

Compare TOP GUN models to find the one that is right for your training needs:

MODEL COMPARISON				
	TG-LE Law Enforcement Set	TG-TS Target Shooting Set	TG-TS-LE Target Shooting & Law Enforcement Set	TG-BA Ballistic Set
<b>TRAINING MODES</b>				* Higher Precision
Targeting Mode	•	•	•	•
Triggering Mode	•	•	•	•
Aiming Mode	•	•*	•*	•*
Biathlon Mode		•		
Quick Response Mode	•		•	
Game Mode	•		•	•
Ballistic Settings				•
<b>TARGETS</b>				
<b>Silhouette &amp; Law Enforcement</b>				
B-27 [25 yards]	•		•	•
B-27 [50 yards]	•		•	•
T-50X [25 yards]	•		•	•
T-50X [50 yards]	•		•	•
AQT [25 yards]	•		•	•
Rifle A	•		•	•
Time-Fire	•		•	
<b>Competition and DOD</b>				
IPSC [26 meters]		•	•	•
<b>Handgun</b>				
B-2		•	•	•
B-3		•	•	•
B-17 [25 meters]		•	•	•
B-17 [50 meters]		•	•	•
B-37		•	•	•
B-11		•	•	•
<b>High Power Rifle</b>				
MR31		•	•	•
SR21		•	•	•
SR1		•	•	•
<b>Small-bore Rifle</b>				
A-17 [50 feet]		•	•	•
A-32 [50 feet]		•	•	•
A-50 [50 meters]		•	•	•
A-26 [50 meters]		•	•	•
<b>Airgun</b>				
AR-5 [10 meters]		•	•	•
B-40		•	•	•
Biathlon Stand		•	•	•
Biathlon Prone		•	•	•

Ballistic				
F-Class				•
ELK [100yds]				•
ELK [200yds]				•
ELK [300yds]				•
ELK [400yds]				•
ELK [500yds]				•
B-17 [100 meters]		•	•	•

## Training Modes & Settings:

(Different models provide different training modes and settings.)

<b>Ballistic Settings</b>	<ul style="list-style-type: none"> <li>- Practice with your own gun and riflescope</li> <li>- Provides long-range shooting information and ballistic compensation needed for improvement such as gravitational drop and cross-wind drift</li> </ul>
<b>Targeting Mode</b>	<ul style="list-style-type: none"> <li>- Practice basic marksmanship skills</li> <li>- Shows hit positions</li> <li>- Calculates shot dispersion</li> </ul>
<b>Aiming Mode</b>	<ul style="list-style-type: none"> <li>- Allows users to learn from viewing the aiming trace</li> <li>- Replays the aiming trace and follow-through</li> </ul>
<b>Triggering Mode</b>	<ul style="list-style-type: none"> <li>- Helps enhance stability during triggering</li> <li>- Shows aimed point (right before pulling the trigger) and hit point</li> </ul>
<b>Quick Response Mode</b>	<ul style="list-style-type: none"> <li>- Learn to respond fast</li> <li>- Act on command</li> <li>- Shows "time-to-shot" and hit point</li> </ul>
<b>Game Mode</b>	<ul style="list-style-type: none"> <li>- Train with fun</li> <li>- Shows hit positions</li> </ul>
<b>Biathlon Mode</b>	<ul style="list-style-type: none"> <li>- Simulates the individual format in Biathlon</li> <li>- Shows hit points, missing shots and time taken in each round</li> </ul>