not, but in any case, it sort of interrupts the flow of building a match. We have observed this phenomenon while using the latest versions of iOS, CAS Scoring and PT Link.

Thanks again for all of your fine work and that of your team; we love the ease and utility of CAS Scoring. Best, Doc Perry