Floating Targets



This drill tests your reflexes and accuracy under pressure. It pushes you to hit every target quickly and cleanly—misses aren’t an option.

It builds precision, speed, and decision-making—key skills for both competitive and tactical shooters.

> Drill Description:

Targets appear at a fixed distance, either hanging or floating within the scene. The objective is to eliminate all targets as quickly as possible without missing a shot. Points are awarded based on accuracy.
To increase the level of competitiveness, activate the Penalties ON option—each missed shot will add a 1-second time penalty to your final score, pushing you to balance speed with precision.

Depending on the selected mode, targets may appear all at once or one by one.

> Configuration:



Difficulties to be selected from:

Custom, Easy, Normal, Expert - refer to Difficulties

Target options:

Single Target: Only one target at a time appears.

Multi Target: Multiple targets appear and can be shot in any order.

Target movement ON/OFF: Selection of scene with either fixed (no movement) or floating targets (random movement, floating, overlapping targets).

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

Velocity: Can be set from value 0 (slowest) to 1 (fastest). Can be adjusted in the Custom difficulty level, other levels have the velocity preset. (Easy 0,2, Normal 0,5, Expert 1,0).

Target count: Number of targets to be shot during the drill (1-20). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 7 shots, Normal 10 shots, Expert 12 shots).

Target strength: Indicates number of hits necessary to remove each target. Standard setting is 1, custom setting allows up to 5 hits per target.

Change target: Selects target type.

Default: In one click resets the scene to default Floating Targets setting - Normal Difficulty + Multi Target + Target Movement ON + Penalties ON + Target Count 10 + Velocity 0,5 + Target Strength 1.

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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