

No training method has revolutionised the shooting sports as much as aiming path analysis with the **SCATT** System. This can best be proved by looking at the development of international performance. Once upon a time, just a few 'superpowers' decided all of the medals between themselves, whereas nowadays there are very many nations at the top of the tree. It is possible to glean a major part of the 'know-how' for a perfect shot by nothing other than careful analysis with the SCATT, and training itself gains significantly in efficiency by the use of this method.

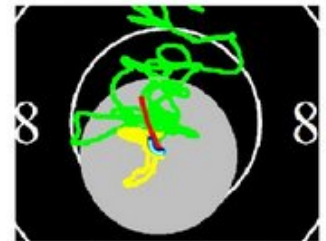
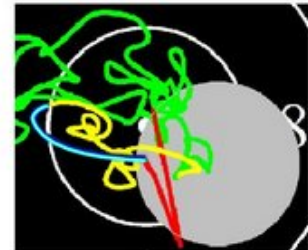
What has long ago become usual practice in the international training centres around the world, has now become a must for clubs and individual shooters. Anyone with their own laptop can now, with a modest outlay, obtain exactly the same system as is used by the elite. The core idea of the **SCATT** lies in visibility. One sees exactly what is happening during the shot. There are often just minimal differences between an unsuccessful attempt and a perfect hit; the aiming path reveals where the differences are to be found.

Training with the **SCATT** system has meanwhile become part of the daily routine. Training units for the position, the steadiness of hold, the aiming and trigger release are all evaluated with infra-red diagnostics as a matter of course. This method is also especially recommended for performance controls, because it conveys indisputable information about the causes of any mistakes.

The **SCATT** System is moreover especially helpful for pistol shooting because of the lightweight sensor and because it offers special routines such as for training duelling.

The *Triggersensor* is new for rifle and pistol; this offers the first reliable display of the trigger pressure curve. First pressure, second pressure and shot release can be clearly seen, offering an easily understood pathway towards the 'cultivation' of these steps.

All good systems are variable and innovative. In 1998 MEC constructed the first simulation rifle for aiming path shooting, the **SCATT-rifle**. It leads in both quality and function, because it consists of high-value components. In this respect it offers youngsters right from the beginning, all the elements that will in future lead to successful sporting shooting with high-quality target rifles.

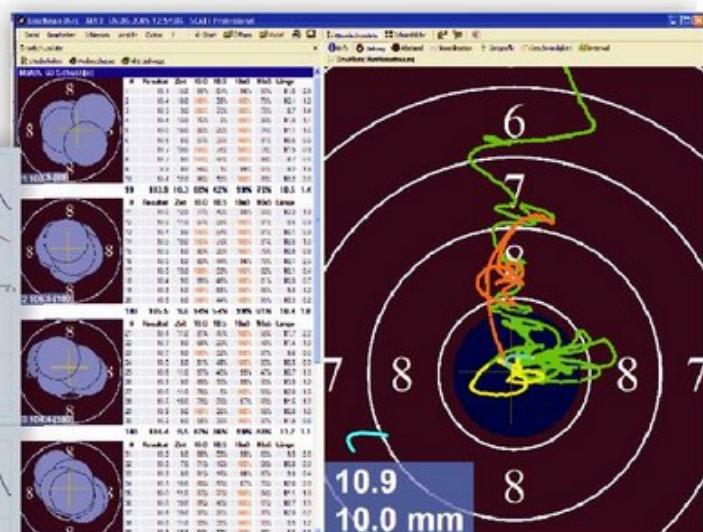
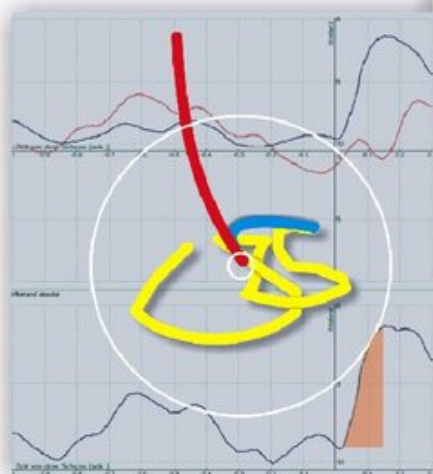


The example of trigger release: the **SCATT** curve shows you what has happened in the blue section between the yellow and the red traces. This is the last tenth of a second before the shot, and here can be seen how the rifle has behaved in this critical phase. This sequence has been shown as a blue line with a white stripe in the above pictures. The comparison shows on the left side a fairly reasonable sequence, (ca. 2,5 mm long), and to the right is a perfect release (0,5 mm). As soon as one take a critical look at these traces, one quickly comes across the solutions - mostly it is contact to the trigger tongue, as well as the direction and strength of the pull, which are the determining factors. Those who experiment along these lines will soon come across the answers.

The distance curves in the right-hand picture show in how far the aiming path in the final second has deviated from absolute centre. Above the separate vertical and horizontal deviations, beneath the absolute distance.

The rifle kicks upwards with the recoil, in the distance graphs the blue curve shows this clearly. In the normal aiming path diagram, this recoil curve is shown in red.

Recoil curve and distance acceleration (see orange area) are also good indicators of the shooting characteristics of the rifle. The flatter this curve, the less the muzzle jump. The more exactly similar from shot to shot, the better the shooting performance will be.



The user interface on the computer screen leads you to the various analysis levels with just one click. Distance, co-ordination and rhythm can be separately discussed. With increasing experience, the deepest secrets of the shot are able to be deciphered.