THLR CALLING SHOTS

Instruction pdf (ver 1)
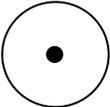
TH CALLING SHOTS

	SERIE 1		SERIE 2	
	HIT!	MISS!	HIT!	MISS!
●	○	○	○	○
▲	○	○	○	○
◆	○	○	○	○
★	○	○	○	○
✿	○	○	○	○

SHOTS CALLED CORRECTLY **/10**

SHOOTER ERROR

ONLY PLOT MISSES.
CHECK PATTERN AGAINST
SHOOTER ERROR CARD.

THLR.NO

THLR SHOOTER ERROR

Main features

CALLING SHOTS

SERIE 1   SERIE 2

HIT!   MISS!   HIT!   MISS!

1

SHOTS CALLED CORRECTLY   **2** /10

SHOOTER ERROR

ONLY PLOT MISSES.
CHECK PATTERN AGAINST
SHOOTER ERROR CARD.   **3**

THLR.NO

1. Target figures and colums for calling the shots «HIT!» or «MISS!». The shooting target and exercise description can be downloaded from THLR.NO.
2. Column for keeping track of how many shots you call correctly «HIT!» or «MISS!». The shooting target and exercise description can be downloaded from THLR.NO.
3. SHOOTER ERROR LOG. Plot your misses relative to the target to build a pattern and analyze your errors. See the user manual for the SHOOTER ERROR CARD
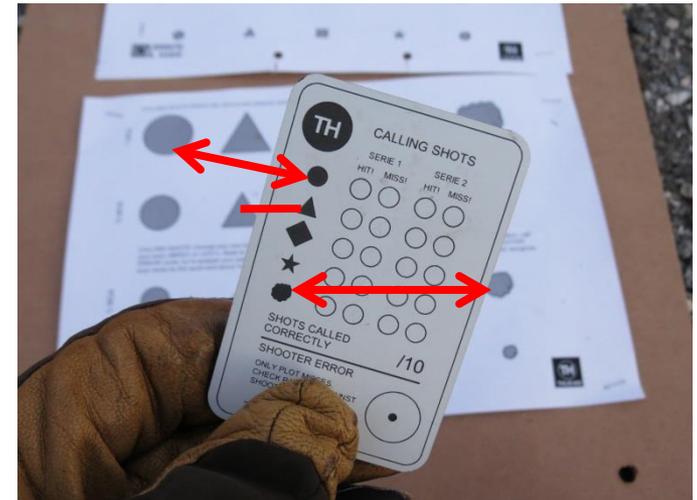
THLR.NO

THLR SHOOTER ERROR

1 Target figures and columns for calling the shots

CALLING SHOTS

1. The figures correspond to the shooting target you can download.
2. Follow the exercise instructions and shoot one shot at each figure.
3. Between each shot call the shot HIT! or MISS! By penning in an X in the appropriate column.

Example:

In the above example, the shooter has penned in 1 hits and 4 misses for serie 1, the first 5 shots.

THLR.NO

THLR SHOOTER ERROR

2 Column for keeping track of how many shots you call correctly

CALLING SHOTS

	SERIE 1		SERIE 2	
	HIT!	MISS!	HIT!	MISS!
●	⊗	○	○	⊗
▲	○	⊗	⊗	○
◆	○	⊗	⊗	○
★	○	⊗	○	⊗
❀	○	⊗	⊗	○

SHOTS CALLED CORRECTLY **6** /10

1. Once you've completed the exercise, walk up to the target and compare it to your card.
2. Determine how many of the shots you called correctly. If you crossed a «MISS!» and the bullet also missed the target figure, then your call is correct.
3. The point of the exercise is not shooting hits, but calling a hit or miss correctly.

Example:

In the above example, the shooter has penned in 4 hits and 6 misses. When he inspected the target, he found that only 6 of his calls where correct.
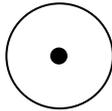
Note:
You should call at least half of your shots correctly. 7-8 shots called correctly is quite good and this in turn makes progress in longrange shooting easier. It is unlikely that you will import corrupt data when you have learnt to recognize your own errors.

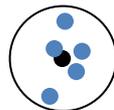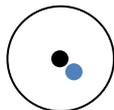THLR.NO

THLR SHOOTER ERROR
3 SHOOTER ERROR LOG

SHOOTER ERROR

ONLY PLOT MISSES.
CHECK PATTERN AGAINST
SHOOTER ERROR CARD.

1. Regardless of range or target, plott your misses in the relative position to the target (dot). With time, a pattern will form and give you a clear indication of where to focus your training.
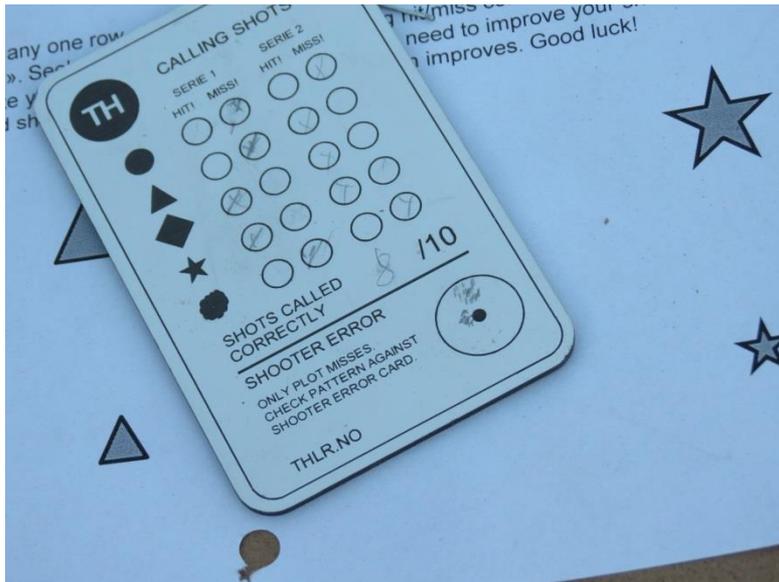
Example:

In the below examples, shooter pens in ONLY the shots he called «MISS!». The same plot target is used for the next session as well. Build the pattern over time.

In this example, the steel target was called «HIT!» and no entry is made – the deviation was likely caused by the wind. As one can see, a vertical pattern is starting to appear for this shooter. For the Shooter Error it is assumed that all errors is caused by the shooter as equipment errors are fairly rare with modern equipment.

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The picture shows a very well executed Calling Shots exercise. Half the shots missed their target, but 8 of 10 possible calls where correct.

This shooter is «in touch» and can expect improvements as he will be able to focus his training!