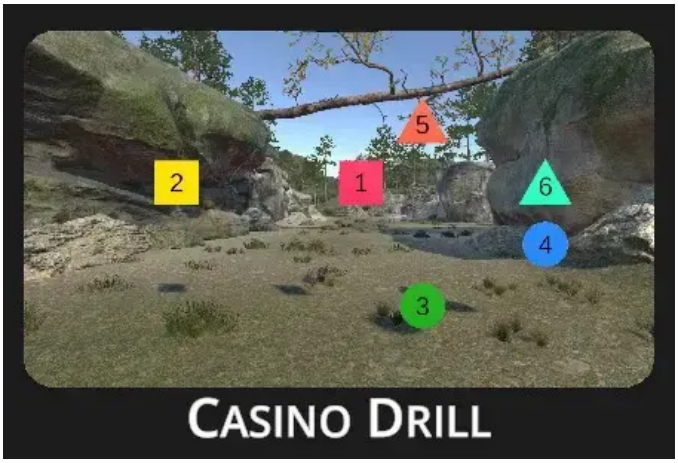
Casino Drill



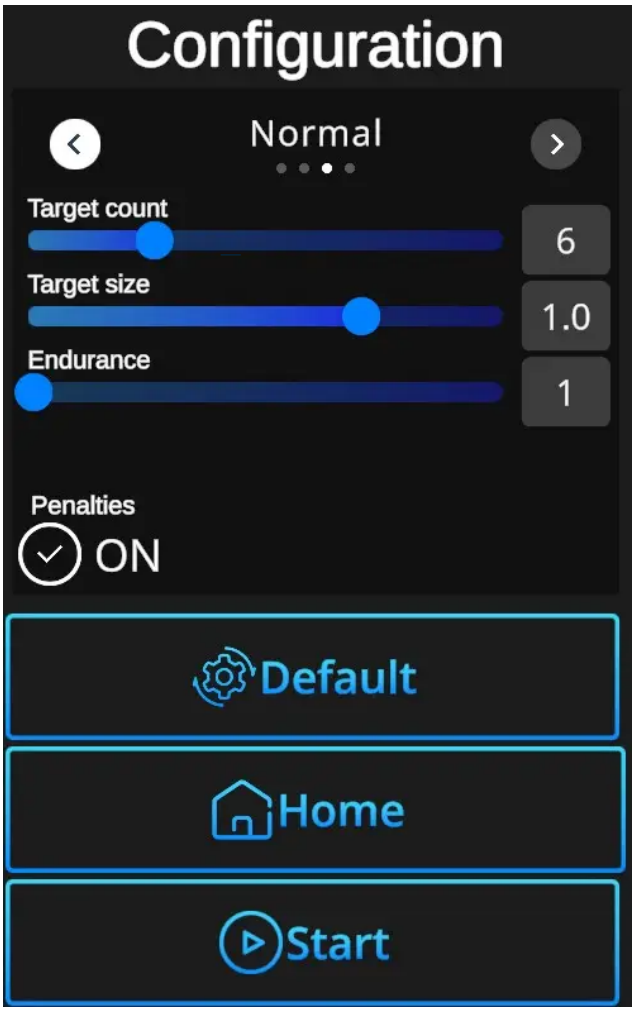
Shoot-by-number drill – quick target recognition required! Each sequence is unique, with varying target shapes, colors, and layouts.

This drill is designed to improve decision-making speed, focus, adaptability, and shooting precision under pressure.

> Drill Description:

The Casino Drill features targets numbered 1 to n, each with unique shape and color. Shooters must engage them in ascending numerical order with one shot per target. The shape, color, and number arrangement changes each run, challenging quick target identification, accuracy, and sequencing.

> Configuration:



Difficulties: Custom, Easy, Normal, Expert - refer to Difficulties

Target count: Sets how many targets appear in one cycle (3-20).

Target size: Sets the size of targets in decimal increments (0,5-1,2). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 1,2, Normal 1,0, Expert 0,7).

Endurance: Sets required number of hits to remove the target. Can be adjusted in the Custom difficulty level, other levels are preset to 1 hit per target.

Penalties ON/OFF: Penalties ON will add 1 second to the drill time for every missed target. Penalties OFF ignores the misses and records only elapsed time.

Default values: In one click resets the scene to default Casino Drill setting - Normal Difficulty + Target Count 6 + Target Size 1,0 + Endurance 1 +Penalties ON.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General

setting 'Shoot to start' ON.

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