

TOP SHOOTER TRAINING

REGULATIONS

- 1 ▶ The training consists of 10 playing lanes
- 2 ▶ The minimum of participants for training is 2.
- 3 ▶ Each lane includes 1 target which must be knocked down 3 times in 3 minutes.
- 4 ▶ The 3 minute countdown starts AFTER the shooter has estimated the distance of the target and inserted the shot into the barrel, but BEFORE having focalized the target through the optics.
- 5 ▶ During the 3 minutes within which the shooter must try to knock down the target 3 times, maximum 6 errors are permitted. At the sixth error, the available time ends automatically.
- 6 ▶ If at the end of 3 minutes the target is not knocked down three times, the maximum number of errors 6 will be automatically added.
- 7 ▶ Three actions: start and stop of the time, keeping the score, and re-activation of the shot down target are carried out by the teammate.
- 8 ▶ It is not possible for a participant to finish a lane and start the next one: the participants must always switch each other's turn.
- 9 ▶ The **TSS*** is calculated by dividing the number of knocked down targets by the number of errors.
- 10 ▶ In the "TIME" column the remaining time (seconds) is marked after having knocked down the targets for the third time. In case of the same score at the end of training, it is possible to use the total remaining time: the rival who scores the most remaining time wins.

***TSS: Top Shooter Score**

SCORING TABLE

The participant's skills consist in accumulating as few errors as possible. In fact, with the same quantity of the targets knocked down, a bigger number of errors counts more on the final TSS*.

The maximum TSS* with 30 knocked down shapes and zero errors is: **30+**. When there is only one error with 30 knocked down shapes it is: **30**.

The maximum TSS* with 29 knocked down shapes is: **4.84**, or 29 knocked down shapes divided by 6 errors (rule N 6). And so on up to the minimum TSS* which is equal to: 0,01, that is 1 shot template divided by 60 errors.

TSS* is approximate with lower number. Example: 1,125 is: 1,12

SKILL LEVEL

There are 6 skill levels based on the obtained TSS* which differs according to the shooting position.

		STANDING	KNEELING
LIVELLO 1 – OLIMPUS <i>YOU ARE THE BEST AMONG THE BEST</i>	TSS:	30+	30+
LIVELLO 2 – THE KING <i>THE NEXT WFTC IS YOURS BY RIGHT</i>	TSS:	greater ore equal to 6	30
LIVELLO 3 – MASTER SHOOTER <i>YOU ARE OF RIGHT IN THE NOBILITY</i>	TSS:	from 3 to 5,99	from 7,5 to 15
LIVELLO 4 – RESPECT <i>GO FAST, BUT DON'T STOP!</i>	TSS:	from 1,86 to 2,99	fron 5 to 7,4
LIVELLO 5 – WELL DONE <i>YOU LIKE FIELD TARGET!</i>	TSS:	from 1,25 to 1,85	from 3,23 to 4,9
LIVELLO 6 – HEAVY WEAPON <i>AFTER A WHILE THE WEAPON WEIGHTS</i>	TSS:	from 0,8 to 1,24	from 2,34 to 3,22
LIVELLO 7 – DUST <i>REMOVE THE DUST AND THEN SHOOT!</i>	TSS:	less than 0,7	less than 2,33

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DATE: _____

TRAINING:

STANDING

KNEELING

				NAME:			NAME:			NAME:							
N°	DISTANCE		KZ	DOWN	MISTAKES	TIME (S)	DOWN	MISTAKES	TIME (S)	DOWN	MISTAKES	TIME (S)					
	MT	Y															
1	20	22	4														
2	25	27	4														
3	30	33	4														
4	35	38	4														
5	25	27	2,5														
6	40	44	4														
7	30	33	2,5														
8	45	49	4														
9	50	55	4														
10	40	44	2,5														
				total:	total:	total:	total:	total:	total:	total:	total:	total:					
TSS:						TSS:						TSS:					
LEVEL:						LEVEL:						LEVEL:					

TOP SHOOTER TRAINING 7,5J

DATE: _____

TRAINING:

STANDING

KNEELING

			NAME:			NAME:			NAME:		
N°	DISTANZA MT	KZ	DOWN	MISTAKES	TIME (S)	DOWN	MISTAKES	TIME (S)	DOWN	MISTAKES	TIME (S)
1	13	4									
2	12	2,5									
3	18	4									
4	15	2,5									
5	22	4									
6	22	2,5									
7	30	4									
8	25	2,5									
9	35	4									
10	32	2,5									
			total:	total:	total:	total:	total:	total:	total:	total:	total:
			TSS:			TSS:			TSS:		
			LEVEL:			LEVEL:			LEVEL:		

