

Fundamental aim training routines

These routines have been brought to you by [Voltaic](#) and made by [sini](#)

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Introduction

To make things easier to read, we color code **clicking** in **red**, **tracking** in **blue**, **switching** in **purple**.

1. Want to understand the theory behind aiming? Read our [aim journey](#)
2. Still looking for answers? Check our [advice faq](#)
3. Check out our [benchmarks](#) here
4. Join [our discord](#) for more help or information
5. Follow [our twitter](#) to stay up to date
6. Check out our [game specific routines](#) and our [issue-specific routines](#)

Starting out

If you are completely new to aim training, then we highly suggest you start at **Bronze** and work your way up. It's in your best interest to cater a routine based on your weaknesses, however the routines below should work for anyone. It doesn't matter what game you play, these scenarios should help you develop all your fundamental aiming skills (aside from movement aiming).

Important

The scenarios underneath and the benchmarks are subject to change. Our goal is to keep this document up-to-date with scenarios that we recommend people to play.

Disclaimer: the benchmarks and skill ranks are merely an indication and you shouldn't insist on playing a routine that's too hard for you. Work your way up so you develop the right habits rather than speeding through the ranks.

Frequently asked questions

1. **Q: Why are there no movement aiming scenarios?**
 - a. Currently we have no strafe aim routines, but we are planning to add these to the document later.
2. **Q: Why are the benchmarks and fundamental routines different?**
 - a. The benchmarks are meant to measure your skill and the fundamental routines are meant for improvement, hence why there are no score targets for them.

1 - Bronze

Complete routine

60 minutes | [download playlist](#)

1. **Thin aiming long slow** - 2 runs
 - a. Focus on being as smooth as possible (kill as many targets as possible)
2. **Air far long strafes** - 5 minutes
 - a. Focus on being smooth against both horizontal and vertical angles on a far target
3. **Air close long strafes** - 5 minutes
 - a. Focus on being smooth against both horizontal and vertical angles on a close target
4. **GP far long strafes** - 5 minutes
 - a. Focus on being smooth against a horizontal target from far range
5. **GP close long strafes** - 5 minutes
 - a. Focus on being smooth against a horizontal target from close range
6. **1wall2targets TE** - 10 minutes
 - a. Focus on hitting as many targets with only 2 spawning
7. **1wall5targets_pasu slow** - 10 minutes
 - a. Focus on hitting as many targets with 5 spawning
8. **Bounce 90T easy** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many targets as possible
9. **patTargetSwitch 90 easy** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many targets as possible

Next rank

- To advance complete the **silver** benchmarks

2 - Silver

Complete routine

60 minutes | [download playlist](#)

1. **Thin aiming long slow invincible** - 2 runs
 - a. Focus on being as smooth as possible and fast on direction swapping (this slower version should help you transition into the more challenging version)
2. **Air invincible 2** - 5 minutes
 - a. Focus on being smooth against both horizontal and vertical angles on a far target
3. **Air invincible** - 5 minutes
 - a. Focus on being smooth against both horizontal and vertical angles on a close target
4. **GP 2 invincible** - 5 minutes
 - a. Focus on being smooth against a horizontal target from far range
5. **GP 1 invincible** - 5 minutes
 - a. Focus on being smooth against a horizontal target from close range
6. **1w2ts reload** - 10 minutes
 - a. Focus on hitting as many targets with only 2 spawning
7. **B180 Voltaic Easy** or **1wall5targets_pasu slow** - 10 minutes
 - a. Focus on hitting as many targets as possible while reading them
 - b. The slower version of pasu helps you learn to immediately go for the target, instead of waiting for it to cross your reticle
8. **B180T Voltaic Easy** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many targets as possible
9. **patTS Voltaic Easy** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many targets as possible

Next rank

- To advance complete the **gold** benchmarks

3 - Gold

Complete routine

60 minutes | [download playlist](#)

1. **Air Voltaic Easy** - 2 runs
 - a. Focus on being reactive and smooth against both horizontal and vertical angles on close and far targets (this easier version should help you develop the right habits)
2. **PGTI Voltaic Easy** or **Thin Gauntlet** or **B180TI Sparky** or **Smoothbot Voltaic Easy** - 5 minutes
 - a. **Popcorn GTI**: focus on being smooth and precise against both horizontal and vertical angles on a small target
 - b. **Thin gauntlet**: focus on being as smooth as possible and fast on direction swapping
 - c. Alternatively try **B180TI Sparky** for a bigger range of motion
 - d. Try to alternate these scenarios to train two types of smoothness and precision
3. **Ground Plaza Voltaic Easy** - 5 minutes
 - a. Focus on being smooth and reactive against a horizontal target from close range
 - b. Try not to predict on this scenario, focus on being as reactive as possible
4. **Popcorn Voltaic Easy** or **1w2ts reload** - 10 minutes
 - a. **1w2ts reload**: focus on hitting as many targets while being precise and smooth
 - b. **popcorn sparky**: focus on hitting as many targets as possible while reading them
 - c. Try to alternate these scenarios to train mouse control on both static and moving targets
5. **B180 Voltaic Easy** or **1wall5targets_pasu slow** - 10 minutes
 - a. Focus on hitting as many targets as possible while reading them
 - b. Try to alternate these scenarios to avoid too much pattern recognition
6. **B180T Voltaic Easy** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many targets as possible
7. **patTS Voltaic Easy** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many targets as possible

Next rank

- To advance complete the **platinum** benchmarks

4 - Platinum

Complete routine

60 minutes | [download playlist](#)

1. **Air Voltaic Easy** - 2 runs
 - a. Focus on being reactive and smooth against both horizontal and vertical angles on close and far targets
2. **PGTI Voltaic Easy** or **Thin Gauntlet** or **B180TI Sparky** or **Smoothbot Voltaic Easy** - 5 minutes
 - a. **Popcorn GTI & Smoothbot Invincible Goated**: focus on being smooth and precise against both horizontal and vertical angles on a small target
 - b. **Thin gauntlet**: focus on being as smooth as possible and fast on direction swapping
 - c. Alternatively try **B180TI Sparky** for a bigger range of motion
 - d. Try to alternate these scenarios to train two types of smoothness and precision
3. **Close Fast Strafes Invincible** or **Ground Plaza Voltaic Easy** - 5 minutes
 - a. Focus on being smooth and reactive against a horizontal target from close range
 - b. Try not to predict on this scenario, focus on being as reactive as possible
 - c. If you can't help but predict in this scenario, play **Ground Plaza Sparky v3** instead
4. **Popcorn Voltaic Easy** or **1w2ts reload** or **1w4ts Voltaic** - 10 minutes
 - a. **1w2ts reload & 1w6t small**: focus on hitting as many targets while being precise and smooth
 - b. **Popcorn sparky**: focus on hitting as many targets as possible while reading them
 - c. Try to alternate between these scenarios to train mouse control on both static and moving targets
5. **B180 Voltaic Easy** or **Pasu Voltaic Easy** - 10 minutes
 - a. Focus on hitting as many targets as possible while reading them
 - b. Try to alternate these scenarios to avoid too much pattern recognition
6. **Bounce 360 Tracking** or **devTS Goated NR** or **kinTS Voltaic Easy** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many targets as possible
 - b. Try to alternate these scenarios to avoid too much pattern recognition
7. **patTargetSwitch 360** or **voxTS Voltaic Easy** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many targets as possible
 - b. Try to alternate these scenarios to avoid too much pattern recognition

Next rank

- To advance complete the **diamond** benchmarks

5 - Diamond

Complete routine

60 minutes | [download playlist](#)

1. **Air Voltaic** - 2 runs
 - a. Focus on being reactive and smooth against both horizontal and vertical angles on close and far targets
2. **PGTI Voltaic** or **Thin Gauntlet** or **B180TI Sparky** or **Smoothbot Voltaic** - 5 minutes
 - a. **Popcorn GTI**: focus on being smooth against both horizontal and vertical angles on a small target
 - b. **Thin gauntlet**: focus on being as smooth as possible and fast on direction swapping
 - c. Alternatively try **B180TI Sparky** for a bigger range of motion
 - d. Try to alternate these scenarios to train two types of smoothness and precision
3. **Close fast strafes invincible - Thin** or **Ground Plaza Sparky v3 Thin** - 5 minutes
 - a. Focus on being smooth and reactive against a thin horizontal target from close range
 - b. Try not to predict on this scenario, focus on being as reactive as possible
4. **1w2ts reload** or **1w4ts Voltaic** - 10 minutes
 - a. Focus on hitting as many targets while being precise and smooth
5. **Popcorn Voltaic** or **Pasu Voltaic** - 10 minutes
 - a. Focus on hitting as many small targets as possible while reading them
 - b. Try to alternate these scenarios to avoid too much pattern recognition
6. **Bounce 360 Tracking** or **devTS Goated NR** or **kinTS Voltaic** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many small targets as possible
 - b. Try to alternate these scenarios to avoid too much pattern recognition
7. **patTargetSwitch 360** or **voxTS Voltaic** - 10 minutes
 - a. Focus on switching as fast as possible to eliminate as many small targets as possible
 - b. Try to alternate these scenarios to avoid too much pattern recognition

Next rank

- To advance complete the **master** benchmarks

6 - Master

Complete routine

60 minutes

1. **Air Voltaic** - 3 runs
 - a. Focus on being reactive, smooth and precise against both horizontal and vertical angles on close and far targets
2. **PGTI Voltaic** | **Thin Gauntlet** | **B180TI Small Sparky** | **Smoothbot Unvincible Small Goated** - 10m
 - a. **Popcorn GTI**: focus on being smooth against both horizontal and vertical angles on a small target
 - b. **Thin gauntlet**: focus on being as smooth as possible and fast on direction swapping
 - c. **B180TI Small Sparky**: focus on being smooth and reactive on a small bouncing target
 - d. Alternatively try **B360TI Small Sparky** for a bigger range of motion
 - e. Try to alternate these scenarios to avoid too much pattern recognition and train multiple types of smoothness and precision
3. **1w2ts reload** or **1w4ts Voltaic** - 10m
 - a. Focus on hitting as many targets while being precise and smooth
4. **Popcorn Voltaic** or **Pasu Small Reload** - 10m
 - a. Focus on hitting as many small targets as possible while reading them
 - b. try to alternate these scenarios to avoid too much pattern recognition
5. **Bounce 360 Tracking Small** or **devTargetSwitch Goated small no reload** or **kinTargetSwitch small no reload** - 10m
 - a. Focus on switching as fast as possible to eliminate as many small targets as possible
 - b. Try to alternate these scenarios to avoid too much pattern recognition
6. **patCircleSwitch small NR** or **voxTargetSwitch 30% smaller** - 10m
 - a. Focus on switching as fast as possible to eliminate as many small targets as possible
 - b. Try to alternate these scenarios to avoid too much pattern recognition

Next rank

- Read chapter 7

7 - Grandmaster

After this level it's in your best interest to develop your own routine using our [recommended scenarios sheet](#) and try out methods for yourself. Try to achieve the ranks in the [benchmarks](#) or climb the [Voltaic rankings sheet](#).

We removed the Grandmaster routines, new and better ones are in the works.

8 - Ascended

New routines will be added soon.