DOWNRANGE

SCORE LAB

Score. Review. Improve.

The practical user guide

Stages, squads, timing, photo review and analysis.

iOS review build 60 | 26 October 2026

iOS REVIEW BUILD 60

The stage-led scoring and analysis routes are checked in this review build. The next TestFlight / App Store release is pending; other platform versions may differ.

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How to read this guide

Verified in review build 60 refers to the named checked iOS flow. Source-audited sections describe implemented controls. The next TestFlight/App Store release is pending; other platform versions may differ. Use current participation/account notices.

01 / IOS REVIEW BUILD 60

Quick start and what this guide covers

An iOS-first guide, checked against review build 60. The next TestFlight/App Store release is pending.

Use Downrange to prepare a named stage, record each person's hits and time, save results, and review or share performance. A timer or photo review is an input to the scorecard; neither replaces the final scoring and save checks.

Squad stage scoring requires Manager. For individual shooting, open Home → Score card.

01 Choose the correct account/profile and read the current activity and participation prompts. Confirm your range permits the selected activity.

02 For a new shoot, open Stages, choose the stage overview and tap Score this stage. Follow Squad → Roster → Session → prepared phases, as shown in chapter 3.

03 Choose a phase and participant, record their time and hits, then save the participant back to the same roster. For an existing shoot, use the Home/Continue route in chapter 4.

04 Finish the roster, use Save Stage and check the stage result table. Review cumulative squad/session results and the intended CSV export scope.

Status label	What it means
Verified in review build 60	The named scoring/recovery or analysis flow was checked in the current iOS review build. It does not mean every platform or paid store route was tested.
Source-audited	Controls are supported by reviewed source; menus can differ in earlier or other-platform releases.
Hardware check pending	The software route exists; a live timer check and careful photo review remain necessary.

Edition and scope

26 October 2026 · iOS review build 60. This build is installed on the development iPhone 12; the next TestFlight/App Store release is pending. Android, iPad and web versions may differ. Competition is a separate product with its own match flow.

02 / SOURCE-AUDITED

Understand squads, sessions, rosters and stages

Keep reusable plans separate from the records produced while scoring.

Item	Purpose	Example
Squad	A named group, with reusable participant choices; it is not a session.	Club Alpha
Roster	A named list of people that can be reused. A session keeps its participant snapshot.	Saturday roster
Session	A dated occasion associated with a squad.	Week 1 - 26 Oct
Stage	The named course of fire and its scoring/timing configuration.	Bill Drill Rundown - Pistol
String / phase	A component within a stage. It may have a time only, or its own score when that stage schema supports it.	String 1
Result	A saved participant performance with its actual score, time and available timing detail.	Person A, stage result

The catalogue should contain stage names and reusable stage details. Squad and session filing names belong to execution and results. Renaming or reusing a squad must not silently turn it into a different stage.

Three dots means contextual data actions

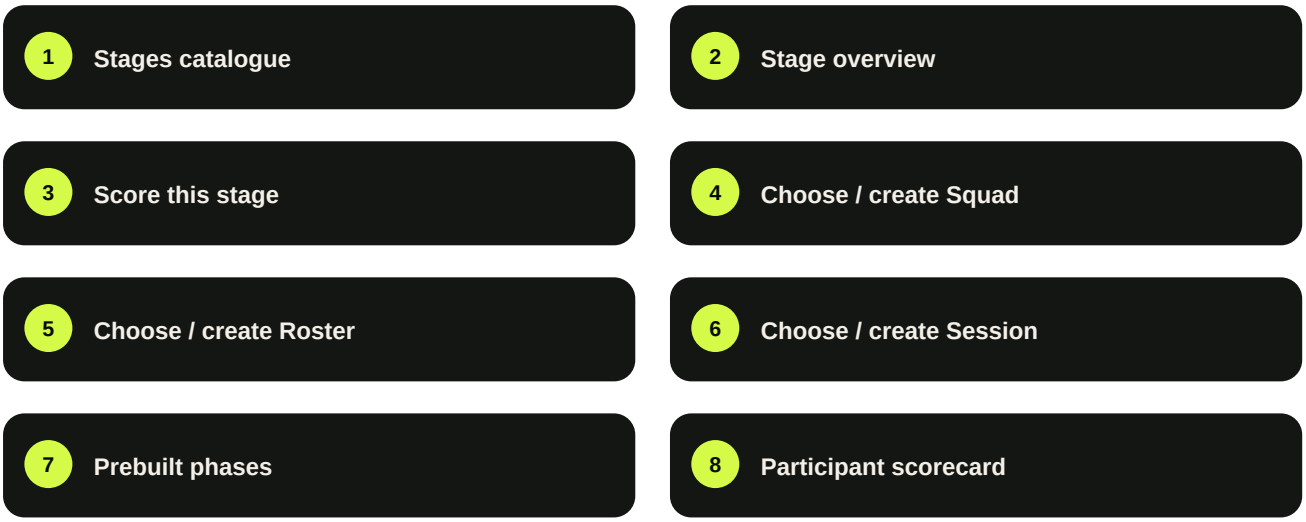
Use the top-right three-dot menu, or the roster/stage heading menu where shown. Select first, then use the actions available for that data. Edit normally requires one selection; delete and share require a valid nonempty selection. Read-only imports and protected bundled templates intentionally have narrower actions.

03 / VERIFIED IN IOS REVIEW BUILD 60

Start scoring from a saved stage

Choose the stage once, then prepare the squad, roster and dated session.

Squad stage scoring requires Manager. For individual shooting, open Home → Score card.



01 Open Stages, choose the pistol or rifle variant and read its stage overview. Tap Score this stage.

02 Choose or create the squad, then use Next: choose roster.

03 Select a saved roster or Add Roster. Review the participant names, save a new roster if needed, then choose Next: choose session.

04 Choose a saved session for that squad, or enter a new session name and date. Tap Stage Setup. The selected stage and its prepared phases are carried through; do not select the stage again.

05 Choose the phase/stage, then the participant to open their scorecard. Record hits and time under that phase's scoring method.

06 Save the participant and check their saved score/time on the same phase roster. Select the next participant and repeat.

07 When the intended participants are scored, choose Save Stage at the bottom of the roster and inspect that stage's results. Use the same process for the remaining phases.

Continue without rebuilding

If you leave during setup, use Continue stage setup or the existing Continue entry. Confirm the squad, roster, session and selected stage. A cold restart restores the prepared phase list in the checked review build.

04 / SOURCE-AUDITED; COLD CONTINUE CHECKED

Continue a shoot or start from Home

The existing Squad Shoot route remains available alongside the stage-led route.

01 Open Squad Shoot from Home. Review the current recovery/Continue entry before starting again; reopening it avoids a duplicate shoot.

02 Choose Saved Squads for an existing named squad or Create New Squad. Search by name when the list grows.

03 Review that squad’s roster and dated sessions. Continue the intended session, or add a new dated session while retaining the squad and named participants.

04 For a new Home setup, choose/create the squad and session, then choose/create the roster and review the names.

05 Use Stage Setup to choose a saved stage or add a stage. For a stage selected from the catalogue first, use chapter 3 instead; that route already carries the stage into setup.

06 Choose the stage/phase, then the participant. Save each person back to this roster; finish with Save Stage and inspect results.

Back and recovery

Use the in-app Back control to return one step and check the visible squad, session, stage and person before editing. If you leave the flow, reopen the current recovery/continue entry rather than assuming a new blank shoot is the same execution.

A saved squad is reusable

Adding another session should retain the squad and named participants while creating a new dated occasion. Existing sessions keep their original participants and results.

05 / SOURCE-AUDITED

Find, create and edit a saved stage

Review the stage card before adding it to a session.

01 Open Stages. Use search, weapon/category and distance filters to find the named stage. Choose the pistol or rifle variant deliberately.

02 Read the stage overview: setup, target type, distances, required rounds, maximum if known, timing method and any par or benchmark. A distance list describes the shoot; it does not automatically create separate score entries.

03 To create a stage, choose New or Add Stage and enter a meaningful name. Set the actual scoring method, targets and optional total rounds/points.

04 Use the distance plus control where offered to add further distances. Choose a timed string or independent stage structure that matches how you will record the exercise.

05 Save the reusable plan. In the catalogue's three-dot actions, select one stage to edit. A protected bundled stage may offer a personal copy or limited name/timer-cue edits instead of altering its authored rules.

Target / limit	What to check
IPSC-style target	A maximum is normally declared rounds x 5 when that is the configured stage rule.
Steel	Use the stage's steel hit value and declared allocation; do not treat a mixed stage as all paper.
Accuracy target	Use the selected target's actual scoring values and maximum.
Open rounds / no maximum	Score, time and HF can still be recorded. A missing limit must stay unknown, not become zero or a guessed competition maximum.

Catalogue actions

Select / Edit / Share native BOP / readable CSV / Delete are contextual. Canonical bundled plans are retained; remove their session copies from the session Stages menu when appropriate. Do not delete a reusable source merely to remove an execution from one session.

06 / VERIFIED PHASE FLOW IN IOS REVIEW BUILD 60

Strings, phases, pars and Silhouette Standards

One stage can have several times without having several independent scores.

Structure	How to record it
One time / one score	One elapsed time and one hit/point total.
Multiple times / one score	Add times with the plus beside time. Save each independent start as its own string; the stage combines times with one score.
Stage scoring / separate scored phases	Each execution stage/phase has its own score and time. Do not simulate this by adding times to a one-score card.
Manual table	Choose the intended person/row, enter its counts/score and time, and review totals before final saving.

A par or benchmark is not automatically a penalty. Read the actual scoring configuration. Editable timer cues and catalogue goals may be informational; overtime deductions apply only when configured by that stage's rules.

Silhouette: one catalogue card, nine scored phases

Phase	Approved par (s)	Declared rounds
LR / HR / PD	0.7 / 0.8 / 1.5	Not specified
Transition 1+1	2.7	2
Reload 1+1	4.0	2
Pistol reload 1+1 from HR	3.5	2
Check Drill Plus	10.5	Not specified
5-shot Check Drill	10.0	5
El Pres with transition	7.0	Not specified

Keep phase scores separate

New Silhouette executions contain nine prepared phases. Each phase has its own par, recorded time and score. Declared two-round phases have a 10-point maximum; the five-shot Check Drill has 25. Other phase round counts/maxima remain open. Historical combined-score results are unchanged. Queen’s Gambit and CQB Warm-up retain their approved multi-time/one-score schema unless their own definition says otherwise.

07 / SOURCE-AUDITED

Use the participant scorecard

Always confirm the person and entry before collecting a time or changing hits.

01 From the stage roster, choose the person. Check the displayed squad/session/stage and shooter.

02 Review target type, scoring rule and any known required rounds/maximum. Use A/C/D/M controls for the intended scoring entry; A is green, C yellow, D orange and M red in the current design.

03 Enter a time manually, use the phone timer if enabled, or arm a connected Bluetooth timer. A plus beside time adds a further independent string when supported.

04 Use the camera icon for that selected entry if you want a photo draft. Review it before accepting; final scorecard Save is still required.

05 Check hits, misses, penalties, total score and elapsed time. Keep point and time penalties separate. Do not enter a time penalty as an extra shot.

06 Save the person's card. Return to the stage roster to select the next person. When everyone is done, use the roster's final Save and review the stage result table.

Untimed and open stages

An untimed entry should not be given an invented time/HF. An open-round entry can retain actual score/time/HF without a declared maximum. Competition points need a valid comparable maximum and eligible timed results.

Edit the correct level

A name in a historical session is not the same as a reusable profile identity. Use the appropriate roster/profile menu; avoid creating a second person to correct a spelling error without reviewing the existing identity.

08 / SOURCE-AUDITED; LIVE HARDWARE CHECK PENDING

Connect a Kestrel KST1000

Use Downrange's in-app BLE connection screen.

01 Turn on the KST1000 and Bluetooth on the phone. In the KST1000 settings, keep PractiScore Push enabled as directed by the app. Disconnect competing scoring-app connections if necessary.

02 Open the app's timer connection control to reach Connect Timer / Bluetooth shot timer. Connect inside Downrange rather than treating iPhone Bluetooth Settings pairing as proof of readiness.

03 Allow Downrange Bluetooth access when iOS asks. If permission was denied, enable it for Downrange in iOS Settings; if Bluetooth is off, turn it on.

04 Choose the named timer under Nearby devices. Use Scan Again if it is not listed.

05 Check the connected timer name/type, status and notifying data channels. A connected name alone does not prove import readiness. KST1000 import requires the specific live-shot channel.

06 Tap Done to return to scoring. If the scorecard says Import unavailable, finish connection/readiness checks before trying to arm.

Control	Purpose
Scan Again	Search again for nearby BLE timers.
Disconnect	End the current connection.
Forget Timer	Disconnect and remove the remembered timer choice.
Export packet diagnostics	Share a readable diagnostic table for troubleshooting; it is not a scoring result or validation certificate.

Verification limit

The app has a dedicated KST1000 live-shot parser and rejects unrelated status/metadata channels. This guide does not certify a live hardware session on your timer/firmware. A field check of count, first shot, splits and elapsed time is still required.

09 / SOURCE-AUDITED

Arm the timer and review first shot / splits

Arming chooses which current scoring entry receives the next valid capture.

1. Choose person + entry
2. ARM
3. Timer sends live shots
4. Review time + shot count
5. STOP & USE if shown
6. Save scorecard

01 Open the intended participant card and the correct time/string row. Do not arm one person while planning to score another.

02 When Bluetooth is ready, tap ARM beside the editable time area. The control highlights and shows ARMED.

03 Run the string with the timer. The app accepts only data belonging to the current connection/capture generation.

04 When shots arrive, review the displayed elapsed time and shot count. Use STOP & USE when that control is offered; confirm the intended time box is populated.

05 Inspect First shot and the split list where available. First shot is the elapsed time to shot one; a split is the interval between consecutive recorded shots.

06 For another independent start, choose/add the next time string, then arm it separately. Save the card when the counts and timing are correct.

Manual time is different

A manually entered overall time does not create a first shot or split sequence. Blank timing detail means unavailable, not zero. Do not copy one continuous split list across separate timer starts.

If capture is wrong

Stop, keep the person/stage context visible, and correct the current entry. Changing account, source, person or stage can invalidate capture. A stale connection or invalid frame must not be treated as a new valid shot. The phone microphone timer is a separate input and needs microphone permission.

10 / SOURCE-AUDITED

Take or import a photo for automatic scoring

A photograph produces a reviewable draft, not a certified score.

01 On the correct scorecard entry, tap its camera icon. Choose Take photo or the photo-library option offered by the source chooser. Grant camera access only when taking a photo.

02 Use a clear, square-on photograph of the complete supported target. Keep relevant borders visible, avoid blur, glare, severe folds and clipped edges. Confirm that visible damage belongs to this shoot.

03 Wait for detection and target alignment. Where registration succeeds, the app proposes marks and A/C/D classifications on the actual image.

04 Inspect the selected scoring entry and the expected rounds assigned to this photograph. Check the provisional A/C/D/M counts and hit points.

05 Review every proposed marker, especially staples, old holes, merged tears and scoring-line contacts. Use Zoom photo and the correction actions in chapter 11.

06 Accept the complete reviewed photo only when the displayed hits and misses are correct. Accept writes to the scorecard draft; save the finished scorecard separately.

Misses need a known count

Missing hits become misses only after the expected rounds for this photo/entry are known and confirmed. More displayed impacts than expected is a conflict to fix, not a reason to silently drop marks. Unknown expected rounds must not be treated as zero misses.

No automatic accuracy certification

Staples, overlapping impacts and target/decoder differences can produce false positives, missing candidates or different zone proposals. The app warns and can require manual handling. Do not force a known total or assume every mark is a bullet hole. A photo cannot establish how many shots share one tear.

11 / SOURCE-AUDITED

Correct photo markers and use manual review

Edit the actual image and recheck counts before accepting.

Action	How to use it
Zoom / pan	Open Zoom photo or Enlarge and edit marks. Pinch to zoom and drag to pan. Select a marker to edit; navigation gestures should not add a shot.
Add	Choose add mode when offered and tap the visible unmarked impact centre.
Move	Select the marker, choose Move, then tap its corrected position. A manual centre does not prove a bullet-edge measurement.
Remove	Select the incorrect marker and choose Remove. Verify the marker and count actually disappear before accepting.
Overlap / duplicate	Only represent multiple impacts when you can confirm them. Manual review may offer Add overlap; review every child mark/zone.
A / C / D	In manual review, assign the confirmed zone to every retained mark. Pending zones must stay pending.
Fixture / staple and Restore	Exclude a confirmed fixture explicitly when offered. Excluded originals can be restored; review the updated total.

If registration fails, correct supported alignment landmarks or retake. Manual photo review is a separate honest route: inspect and assign zones, enter the whole entry's rounds and review the displayed counts. It must not pretend to establish registered coordinates.

Whole-entry replacement is explicit

Accept & replace entry applies the reviewed counts to that selected draft and preserves its time. Partial/mixed-photo allocation is not interchangeable with whole-entry replacement. If other photos are already allocated, follow the visible instruction; do not silently combine or discard them.

If Check saved application / Retry reviewed counts once appears, use the visible recovery path and inspect the current card before retrying. Do not repeatedly Accept because a save seems slow. Private review labels such as Pistol/Rifle do not change scoring zones or points.

12 / VERIFIED SAVE/RECOVERY IN IOS REVIEW BUILD 60

Save, continue and finish a stage

Distinguish an input draft, a saved participant and the final roster save.

01 After entering or capturing time, save the current person's card and return to the same stage roster. Verify the person's saved score/time status.

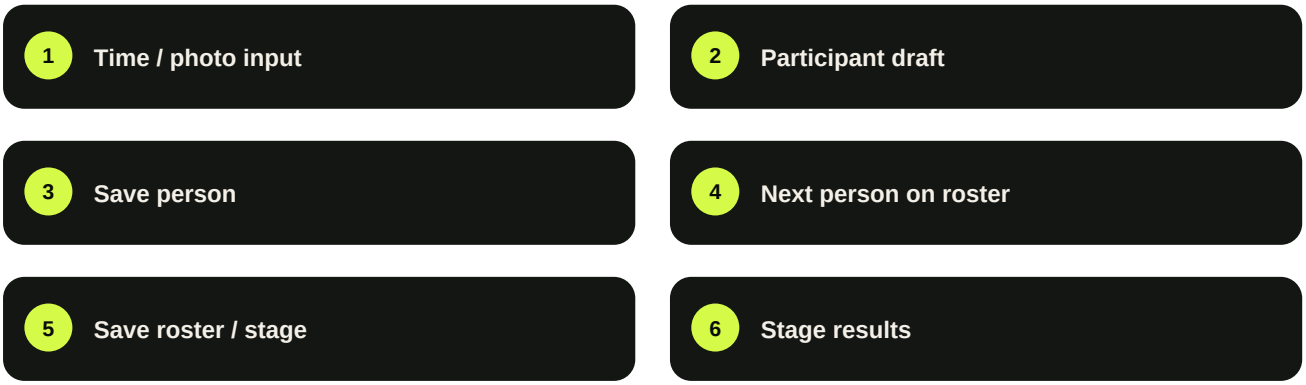
02 Select the next person from that roster rather than backing out to Continue Scoring to change names.

03 When all intended participants are recorded, use Save at the bottom of the roster. Confirm the app opens the intended stage results.

04 If you leave early, reopen the current recovery/continue item. Confirm the squad, dated session, stage, person and partial counts before carrying on.

05 After final saving, check results rather than starting the same stage again. A committed completed item should not continue to appear as an unsaved recovery entry.

06 If an error appears, retain the selection/draft, review the message and retry only in the correct context. Do not delete recovery entries before confirming the result is durable.



Back navigation is part of verification

Back should return to the preceding screen, not skip to the initial menu. If a build unexpectedly jumps two screens, check the saved/recovery state before re-entering data and report the exact squad/session/stage and action sequence. Do not assume a failed-looking transition means the score was not saved.

Use demonstration data for checks

Test a new release with a small synthetic squad and inspect saved counts/times, final results and exported CSV before relying on a large session. Do not clear real records to make an example easier.

13 / SOURCE-AUDITED

Read results at squad, session and stage level

Choose the scope first, then choose the ranking metric.

Scope	What the table should represent
Squad overview	One row per person with eligible saved performance collated across that squad.
Selected session	One row per person with the cumulative records in that dated session.
Selected stage	The individual performances for that shoot/stage, with the appropriate scoring schema.
Individual history	That person's records, with drill/stage context available for meaningful comparisons.

01 Open Results and choose the squad. Use search to narrow the list.

02 Choose a session when you want that occasion only, then a stage when you want individual stage performances. Check the visible context before exporting.

03 Choose a ranking: Average HF, Cumulative HF, Hit factor, Score, Time or Competition points where available.

04 Review missing timing, untimed entries, imported read-only results and any unawarded competition points. Do not interpret an unavailable value as zero.

05 Open the relevant result for detail. Use its supported Edit route for a correction; group-linked records may require the session editor instead of direct individual editing.

Three HF figures are not interchangeable

Stage HF is score divided by that stage's eligible elapsed time. Average HF is the mean of included HFs. Cumulative HF adds the included HFs; it is not total points divided by total time. Compare results using the selected metric and the same intended scope.

Higher score/HF/competition points generally ranks ahead; lower eligible elapsed time ranks ahead when Time is chosen. Stage rules, exclusions, ties and completeness still matter. A mixed-course cumulative table is not proof that different drills are directly equivalent.

14 / SOURCE-AUDITED

Understand competition points

A normalized stage award is additional to raw score, time and HF.

For an eligible timed stage with a declared maximum, the highest valid HF receives that maximum. Other eligible competitors receive the same fraction of the maximum as their HF is of the winning HF.

Formula

Stage award = stage maximum x participant HF / winning HF. Match/session awards add independently calculated stage awards. Each actual stage is normalized separately.

18-round paper example	Raw score	Time	HF	Stage award
Person A	90	10.00 s	9.00	90.00
Person B	80	10.00 s	8.00	80.00
Person C	72	12.00 s	6.00	60.00

In this illustrative stage, 18 declared paper rounds at 5 points provide a 90-point maximum. Person C's raw 72 points produce 6.00 HF, which is two-thirds of the winning 9.00 HF, so the normalized award is 60 points. Raw points and stage award are different columns.

- Unknown stage maxima must stay unawarded; actual score/time/HF can remain available.
- Missing stages, ambiguous repeat attempts, mismatched scoring definitions and incomplete timing can prevent a valid award.
- An all-zero stage does not establish a positive winning HF; do not invent a winner by dividing by zero.
- A multi-stage total is the sum of each independently normalized stage, not one normalization across the combined time.
- Changing the ranking menu does not rewrite the original saved observations.

Use the configured rules

Minor/Major, target type and miss/penalty values belong to the actual stage. Do not assume every missed shot is -10 or every target has the same hit value.

15 / SOURCE-AUDITED

Export readable CSV tables

Share the intended scope, including available first-shot and split evidence.

01 In Results, select the correct squad/session/stage. Open its three-dot actions.

02 Use Share cumulative results for the summary scope, or Share ALL results for the full detailed scope. Selection/export labels may differ in older views.

03 Review the readable table preview. Check the person names, score/time/HF, competition points, scope and number of records.

04 Use the share sheet to save/send the CSV table files. A document may provide separate tables; keep related summary, detail and timing tables together.

05 Reopen a sample exported file in a spreadsheet app. Confirm headings, row counts, date and first-shot/split availability before distributing it.

Filename pattern

The preferred name uses the SHOOT DATE, then Squad, Session and Stage: 2026-10-26-Club Alpha-Week 1-El Prez Pistol.csv. Multiple dates use a date range; mixed scopes use All squads / All sessions / All stages. Separate tables may add a descriptive suffix. Invalid filename characters are made portable.

First shot, splits and echo review

First shot is exported when genuine stored timing supports it. Timing tables preserve available original cumulative timestamps, adjacent splits and provenance. Manually entered total time must not grow a made-up first shot or split list.

A positive adjacent interval at or below 0.11 seconds is flagged as Possible echo or rapid shot - review. It is not automatically deleted: a short split alone cannot distinguish an echo from a real rapid shot. Inspect the original timing and range context before a correction; longer splits do not prove the absence of echoes.

Result exports describe results, not a stage-plan code page. Share a stage plan from the builder/catalogue instead when that is what the recipient needs.

16 / SOURCE-AUDITED

Share BOP plans and native results across devices

CSV is a readable report. BOP is a native transfer package.

01 From the relevant three-dot actions, choose Share native BOP or the offered squad/session/roster/plan transfer. BOP means Basic Outline Procedure in this workflow.

02 Review the chosen scope. A full session can contain its roster, stages and recorded results; a stage-plan CSV is not the same payload.

03 Transfer using the operating system share sheet, such as Files or another supported device-to-device route.

04 Open/import the package in the matching Downrange application and review its summary before accepting. Score Lab transfers belong in Score Lab; Competition transfers belong in Competition.

05 Check the imported stage/roster/session and result visibility. Do not assume a successful file transfer proves successful native import or a fresh score.

Keep the product boundary

Never rename an extension or alter application identifiers to force a package into the other product. A same-name person, stage or session is not automatically the same identity. Strict validation may reject conflicts, stale references, inappropriate history or previously deleted data.

BOP v1 cannot preserve count-only paper/photo results and rejects packages containing them. Sharing the full saved session does not bypass this check. Use CSV to report the saved counts and results. A clean, unscored reusable plan may still be shared when eligible. BOP does not transfer the original target image, private photo annotations or review identity. These restrictions prevent a receiving app from silently losing score data.

Sharing is deliberate

Before using the share sheet, review who will receive the roster, names, performance or cognitive data. Private photo annotation/source identities are not a general BOP/CSV payload. Do not use a failed import as a reason to remove account or data-isolation safeguards.

17 / SOURCE-AUDITED

Train for 3, 5, 10 or 15 minutes

The Fundamentals warm-up budgets a sequence, not just a different exercise timer.

01 Open Training and choose Dry Drill Warm-up / Fundamentals warm-up.

02 Choose Pistol, Rifle or Rifle + Pistol. Check that the selected equipment matches the routine you intend to practise.

03 Choose 3, 5, 10 or 15 MIN. Read the displayed number of blocks/drills and total time before starting.

04 Review the individual drill instructions and coaching detail. Use the preparation, transition, practice and reset intervals shown; do not interpret the entire block as shooting time.

05 Tap Start routine. Use Pause / Resume, Restart or Skip drill - pause as needed. Changing duration/equipment resets the routine clock, so do it before a new run.

06 Afterwards, use the available preparation log/checklist controls honestly. A planned or read-through activity is not a measured live-fire result.

Selected duration	Planner block count	What changes
3 minutes	3	A short selection of compatible fundamentals.
5 minutes	4	A broader sequence within the selected budget.
10 minutes	6	More drills/blocks, not a repeated time label.
15 minutes	8	A longer sequence with preparation/reset/recovery included.

Read the actual prescription

Drill selection depends on available compatible catalogue drills and the equipment choice. The planner preserves catalogue pars; it budgets repetitions, transitions and rest rather than inventing a new standard. Do not substitute this guide for the drill's actual safety prompts, local range rules or coaching.

18 / SOURCE-AUDITED

Use cognitive tests and export their records

Keep assessment results, research participation and shooting results distinct.

01 Open the cognitive testing entry from the available Training/profile route. Choose the intended operator/profile and context before starting.

02 Read the participation sheet using the View participation sheet link/button. Where the study entry requires consent, set the visible research-data-collection toggle to enable Continue to study. A disabled toggle/button is not proof of consent.

03 Follow the selected digit-span, Corsi or Stroop assessment exactly as presented. Complete the post-task NASA-TLX workload ratings when that workflow requests them.

04 Return to saved cognitive records. Check Complete, Ratings pending or Incomplete status before comparing results or treating an assessment as finished.

05 Use the records' three-dot actions to Select, Share or Delete where that release supports the menu. Edit details is in record detail -> three dots; it changes the display label/context notes, not objective responses.

06 For export, select the records and review the authorization confirmation. The CSV export includes raw trials, timing/accuracy and workload/context tables where available; use the OS share sheet deliberately.

Privacy and research limits

The participation sheet displayed by the native app is bundled with that build. A local entry acknowledgement is not proof that every network collector or research upload is enabled. Consent scope and collection behaviour must match the actual release. Do not claim data are certified anonymous or that Competition currently has the same research workflow.

Availability and interpretation

The intended free tier includes cognitive tests; check the actual account/build if entry is unavailable. These are pilot performance assessments, not clinical tests or IQ scores. Deleting a local cognitive record is separate from any data already transmitted under an enabled collection workflow.

19 / VERIFIED GROUP-ONLY SAVE IN IOS REVIEW BUILD 60

Measure a target in Sensorless Lab

Physical group size needs a confirmed scale on the same target plane.

01 Open Sensorless Assessment, choose the shooter and select Analyse a target.

02 Choose a clear target photo with the complete calibration reference visible. Review visible impacts: add the confirmed centres, remove mistakes or Undo the last mark.

03 Enter measured reference width and height in millimetres. Use a rectangle on the same flat target plane, not an object at a different depth.

04 Tap Mark reference corners and mark top-left, top-right, bottom-right, bottom-left in order. Confirm the dimensions/corners only after checking them.

05 Enter the actual shooting distance and unit. Complete the visible-impact review, then inspect group size; distance is additionally needed for MOA.

06 Optionally mark a point of aim. Confirm the reference follows target horizontal/vertical axes only when true; this supports a common aim-relative X/Y frame.

07 Save Analysis and reopen it to check the photo, calibration, shooter and measured result.

Target preset matters

The source's 450 x 190 mm inner-border reference is specifically described for an IPSC B2 octagonal target. It is not a universal dimension for a headed Metric target or reduced-size print. For another target, measure an appropriate visible rectangle yourself.

Do not infer a physical group from pixels

Without valid calibration and impact review, physical millimetres/MOA are unavailable. Folded or severely perspective-distorted photos undermine measurement. A tighter-looking screen image or smaller crop is not proof of a smaller group. Group analysis does not change the saved scorecard.

A point of aim is optional for group size

A reviewed, calibrated group can be saved and reopened without an aim point in review build 60. Group spread needs a valid scale; MOA also needs shooting distance. Personal X/Y analysis additionally requires a confirmed aim and target axes. Do not invent an aim to make a group-only record save.

20 / VERIFIED ENTRY ROUTE IN IOS REVIEW BUILD 60

Review Personal X/Y analysis and coaching

Use trusted measured positions, a confirmed aim and a selected shooter.

01 Open Personal Shooting Analysis and choose the shooter.

02 Choose Overall to review eligible history across drills, or select a particular drill for that drill's history and guidance.

03 Choose All history, 30 days or 90 days, then the shooting distance. Use Pistol/Rifle/Unknown filters when supported by the saved observations.

04 Read the coverage statement: measured hits versus visible hits, records plotted versus processed, missing coordinate hits and unknown miss records.

05 Inspect the aim-relative X/Y density view. It uses a 500 mm frame each side of aim; outside-frame observations are counted rather than silently clipped.

06 Use Refresh analysis after supported corrections/context changes. Review drill guidance and coaching recommendations alongside actual score/time/group data, not as a diagnosis.

Why a record may not plot

A saved score or manual A/C/D/M count does not automatically provide trustworthy impact positions. Missing calibration, aim, orientation or source linkage can exclude a record from a measured plot while its numeric result remains saved. Overall is an analysis scope, not permission to combine incomparable scales blindly.

Sensorless target assessment owns per-photo group size/MOA. Personal analysis owns the selected person's eligible aim-relative X/Y history. Use the two together: one describes spread on a measured target; the other describes positional patterns relative to aim.

Coaching is a review aid

A left/right or high/low cluster alone does not identify grip, trigger technique, fatigue or equipment as the cause. The app's reviewed-photo feedback is descriptive and may suggest a training focus. Confirm with repeatable observations and an appropriately qualified coach.

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Manage people, rosters and account access

Data actions depend on the object being managed.

Where	Supported action / important boundary
Profile > Manage profiles	Select people, share a name list, remove from active choices, Undo/Restore in the new fix. Historical IDs/results/session participants remain.
Reusable rosters	Select one to edit; share BOP; delete reusable roster without deleting people or past session snapshots.
Active session roster	Remove unused names when permitted. Recorded/unfinished scorecards are deliberately protected.
Saved squad/results	Rename/delete through guarded squad/session/result actions; review the scope because deleting a squad can include its associated executions/results.
Saved stages	Edit supported personal/copy details; protected authored catalogue source is retained.
Result selection	Review/edit one native eligible result, export selected tables/BOP where supported, confirm deletion. Imported read-only records remain restricted.

Removing a person from active profile choices is not historical-score erasure. Use Undo/Restore where offered to show them again. Saved results and session participants keep their original identity and history; inspect the relevant scope before deleting other objects.

Free, Pro and Manager are the current plan names. Bluetooth/timer and several advanced data actions depend on verified access; Manager controls group management. Use the app's actual store/account screen for current price, introductory eligibility, purchase and Restore. A local development/sandbox grant is not a paid production subscription.

Account changes are boundaries

Switching owner/profile, deleting data or losing verified authority can revoke an open capture, analysis or edit. Reopen it in the correct current context; do not work around the guard by creating duplicates or changing identifiers.

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Troubleshooting and version checks

Check the exact build and saved evidence before treating a problem as resolved.

Symptom	First useful check
Bluetooth says Import unavailable	BLE permission/power, in-app connection, KST1000 PractiScore Push and live-shot data channel. Connected name alone is insufficient.
Wrong time/person or a skipped Back page	Stop capture; check current squad/session/stage/person and recovery. Do not re-enter until the existing saved state is clear.
Camera Accept unavailable	Target registration, expected photo rounds, unmapped/uncertain marks, proposal limit and current account/entry context. Retake or use genuine manual review.
Marker does not disappear	Select the actual marker and Remove; verify image/count change before Accept. Check both enlarged and main review.
Competition points blank	Declared comparable maximum, eligible timing, complete stage scope and unambiguous attempts. Blank is not a fabricated zero.
Missing X/Y or MOA	Reviewed impacts, calibrated target-plane reference, distance/aim/orientation and eligible saved source linkage.
CSV seems incomplete	Chosen scope, selected records, all table files and actual stored timing provenance.
Restore/paid feature unavailable	Correct store account, verified linked app account and a genuine supported purchase; contact support rather than disabling access checks.

Before relying on a new device or release

- Check the installed version. This guide’s stage-led and save/recovery instructions follow iOS review build 60; older TestFlight and other-platform menus may differ.
- Confirm the selected squad, dated session, phase and participant before changing counts or collecting time.
- Check a connected KST1000 against known shots, first shot, splits and elapsed time before using it for an important session.
- Review actual photo markers and zones, including staples and overlapping tears. No universal automatic-scoring accuracy rate is claimed.
- Review CSV scope, row counts and genuine timing detail before sharing. BOP v1 cannot preserve count-only paper/photo results; full-session transfer is not a bypass.

Version note

This edition follows iOS review build 60 and its checked scoring/recovery and analysis routes. The development iPhone update is complete; the next TestFlight/App Store release is pending. It is not proof of a paid purchase/restore, live KST1000 hardware qualification, universal camera accuracy or identical behaviour on every platform.