



**TAC R&D LABS**  
TACTICAL EDGE INNOVATION

# SHOOTERLITICS BY



**TAC R&D LABS**  
TACTICAL EDGE INNOVATION



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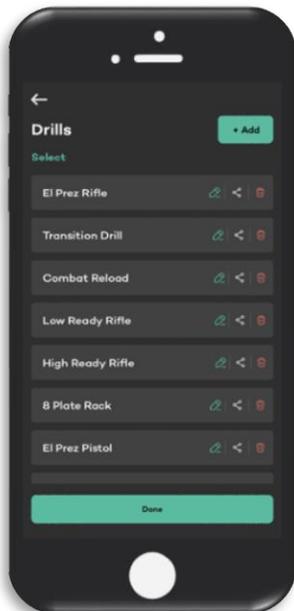
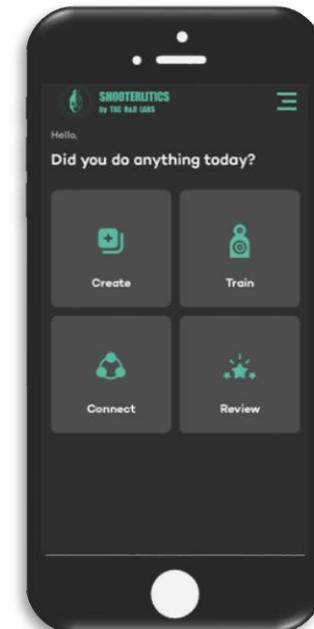
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## SHOOTERLITICS™ OVERVIEW

Every day, Shooters of all backgrounds fire thousands of rounds down range in the hope to master the critical skill of combat and sports shooting. Millions of dollars are invested in ammunition, equipment, and facilities globally to improve our performance. The results are often subjective. The data is often wasted.

Shooterlitics™ is a holistically customizable shot timer application that allows the user to create and collect shooting data, analyse customisable statistics, enhance training methodologies, and increase combat shooting performance output. Shooterlitics™ integrates the AMG Labs Commander Shot Timer device as the primary method of registering live gunshot audio with an alternate in-built software function using the organic microphone of the phone/tablet device.

Shooterlitics™ has been designed by Shooters for Shooters. The Shooterlitics™ App not only functions as a training log but as a tool for the User to improve their shooting performance by analysing key shooting metrics in an easy to use and simple Interface. Performance data is reflected real time at the push of a button. With such an engine behind you, we are confident you will achieve the performance enhancement you are seeking.



## CREATE INTERFACE

Shooterlitics enables the User to easily create robust and customisable shooting drills for Shooters of all backgrounds ranging from Hobbyists, Sports Shooters through to Military and Law enforcement entities. Customisations include:

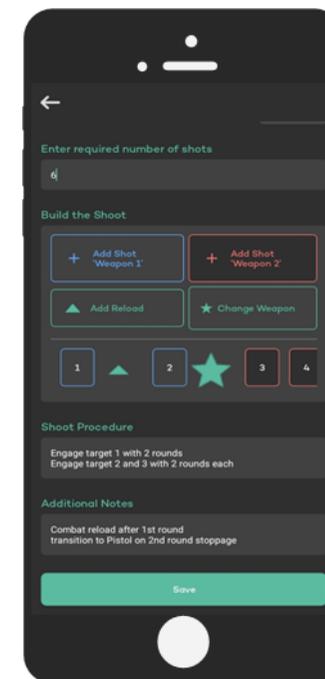
- Custom weapon selection
- Customisable scoring types:
  - o ICORE
  - o Points Down
  - o Commstock-Virginia Count
  - o Combat Training
  - o No Score
  - o Custom build
- Customisable scoring and penalty inputs
- Unique 'round by round' build function including magazine reloads and weapon transitions
- Shoot Procedure notes





## Creating a Shooting Drill

Selecting the Create Interface for the first time will skip the *Drills* interface and immediately take you to the *Create* interface to build your first Shooting Drill. Subsequent shooting drills can be created by selecting the **[+ADD]** icon in the *Drills* interface. The *Drills* interface will list and store all drills created by the User for future use. In the *Create* interface the user can enter a Drill Name, select from a pre-arranged weapon list, or add a custom weapon. The *Shooting Type* **[SELECT]** button will reveal a list of scoring types outlined above. Selecting a *Shooting Type* will reveal the applicable scoring penalties associated with each unique *Shooting Type*, simply select the appropriate penalty for your drill. Some Penalties have adjustable settings to suit the User's needs, whilst others are locked to reflect the scoring criteria of the numerous Sports Shooting Associations such as ICORE, Commstock- Virginia Count and Points Down (more information on *Shooting Types* can be found in Annex A). *Enter required number of shots* requires the user to input the number of rounds to be fired in the shooting drill. The *Build the shoot* function enables the user to manually input the shooting drill shot by shot. Weapon reloads and weapon change overs (transitions) can be input into the drill in the *Build the Shoot* menu. Each function can be deleted by selecting the undesired action or re-arranged in order by selecting and dragging the required action. Other features include space to notate the shooting procedure and any additional notes such as safety or required range equipment. Once complete the **[Save]** button will save the shoot in the drills Menu. This drill and others in the *Drills* menu will then be selectable in the Train interface.



## CONNECT INTERFACE



The Connect interface allows for the connection of several wearable devices (coming soon) and the connection of Bluetooth Shot Timers (currently supporting the AMG Labs Commander Shot Timer).

### Connecting to devices

To Connect to the AMG Labs Commander Shot Timer, **[SELECT]** the Connect Interface. **[SELECT]** the *Connect to Timer* interface to view the available Shot Timer devices. Ensure the AMG Commander Labs Shot Timer is turned on. All available Shot Timer devices will be displayed. **[SELECT]** the *Connect* button to complete the connection process. To disconnect the timer **[SELECT]** the *disconnect* button. The Connect Interface will now display the connected Shot Timer





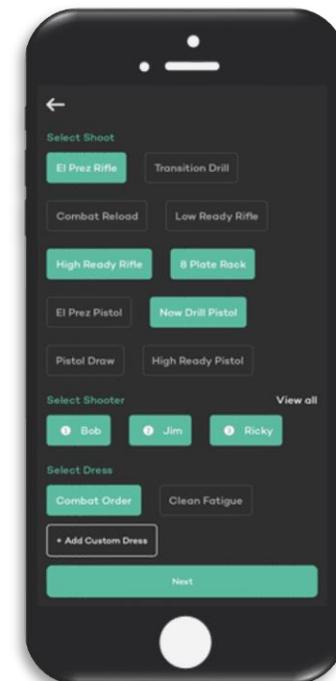
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## TRAIN INTERFACE

Shooterlitics supports two modes of operation for all users ranging from individuals and families to sports shooting professionals including military and law enforcement. The two training modes are:

- **Basic Timer Mode**
  - Uses the inbuilt microphone function as the primary method of capturing the Gun Shot sounds
- **Bluetooth Timer Mode**
  - Once connected to a device, the App uses the connected Shot Timer to register Gun Shot Sounds.



### Preparing for a shooting practice

[**SELECT**] which mode is applicable to you to enter the first Train Interface. The *Select Shoot* Menu will display all the created drills stored in the Create Interface. [**SELECT**] all applicable drills to be conducted. To list Shooters in the *Select Shooters* Menu select the [**VIEW ALL**] option. If no shooters have been previously added select the [**+ADD**] button to register a shooters detail. The detail options are:

- Shooter Name
- Shooter ID
- Shooter Patch/ Lane/ Tab number
- Unit/ Organisation
- Sub-Unit
- Team/ PL



Once the Shooters details have been input select the **[SAVE]** button. This shooters details will then be selectable and stored for future use. In circumstances where there are many registered shooters, a *search* tool with a filter is provided to ease in finding existing registered users. The **[+ADD]** button will also give you the option to group several existing registered Shooters, once a Group is created, the user can simply select that group instead of individually selecting Shooters to participate in the Shoot. Ensure you **[SELECT]** each participating Shooter/ Group and then return to the first train interface by selecting the **[DONE]** button. Select the dress of the Shooter from the registered list or create a custom dress using the *+add Custom Dress* button. There is an added option to register an activity label if required. Select **[NEXT]** to proceed to the final Train Interface. In addition to manually registering Shooters in the Shooterlitics App, the Database allows for bulk upload of shooters by importing a .CSV file into the Database. Simply complete the sample file from the *Shooters Page* and re-import the file onto the database. Your shooters will automatically appear withing the Shooterlitics App.

There are several ways to identify the shooter within the *Train Interfaces*:

- The Shooters name
- The Shooters Patch/ Lane/ Tab number

SHOT TIMER

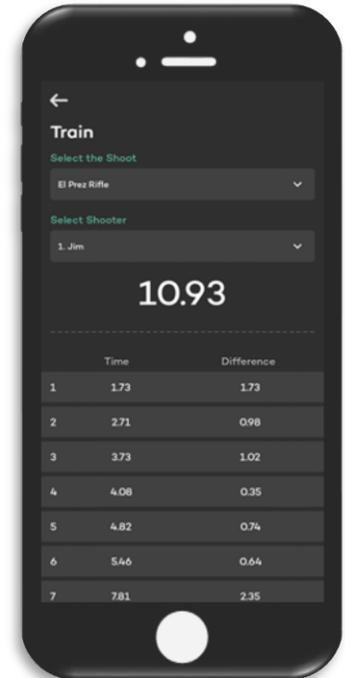
-  Dashboard
-  Database
-  Shooters
-  Live Reviews
-  Training Events Log
-  Logout



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### Conduct a shooting Practice

The main Train Interface is an easy-to-use interface that presents immediate and comprehensive data on a Shooter's performance. Before beginning the shoot, [SELECT] *Select the shoot* to be conducted and [SELECT] *Select Shooter* who is conducting the shoot. To begin the shoot, if using the *Basic Timer Mode* select the [START] button, this will begin the timer and commence the drill. To conclude the shoot, select the [STOP] button, this will complete the calculations in the Shooterlitics app and reveal the shooter's performance. To begin the shoot, using the *Bluetooth Timer Mode* simply start the timer on the timer device to begin the timer and commence the drill. To conclude the shoot, stop the timer on the Shot Timer Device (if using the AMG Labs Commander Shot Timer [SELECT] the M button on the Timer Device itself, this will complete the calculations in the Shooterlitics app and reveal the shooter's performance). Scrolling down the page will reveal the relevant penalty inputs for that *Shooting Type*. [SELECT] the applicable Hits and Penalties to input the score. Once the hits and penalties have been input the [SCORE DISPLAY] button will reveal further performance details such as Hit Factor, Lethality and Magazine Reload Times. To Complete the Shoot, select the [SAVE] button. Once saved you can scroll up to change the Drill or Shooter or exit back to the first Train Interface by selecting [FINISHED]. If an error has occurred during the shoot, you can restart the shoot by selecting the [RESTART] button at any time, this will clear the existing data from the page and reset to begin again.



### REVIEW INTERFACE



The Review Interface presents the saved shoots in a compact manner to further review or export to the Shooterlitics Database. Each saved shoot can be selected by the [SELECT] drop down button to reveal a more comprehensive analysis of the shoot conducted. In circumstances where a lot of reviews are stored, you can use the [Filter] button to filter the drills by date, shooter, and activity.

#### Exporting a shoot to the Shooterlitics™ Database.

To export a shoot (or number of shoots) to the Shooterlitics™ Database, select the [SELECT] button and [SELECT] the required shoots to be exported. To finalise the process, select the [EXPORT FILE]. See the *Database* section in this document for further information on the Shooterlitics™ Database. Once the shoots have been reviewed or exported the [DELETE] button will permanently delete the stored data.



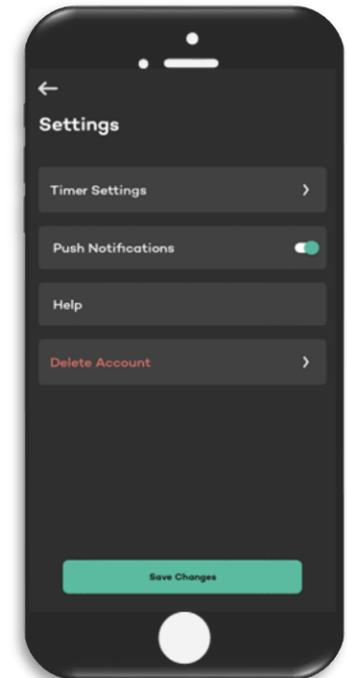
## SUPPORT MENU

The top right corner of the Home Interface will take you to the support menu that will provide you with a range of options. [SELECT] the *View Profile* menu to edit personal details including mobile number, phone number, name, and profile picture. [SELECT] the *Subscriptions* menu to enter the *Subscriptions* interface where you can elect to upgrade or cancel your subscription. [SELECT] the *Notifications* menu to review any notifications from the Shooterlitics™ Team. The [SELECT] *Settings* menu will take you to another menu where you can adjust the microphone timer settings (if using the AMG Labs Commander Shot Timer the timer settings can be adjusted on the Shot Timer device itself), adjust push notifications, contact us, and delete your account. Lastly [SELECT] the *Logout* button will sign you out of this device.

### Adjust Microphone Timer Settings

In the *Settings* Interface [SELECT] *Timer Settings* to enter the menu where you can adjust the inbuilt microphone settings of your device. The adjustments that can be made include:

- Sensitivity
  - The adjustment bar allows you to set a microphone sensitivity from 0db to 100db. As a guide, dry firing or clicking your fingers near the microphone on your device is approximately 40db, clapping near the device microphone is approximately 70db and firing a pistol in an indoor range is approximately 90db. Adjust the sensitivity bar so that it is as close to the required decibel level as the activity being conducted. For example, adjust the sensitivity of the microphone higher for live fire activities so that quieter sounds are not accidentally recorded. The default setting is 40db.
- Echo Delay
  - Microphone detection activity on the Android and IOS platforms are extremely sensitive, therefore The *Echo Delay* function allows the user to adjust the recorded sound time between registered sounds. When used in conjunction with the *Sensitivity setting*, this feature will prevent the timer from recording sound wave echo particularly from live firing. The environment you are shooting in will affect the amount of time delay required. The *echo Delay* slide bar allows the user to select the required echo delay. The echo delay in conjunction with the microphone sensitivity will assist in only recording the desired sound. The default setting is 0.12 Seconds.
- Start Delay





- The *Start Delay* feature allows the User to set a delay to the start time. Input the desired delay in seconds. This delay will be applied to all training shoots in the *Basic Timer Mode* until removed.

## DATABASE

A unique and user-friendly function of Shooterlitics is the [www.tacr labs.com.au](http://www.tacr labs.com.au) User *Database* designed to collect, analyse, and interrogate a shooters performance. The features available in the *User Database* is a comprehensive and filterable table that logs all the shooting metrics exported from the Shooterlitics™ App, A performance dashboard that graphically displays a user, teams, Sub-Unit or Units performance and a review screen to support *Competition mode* (see *Competition Mode* Chapter for further details on the *Review* page).

### User Database Page

The User Database provides a comprehensive breakdown of the skills conducted. To Assist in finding the data points required the Database columns can filtered by **[SELECT]** the relevant filters at the top of the database. In Addition, the **[SELECT]** *Select columns* buttons will hide columns not required. Each row can be deleted by selecting the **[DELETE]** button adjacent to each row of data. For further exploitation in the users' own models, the data base is exportable as a .csv by selecting the **[EXPORT]** button.

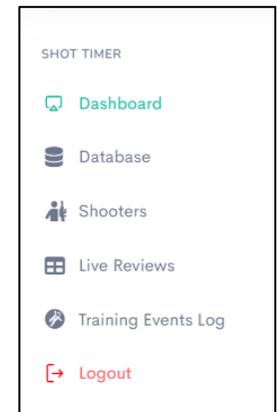
Certain aspects of the database are manually changeable in the event data is incorrectly exported from the Shooterlitics™ App. The features that can be manually changed from the database are, Hits, Misses, and Hits on Non-Threat Targets. Changing these values will automatically calculate the required changes in other columns such as Score, Lethality and Hit Factor.

### Dashboard

The Shooterlitics Dashboard provides a real time analysis of the user (users) shooting performance in a clear and graphical representation (see Annex C Understanding the Dashboard Graphs) Filter options are provided to further analyse the user's shooting performance, **[SELECT]** the relevant filter to narrow down the data reflected in the charts and graphs.

### Shooters

In addition to manually registering Shooters in the Shooterlitics™ App, the Database allows for bulk upload of shooters by importing a .CSV file into the Database. Simply complete the sample file from the *Shooters Page* and re-import the file onto the database. Your shooters will automatically appear within the Shooterlitics™ App. Shooters may also be manually added one by one in the Shooters Page





## Live Reviews

The Live Reviews Page on the tacrdlabs.com.au webpage allows the user to live 'cast' multiple users scores and performance data to a connected TV or screen. This could be useful for competitions or to analyse multiple users shooting performance simultaneously in real time. To enable Live Reviews:

1. Ensure you are logged in to the User Database at tacrdlabs.com.au
2. Connect the Desktop, Laptop or Tablet device you are using to view the User Database to the TV or Screen so that you can see the Database on the Selected Screen
3. Navigate to the Live Reviews Tab
4. Once the Live Reviews page is open the App will automatically upload the *Score Display* once the user has completed a shooting drill and selected the **[Save]** button from the training Interface. Simultaneously the performed shooting drill will be saved to the *Review Interface* as per standard operation.

## TROUBLE SHOOTING

### Bluetooth Connection issues

For best connectivity, ensure the AMG Labs Commander Shot Timer is within usable range. Before entering the Connectivity Interface, turn the Shot Timer On. Continue the connectivity instructions in the Connectivity Interface Chapter. If this does not work close the Shooterlitics™ App completely and restart the process. If the timer is connecting but no shots are being recorded complete the following steps:

1. Turn of the AMG Commander Shot Timer
2. Simultaneously hold the **POWER ON** Button and the **M** button on the AMG Commander Shot Timer
3. In the following settings menu- ensure **BLE Push** is set to **'YES'**
4. Press **'M'** button to return to the main interface on the AMG Commander Shot Timer and restart the connection process

Be aware, the AMG Commander Shot Timer has an auto shut down function that occurs after 10 minutes of no use. To avoid losing connectivity during training, be sure to cycle screens on the AMG Commander Shot Timer frequently to avoid losing connection.

### Error message



The most probable cause of an error message is caused by a lack of network connectivity. Ensure your Device is connected to the Internet or applicable Local Area Network (Enterprise Users). Additionally, check that you are not signed in on another device (depending upon your level of subscription).

#### Live reviews

If Live Reviews are not populating as described in the Database Chapter, first check you have both network connectivity to the Device. The Live reviews requires you to be logged in to the User Database with the same log in details used in the Shooterlitics™ App. Check your device settings and casting options on the laptop or desktop device.

#### Exported data is not loading to the Database

Ensure your Device is connected to the Internet or applicable Local Area Network (Enterprise Users). Refresh the web browser to the User Database and ensure you are logged in to the User Database with the same log in details used in the Shooterlitics™ App.



## ANNEX A SHOOTING TYPES

The Shooting Types Selection appears in the *Create a Drill* Interface and enables the user to define the shooting requirements for the drill to be conducted such as the penalty types, score values and score calculations. The following Shooting Types are pre-programmed into the Shooterlitics Application:

### Custom

The *Custom* Shooting Type is designed for the user to create a completely customisable shooting drill. All values are editable to suit the user's desired scoring system. The Penalty options include:

- Miss
- Hits on Non-Threat
- Overtime value
- Set Time Limit
- Procedural Penalty

Total Score = (Hits - Penalties) / Total Time

### Points Down

The International Defensive Pistol Association (IDPA) scoring method of points “time plus” or the *Points Down* method, where your score is your total stage time plus penalties. The score given is in time format, the lower the time the better the score. The Scoring format for *Points Down* is fixed in accordance with the IDPA scoring System. The scoring system for *Points Down* is as follows:

- Popper Miss Penalty (+5 Secs)
- Hits on Non-Threat Target (+5 Secs)
- Procedural Penalty (+3 Secs)
- Down 0 (+0 Seconds)
- Down 1 (+1 Secs)
- Down 3 (+3 Secs)

Total Score = Total Time + Penalties





## ICORE

The International Confederation of Revolver Enthusiasts (ICORE) scoring method of points or the *ICORE* method, where your score is your total stage time plus penalties. The score given is in time format, the lower the time the better the score. The Scoring format for *ICORE* is fixed in accordance with the ICORE scoring System. The scoring system for *ICORE* is as follows:

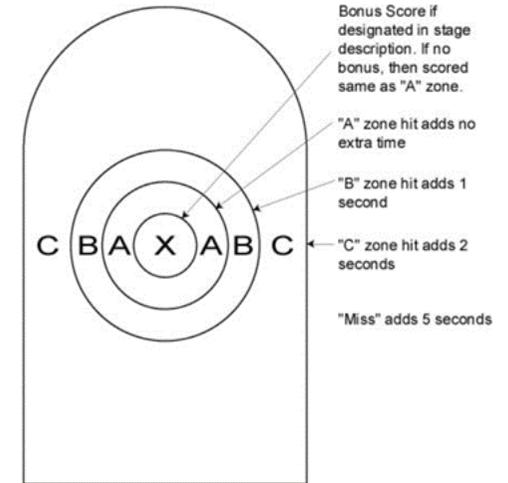
- X (+ 0 Secs)
- A (+ 0 Secs)
- B (+ 1 Secs)
- C (+ 2 Secs)
- M [Miss] (+ 5 Secs)
- NS [No Shoot] (+ 5 Secs)
- P [Procedural Penalty] (+ 5 Secs)

Total Score = Total Time + Penalties

## Combat Training

*Combat Training* is a simplistic version of the *Custom* Shooting type designed for general purpose training, steel target shooting and scenario-based drills. There is no time limit, time stops on the last shot and Penalties are recorded as a points value. The score given is in Hit Factor format, the higher the score the better. *Combat Training* score inputs are adjustable to suit the users' requirements and are as follows:

- Hits
- Miss
- Hits on Non-Threat Target [no shoot]





### Commstock/ Virginia Count

The United States Practical Shooting Association (USPSA) scoring method or the *Commstock/ Virginia Count* method. In *Commstock* the shooter has Unlimited time and unlimited rounds. In *Virginia Count* the Shooter has unlimited time but limited rounds. Each paper target must be hit at least two times. Time Stops on the last shot. Penalties are recorded as a point value. Score given is in Hit Factor format, the higher the score the better. The Scoring format for *Commstock/ Virginia Count* is fixed in accordance with the *Commstock/ Virginia Count* scoring System. The scoring system for *Commstock/ Virginia Count* is as follows:

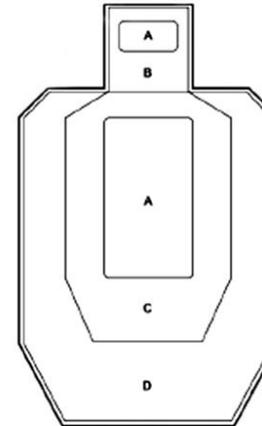
- A (+ 5 Points)
- B (+ 4 Points)
- C (+ 3 Points)
- D (+ 2 Points)
- Procedural (- 10 Points)

Total Score = (Hits - Penalties)/ Total Time

### No Score

The *No Score* Shooting Type does not record a score and is designed for the purpose of practice and recording shooting performance metrics. The user still can record the following inputs:

- Hits
- Misses



Scoring		
Major	Zone	Minor
5	A	5
4	B	3
4	C	3
2	D	1



## ANNEX B DEFINITIONS

### **Hit Factor-**

The measure of a Shooters performance and how well they can manage the balance of speed verse accuracy, the number represents how many points scored per second. The higher the Hit Factor the higher the performance.

### **Lethality-**

The Shooters ability to accurately engage the required targets.

### **Combat Reload-**

The action of reloading a weapon in a very short amount of time by ejecting the currently loaded magazine with one hand, whilst simultaneously drawing a fresh magazine and loading with the other hand.

### **Transition-**

The act of changing from one firearm to another for the purpose of improving the tactical situation, also known as a 'Change Over.'

### **Hits on Non-Threat-**

A Penalty type for engaging a target not designated in the shooting drill.

### **Overtime value-**

The penalty value assigned for every second the shooter goes over the 'Set Time Limit.'

### **Set Time Limit-**

The time limit designated for a shooting drill created in the Custom Shooting Type.

### **Procedural Penalty-**

Penalties that are imposed when a Shooter fails to comply with procedures specified in a written stage briefing and/ or is found to be in violation of other general rules.



## ANNEX C UNDERSTANDING THE DASHBOARD GRAPHS

The Dashboard graphs are visuals designed to assist the user in analysing their shooting and training performance. Logging on to the user's profile on the Shooterlitics™ Webpage [www.tacrclabs.com.au](http://www.tacrclabs.com.au) will automatically give the user access to their **exported** shooting and performance data. The source of the visualisations is the Shooterlitics™ Database page and the Shooterlitics™ Training Events Page. Exporting shooting data from the app and completing the Training Events log on the Shooterlitics™ webpage will give the user the best statistical snapshot of the users shooting and training performance. Some visualisations are reliant upon the data in the Shooterlitics™ Database whereas others are reliant upon the data populated in the Training Events Log.

### Applying Filters

Dashboard Shot Timer > Dashboard

Select Shooter ID ▼ Select Team ▼ Select Sub Unit ▼ Select Unit ▼ Select Dress ▼ Select Weapon ▼

Clear Filters

The Dashboard visualisations can be filtered by various options to allow for comparisons and further analysis. The filter options are:

- Individual
  - Will change the relevant visualisations to highlight a specific individual's performance
- Team
  - Will change the relevant visualisations to highlight a specific Teams performance
- Sub-Unit
  - Will change the relevant visualisations to highlight a specific Sub-Unit performance
- Unit

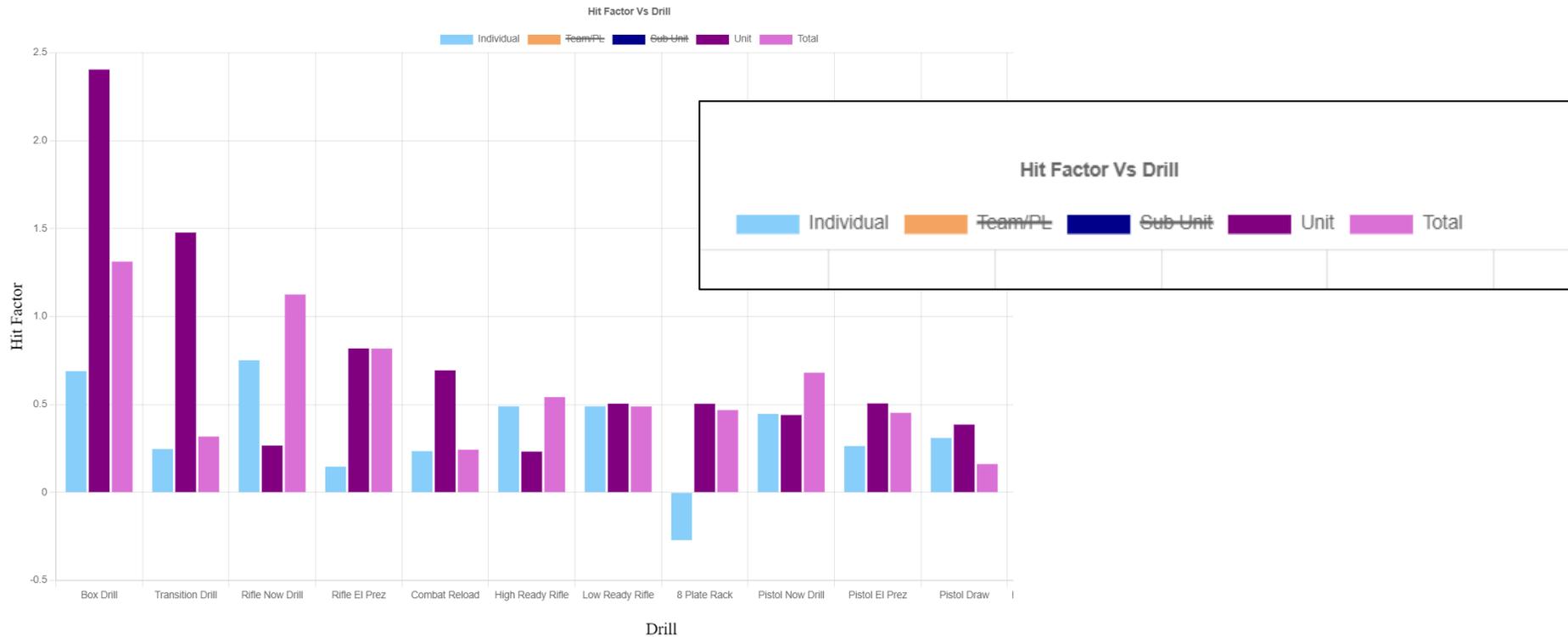


- Will change the relevant visualisations to highlight a specific Units performance
- Dress
  - Will change the relevant visualisations to highlight a specific performance in a particular type of Dress
- Weapon
  - Will change the relevant visualisations to highlight a specific performance with the designated weapon System

### Disabling Filters

Selecting the Filter labels on each Visualisation will disable unwanted data for a more concise comparison.

Hit Factor Vs Drills





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