

# Rail Targets



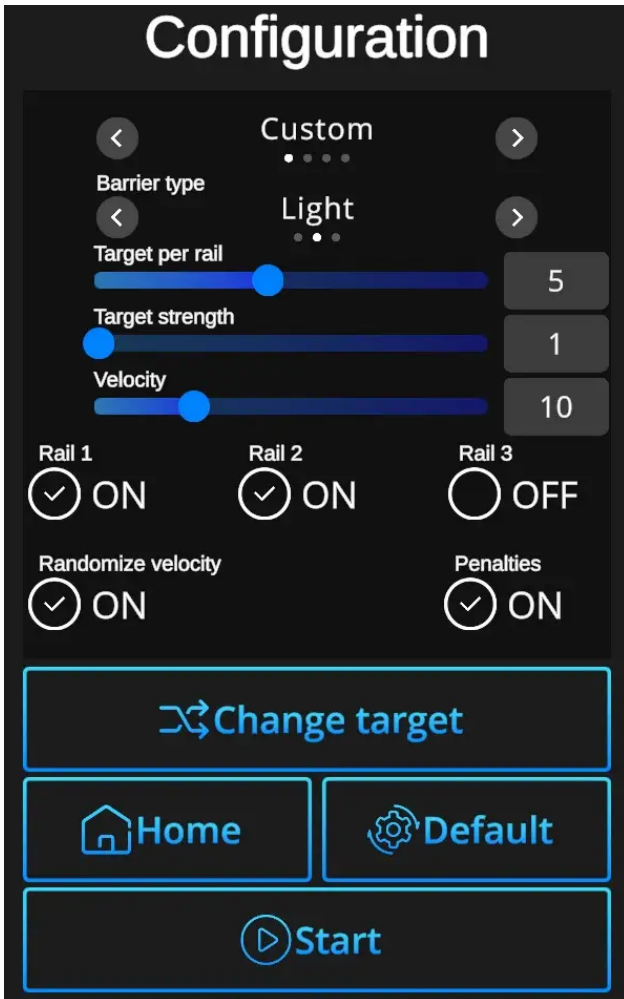
Dynamic drill with multiple movable targets.

The drill is designed to improve target acquisition, movement tracking, situational awareness, and shot timing.

## Drill Description:

This shooting drill features rail-mounted moving targets arranged across multiple rows. Each configuration introduces unique challenges, such as varying target counts, speeds, and strategically placed barriers that partially obstruct lines of sight. Shooters must quickly adapt—tracking targets through gaps and around obstacles while maintaining precision.

## Configuration:



**Difficulties** to be selected from: Custom, Easy, Normal, Expert - refer to [Difficulties](#)

**Barrier Type:** None, Light, Heavy

**Target per Rail:** 1-10

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

**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).

**Rail 1, Rail 2, Rail 3 ON/OFF:** Use a checkbox to specify the number of rails to display per scene.

**Randomize Velocity ON/OFF:** ON Variable speed mode, OFF constant speed

**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.

**Default:** In one click resets the scene to default Rail Targets setting - Normal Difficulty + Light Target + Target per Rail 5 + Target Strength 1 + Velocity 5 +Rail 1 ON, Rail 2 ON, Rail 3 OFF, Randomized Velocity ON + Penalties ON.

**Change target:** Selects target type.

**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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