

# Revosect Benchmarks Guide for Aimlabs

Created by Revosect

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## Table of Contents

### [Understanding the Benchmarks](#)

Where can I find the benchmarks?

Different Difficulties

Rankings and roles

Sections and Subsections

Upgrading your rank

Increasing Difficulties

Common Questions

### [Using Aimlabs](#)

Finding the scenarios in the Workshop

Color settings

Playlists

## [Using the Progression Sheet To Track Scores](#)

- Make a copy of the sheet
- Using the right difficulty
- Inputting scores
- Understanding other outputs
- Final Rank

## [Links](#)

## [Conclusion](#)

# Introduction

Aim training and benchmarking can be initially challenging if you are new, there are many words and phrases that you might not be familiar with, you might have trouble finding the custom scenarios or keeping track of your scores using spreadsheets. This is a beginner friendly guide to help you get up and running and training using the Revosect benchmarks made specially for Aimlabs.

# Understanding the Benchmarks

What exactly is a benchmark? A benchmark is a test of some sort that is designed to give you an understanding of where you are at skillswise. The rA benchmarks divides the concept of raw aim into 6 subcategories and uses the scores you get from tasks inside of Aimlabs to accurately rank you. Benchmarks allow you to clearly see your progress in each subsection and allows you to easily follow your progress and improvement. Benchmarks can also be quite rewarding, as each rank upgrade comes with a new role and color inside the Revosect Discord so chasing ranks will not only make you better, but will award you for it.

# How can the benchmarks help me improve my aim?

Since the benchmarks divide aiming into 6 categories, you will be practicing every range of your mouse control rather than just an individual aspect of it. This allows you to be a well rounded player with overall good aim rather than being really good at one part and hopeless at another. Benchmark tasks are also designed to not only be competitive, but also to excel at training and improvement. The combination of this allows the tasks to be accurate benchmarks and also great training tasks.

## Setting Up and Using the Benchmarks

### Where can I find the benchmarks?

Revosect (rA) benchmarks are located in this link: <http://bit.ly/ALbenchmarks>

It will redirect you to a Google Sheets page and you will be met with this screen (the values/rankings might be different for you, make sure to use the document that we linked rather than following through images). This sheet shows you every task that is featured in the benchmarks, the score targets for achieving each rank and the separation of the different difficulties.

Revosect x Aim Lab Benchmarks																
Easy Requirements					Medium Requirements				Hard Requirements							
	Bronze	Silver	Gold	Platinum		Ace	Legend	Sentinel	Valour		Mythic	Immortal	Archon	Ethereal	Divine	
Shots	rA Sixshot Easy	800	1000	1200	1400	rA TwoShot Med	1000	1100	1200	1300	rA TwoShot	1120	1190	1260	1330	1400
	rA Minishot	85	95	105	115	rA SixWide	1100	1200	1300	1400	rA FourWide	1420	1490	1570	1640	1720
	rA Sixshot	900	1000	1100	1200	rA SixShot	900	1000	1100	1200	rA ThreeWide Small	1000	1050	1100	1150	1200
	rA Headclick	650	700	750	800	rA Headclick	650	700	750	800	rA 3Dclick	550	620	690	760	830
Clicking	rA Bounceclick Easy	400	500	600	700	rA XClick Med	600	700	800	900	rA XClick	740	820	900	1000	1100
	rA XClick Easy	500	600	700	800	rA Bounceclick Med	490	550	650	750	rA XClick	3100	3550	4000	4450	4900
	rA Bounceclick Med	2100	2400	2700	3000	rA Bounceclick Med	2100	2400	2700	3000	rA Jumptrack	2100	2400	2600	2800	3000
	rA XTrack Easy	1800	2200	2600	3000	rA SimoTrack Med	2400	2700	3000	3300	rA SimoTrack	2150	2250	2600	2800	3000
Tracking	rA XTrack	1800	2200	2600	3000	rA ReactiSphere Med	2400	2700	3000	3300	rA ReactiSphere	2200	2400	2600	2900	3200
	rA SpatialSphere	2400	2800	3200	3600	rA Airtack Med	2500	2400	2800	3200	rA Airtack	2100	2250	2400	2600	2800
	rA Straftack Easy	1900	2400	2900	3400	rA ReactiSphere Med	2000	2400	2800	3200	rA ReactiSphere	1750	1900	2050	2200	2400
	rA Straftack Med	2000	2300	2600	2900	rA Straftack Med	2000	2300	2600	2900	rA Straftack	2100	2250	2400	2600	2800
Switching	rA XSwitch Easy	45	55	65	75	rA WideFlick Med	84	91	98	105	rA WideFlick	104	108	116	120	129
	rA Headswitch	35	40	45	50	rA SpeedFlick Med	114	121	128	135	rA SpeedFlick	125	130	135	140	145
	rA XSwitch Med	45	49	53	57	rA OrbFlick Med	108	114	120	126	rA OrbFlick	112	120	128	136	144
	rA XSwitch	69	76	83	90	rA Headswitch	50	55	60	65	rA 3Dswitch	50	54	58	62	65
					rA Waveswitch Med	45	49	53	57	rA Waveswitch	48	51	54	57	60	
					rA XSwitch	80	85	90	96	rA XSwitch	80	85	90	96	102	

Initially, it might seem very daunting as there is an abundance of different sections and numbers all around. But fear not, it is a lot easier than it looks and we will go over everything step by step.

## Different Difficulties

Easy Requirements

Medium Requirements

Hard Requirements

The benchmarks are split into 3 different difficulties, Easy, Medium and Hard. As the community encapsulates people with a wide range of skills, the benchmarks need to accurately represent both the floor, ceiling and everything in between. For this reason, we split the benchmarks into different difficulties with their own unique tasks for each section and different rankings. If you are just starting your aim training journey, we recommend you start from Easy no matter your background in FPS games. You can graduate to the next section of the benchmarks once you achieve the top rank for the requirement.

## Rankings and roles



The Revosect benchmarks currently have 13 rankings, 4 in each Difficulty section except for Hard with 5. Ranks allow you to see where your aim would end up against other players and to help pinpoint weaknesses. Once you achieve an overall rank, you can apply for a role in the [Revosect Discord](#) and get announced for reaching that rank in the promotions channel. Your score in each task will be ranked. This will allow you to get ranked in each task which will combine into an overall rank based on your performance.

## Sections and Subsections

Switching		Tracking		Clicking	
Track	Flick	Reactive	Precise	Dynamic	Static

The benchmarks are divided into 3 sections (Clicking, Tracking, Switching) which are then further divided into 2 subsections. Each section covers an important element in aiming. There are 3 tasks in each subsection that you can pick from.

## Clicking

Clicking is divided into 2 subcategories, Static and Dynamic. Static clicking is where the task is to eliminate as many stationary dots as possible in the given time, this is beneficial for training your flicking, micro adjustments and stopping power. Static allows you to clear angles faster and more efficiently and also land more headshots after flicking in tac-fps games. Dynamic clicking is where you track and click on dots that are moving around with a one shot kill weapon. Dynamic is beneficial for training your shot on targets that are moving around in scenarios like sniping.

## Tracking

Tracking is divided into 2 subcategories, Precise and Reactive. Precise tracking emphasizes staying on the target more than reacting to its movement. It can also be called Smoothness as it forces the player to be as smooth as possible and stay on the target at all times. Precise tracking is beneficial for tracking targets that have a more predictable path like a player falling down from a height. Reactive tracking uses unpredictable bot patterns to force the player to read the movements and react accordingly. This is very instrumental for games where the player movements are erratic or hard to hit. Reactive allows you to read target movements more easily and track them regardless of how erratic their movement is.

## Target Switching

Switching or Target Switching (TS) is divided into 2 subcategories, Flick TS and Track TS. All target switching scenarios require you to HOLD down Mouse1 at all times (keep firing). Flick TS is where you are required to consecutively kill floating targets as fast as possible. Flick TS pushes you to your speed limits and allows you to get faster at flicking and efficiently switching from one target to the other when there are multiple on screen. Track TS requires you to also switch from one target to another but the targets have more health and are sometimes harder to hit which emphasizes staying on target and accuracy rather than going as fast as possible.

## Ranking Up

The benchmark system makes use of a points based system. In this system, achieving the base rank scoring for each scenario grants you a certain amount of points. You are also granted extra points depending on how close you are to the next rank. The amount of points you get for each score are listed above the progression sheet with the total amount of required points to get ranked are listed below the points per score.

The points per each subsection is calculated by adding up the points of your 2 best scores. Total points are then calculated by adding up all of the scores in the 6 subsections. This system requires at least 2 scores in each subsection to accurately measure your rank (so it requires you to play at least 2 out of the 3 tasks in each subsection). Having a 2 score per subsection requirement ensures the player has completed more benchmark tasks and can be ranked more accurately.

Your lowest total subsection point should also be higher than the rank you are going to get or you won't be eligible to rank up. This is to force players to play at least 2 tasks in each subsection and to not get away with having very disparate sections with 2 bad scores and rank up due to total points

## **Increasing Difficulties**

You should look to progress to a higher difficulty section when you have achieved the highest rank in your current division. These are **Platinum** for Easy, **Valour** for Medium and **Divine** for Hard (you can't progress further than Divine). If you start off at Easy and find that the tasks are unchallenging and you are consistently getting **Platinum** scores, you should move to Medium.

## **Common Questions**

### **What if I can't even get ranked for Bronze?**

This is totally fine! While Bronze is the lowest rank possible, beginners might struggle to hit this level on their first week of play, don't give up and keep pushing, you will get to higher ranks in no time. It may take time getting used to how the task plays and

understanding everything, it is vital to not get discouraged as this doesn't automatically indicate that you have subpar aim.

## **On my first time playing, which task should I start off with, which one should I play first?**

We usually recommend first timers to go through each one of the 18 tasks at least once to get an idea of how each one plays out. Then you can pick your top 6 favorites (1 from each subsection) and push for a score on each. Remember to play the other remaining scenarios once in a while as they are also very beneficial and will accelerate your improvement rate.

## **Can I aimtrain only using the benchmarks?**

The Revosect benchmarks are designed to be a great training source as well, only using the benchmarks is a viable way to train however it's not recommended as you might get better at the tasks rather than improve mechanically. Make sure to shake things up once a while by playing other scenarios, rA has many more high quality scenarios in the workshop so make sure to try them out.

## **How often should I benchmark myself?**

You should benchmark yourself every time you feel like you have improved or every 4 to 5 days to track your improvement. If you are using the benchmarks as a training tool then this won't really apply to you as you will be benchmarking yourself every time you practice.

## **Why am I getting a very low score for Switching tasks?**

Switching tasks require you to hold mouse 1 down for the entirety of the run. You aren't penalized for inaccuracy in these tasks so it is vital that you constantly hold down your mouse button to keep firing.

## **Using Aimlabs**

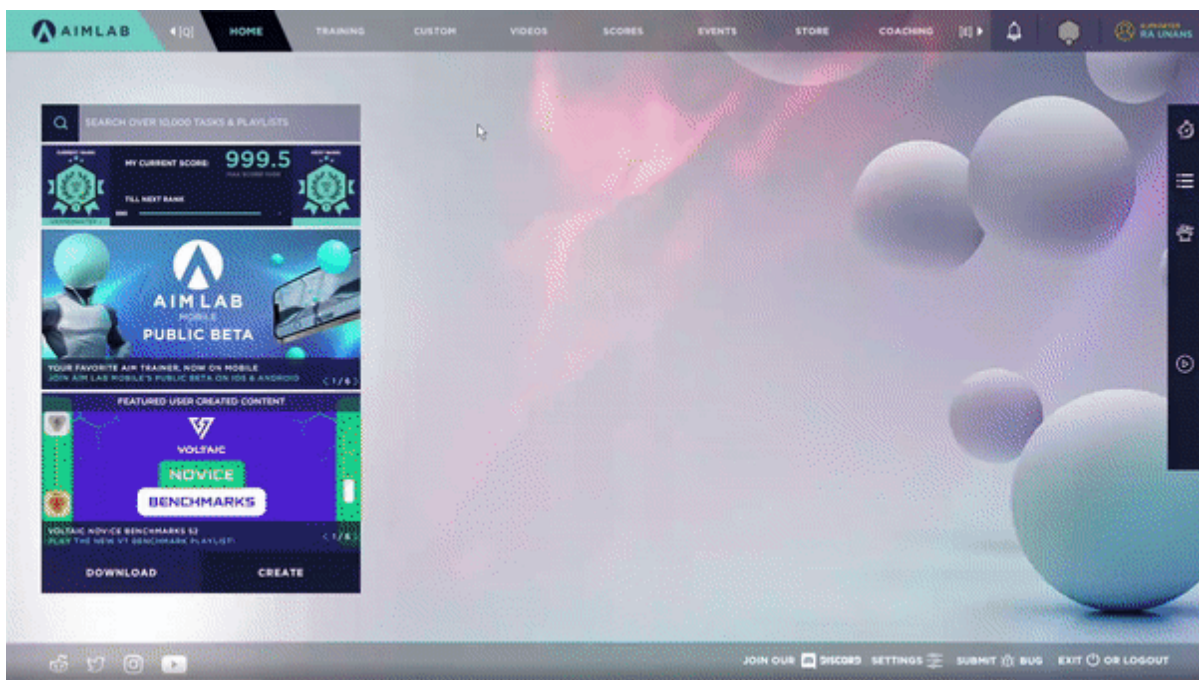
### **Finding the scenarios in the Workshop**

Now that you know how the benchmarks work and are ready to take a crack at them, you need to find the tasks in Aimlabs itself. Thankfully, it is quite simple.

Once you open up Aimlabs and enter the start menu, you will find a large button with the text "Workshop" under it on the bottom left of your screen. You can also press Custom and then find Workshop through there.

Clicking it will take you into the Workshop. The Workshop is tasks that are created by other users and groups such as Revosect. They are different from the Core Aimlabs tasks like Gridshot because they are custom made. Once you are in the Workshop menu, there will be a search bar at the top left.

The search bar is where we will type our task names into. First, find the name of the task you want to play from the benchmark sheet. We will be using "rA Speedflick" as an example.



Type the task's name into the search bar as shown in the image below. You can also copy paste it.

The task should appear in the first place, make sure the names of the tasks match up. Press subscribe to download the scenario and then play. If your play button doesn't work, restart Aimlabs and be certain that Steam has downloaded the workshop file properly.

Play the scenario as much as you like, once the time is up you will be greeted with a screen that will show you the score that you got. It will look something like this.

SCORE	121
HIGH SCORE	121
LEADERBOARD RANK	8
ACCURACY	50.71%
TOTAL SHOTS	5973
SHOTS HIT	3025

So looking back at the benchmarks, a score of 121 on rA Wideflick would be ranked Divine



You can add this score to your progression sheet which we will shortly get to.

This is how you can use Aimlabs to find the Revosect benchmark scenarios and find out where you rank on them. Make sure to bookmark the benchmarks sheet for easy access whenever you need to check your scores and to see where you rank.

The FastSearch feature also speeds this process up quite a bit and you can swap to another benchmark task by just pressing the search button in the main menu or after completing a task.

## Optimizing Your Settings

### Graphics settings

These are the best graphics settings for Aimlabs, as this is an aim trainer, any visual effect will be unnecessary clutter that you will want to avoid. Set Graphics Quality to Fastest and turn off every setting under.

Make sure to also set Max Queued Frames to "1 - Low Latency" as this will provide you with the best input/remove any input lag and set Display Mode to Fullscreen Exclusive for better performance and input lag.

# SETTINGS

**Display Settings**

Display Mode	Fullscreen Exclusive	▼
Selected Display	AUS27BC	▼
Display Resolution	2560x1440	▼
Display Refresh Rate	360Hz	▼
Display Stretching Ratio	Off	▼
Max Queued Frames	1 - Low Latency	▼
Frame Rate Limiter	Off	▼

**Graphics Settings**

Graphics Quality	Fantastic	▼
Post-Processing FX	On	▼
Muzzle Flash FX	On	▼
Shell Casing FX	On	▼
Bullet Impact FX	On	▼

DEFAULT REVERT SAVE

## Visual settings

Visual settings are up to your personal taste, find one where you can clearly see the target. Make sure to set Shadows to Off and Override Workshop to On. For tracking scenarios, utilize textured walls for better depth perception and for static scenarios, use a blank gray wall for the best visuals.

## Sound settings

Make sure to fully turn off Weapon Volume in the Audio menu. This won't turn off the hit sound but eliminate the annoying weapon shoot sound that is completely unnecessary.

## Playlists

Here are quick access links to playlists that will go through each benchmark task once.

### [Easy Benchmarks Playlist](#)

### [Medium Benchmarks Playlist](#)

### [Hard Benchmark Tasks](#)

These are playlists featuring every single Revosect benchmark task in order. If you are looking for more playlists for different skill levels or games, make sure to check #resources in [discord.gg/Revosect](https://discord.gg/Revosect)

# Using the Progression Sheet To Track Scores

The progression sheet is a very handy tool that will allow you to keep track of your scores, automatically rank you and show how close you are off a rank. It can be a bit daunting at first but once you get a hang of it, it will be a game changer.

## Make a copy of the sheet

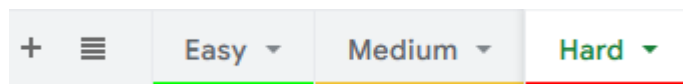
Points	Scenario	Personal Best	Progress	Ace	Legend	Sentinel	Valour
3000	rA FaceShot Med			3000	1900	1200	1300
1900	rA Slawide			1900	1200	1300	1400
900	rA Slawhot			900	1000	1100	1200
850	rA HeadClick			850	700	750	800
600	rA XHSlick Med			600	700	800	900
450	rA Bounceclick Med			450	550	650	750
2700	rA Bounceclick Med			2700	2400	2700	3000
2400	rA SmoothTrack Med			2400	2700	3000	3300
2400	rA Precisesphere Med			2400	2700	3000	3300
2000	rA AirTrack Med			2000	2400	2800	3200
2000	rA Reactivesphere Med			2000	2400	2800	3200
2000	rA Strahetrack Med			2000	2300	2600	2900
84	rA WideFlick Med			84	91	98	105
114	rA SpeedFlick Med			114	121	128	135
108	rA OrsFlick Med			108	114	120	126
50	rA HeadSwitch			50	55	60	65
45	rA Waveswitch Med			45	49	53	57
69	rA XSwitch Med			69	76	83	90

Link to the Aimlabs benchmark progression sheet: <http://bit.ly/ALprogressionsheet>

Once you open up the progression sheet, you will notice that you won't be able to input any values or change anything. This is because you need to make a personal copy of the sheet. To do this, Go to File > Make a Copy and name the file appropriately.

## Starting off with the right difficulty

Due to the benchmarking having 3 different difficulties with its own unique scenarios and scoring, the progression sheet is also split up into 3. Make sure you are on the right page, you can change the difficulty by switching tabs on the bottom of the page.



## Inputting scores

After you get a score on a scenario, you can input it into the "Personal Best" column. We will reuse the rA Wideflick example and score to show you how it would look.

Min	0	Revosect Hard Benchmarks			150	175	210	245	310
Sum	0				1820	2150	2500	3020	3580
	Points	Scenario	Personal Best	Progress	Mythic	Immortal	Archon	Ethereal	Divine
Clicking	Static	0 rA Twoshot ▶			1120	1190	1260	1330	1400
		0 rA Fourwide ▶			1420	1490	1570	1640	1720
		0 rA Threewide Small ▶			1000	1050	1100	1150	1200
	Dynamic	0 rA 3Dclick ▶			550	620	690	760	830
		0 rA XYclick ▶			740	820	900	1000	1100
Tracking	Precise	0 rA Jumpclick ▶			3100	3550	4000	4450	4900
		0 rA Jumptrack ▶			2100	2400	2600	2800	3000
		0 rA Smoothtrack ▶			2150	2350	2600	2800	3000
	Reactive	0 rA Precisesphere ▶			2200	2400	2600	2900	3200
		0 rA Airtrack ▶			2100	2250	2400	2600	2800
		0 rA Reactivesphere ▶			1750	1900	2050	2200	2400
	Flick	0 rA Strafetrack ▶			2100	2250	2400	2600	2800
		0 rA Wideflick ▶			104	108	112	116	120
		0 rA Speedflick ▶			125	130	135	140	145
Track	0 rA OrbFlick ▶			112	120	128	136	144	
	0 rA 3Dswitch ▶			50	54	58	62	65	
	0 rA Waveswitch ▶			48	51	54	57	60	
		0 rA XYswitch ▶			80	85	90	96	102

The box where the score went in has turned the same shade of red as Archon to indicate that it's an Archon score.

## Understanding other outputs

### Progress Bar

From the previous GIF, you may also notice that the Progress bar has filled partially with black. This is because the progress bar shows you how close you are to ranking up in that task, with the color inside it being the same as the next rank.

Not close at all:

Points	Scenario	Personal Best	Progress	Mythic	Immortal
150	rA Twoshot ▶	1120		1120	1190

Very close:

Points	Scenario	Personal Best	Progress	Mythic	Immortal
174	rA Twoshot ▶	1189		1120	1190

## Points

You are granted points based on the rank you get in each task. The total of these points are displayed at the top of the sheet and is used to calculate your rank. There is also a leaderboard for the players with the most points.

20	30	50	72	75	90	115	145	150	175	210	245	310
200	285	475	685	905	1075	1350	1710	1820	2150	2500	3020	3580
Bronze	Silver	Gold	Platinum	Ace	Legend	Sentinel	Valour	Mythic	Immortal	Archon	Ethereal	Divine
800	1000	1200	1400	1000	1100	1200	1300	1120	1190	1260	1330	1400
85	95	105	115	1100	1200	1300	1400	1420	1490	1570	1640	1720
400	500	600	700	900	1000	1100	1200	1000	1050	1100	1150	1200
500	600	700	800	650	700	750	800	550	620	690	760	830
1800	2200	2600	3000	600	700	800	900	740	820	900	1000	1100
1800	2200	2600	3000	450	550	650	750	3100	3550	4000	4450	4900
2400	2800	3200	3600	2100	2400	2700	3000	2100	2400	2600	2800	3000
1900	2400	2900	3400	2400	2700	3000	3300	2150	2350	2600	2800	3000
45	55	65	75	2400	2700	3000	3300	2200	2400	2600	2900	3200
35	40	45	50	2000	2400	2800	3200	2100	2250	2400	2600	2800
				2000	2400	2800	3200	1750	1900	2050	2200	2400
				2000	2300	2600	2900	2100	2250	2400	2600	2800
				84	91	98	105	104	108	112	116	120
				114	121	128	135	125	130	135	140	145
				108	114	120	126	112	120	128	136	144
				50	55	60	65	50	54	58	62	65
				45	49	53	57	48	51	54	57	60
				69	76	83	90	80	85	90	96	102

(Points for each rank)

## Final Rank

After filling up the full sheet, your rank should be displayed at the top of the sheet as shown in the image below. Using the principles explained in the previous sections, the spreadsheet will automatically rank you based on the values you inputted.

Min	447	Revosect Hard Benchmarks			Divine			150	175	210	245	310
Sum	3602							1820	2150	2500	3020	3580
	Points	Scenario		Personal Best	Progress	Mythic	Immortal	Archon	Ethereal	Divine		
Clicking	Static	272	rA Twoshot	▶	1360	<div style="width: 100%;"></div>	1120	1190	1260	1330	1400	
		560	rA Fourwide	▶	1676	<div style="width: 100%;"></div>	1420	1490	1570	1640	1720	
		286	rA Threewide Small	▶	1182	<div style="width: 100%;"></div>	1000	1050	1100	1150	1200	
Clicking	Dynamic	375	rA 3Dclick	▶	901	<div style="width: 100%;"></div>	550	620	690	760	830	
		764	389 rA XYclick	▶	1222	<div style="width: 100%;"></div>	740	820	900	1000	1100	
		192	rA Jumpclick	▶	3776	<div style="width: 100%;"></div>	3100	3550	4000	4450	4900	
Tracking	Precise	233	rA Jumptrack	▶	2734	<div style="width: 100%;"></div>	2100	2400	2600	2800	3000	
		447	199 rA Smoothtrack	▶	2526	<div style="width: 100%;"></div>	2150	2350	2600	2800	3000	
		214	rA Precisesphere	▶	2635	<div style="width: 100%;"></div>	2200	2400	2600	2900	3200	
Tracking	Reactive	255	rA Airtrack	▶	2633	<div style="width: 100%;"></div>	2100	2250	2400	2600	2800	
		574	290 rA Reactivesphere	▶	2340	<div style="width: 100%;"></div>	1750	1900	2050	2200	2400	
		284	rA Strafetrack	▶	2720	<div style="width: 100%;"></div>	2100	2250	2400	2600	2800	
Switching	Flick	358	rA Wideflick	▶	123	<div style="width: 100%;"></div>	104	108	112	116	120	
		681	323 rA Speedflick	▶	146	<div style="width: 100%;"></div>	125	130	135	140	145	
	277	rA OrbFlick	▶	140	<div style="width: 100%;"></div>	112	120	128	136	144		
	236	rA 3Dswitch	▶	61	<div style="width: 100%;"></div>	50	54	58	62	65		
	576	245 rA Waveswitch	▶	57	<div style="width: 100%;"></div>	48	51	54	57	60		
	Track	331	rA XYswitch	▶	104	<div style="width: 100%;"></div>	80	85	90	96	102	

Created By Revosect - [discord.gg/revosect](https://discord.gg/revosect)

Once you have met the requirements, apply through [this form](#).

Usage of controller in any form is prohibited on rA benchmarks and competitions.

[Rules](#) | [Beginner's Guide](#) | [Twitter](#)

v.2.1.0

As you can see with the example, we have at minimum 2 Grandmasters in each section so our rank will be Grandmaster II. To increase this to Immortal, we must get at least 1 Immortal score in each section.

## Links

All the links to current Revosect Benchmark Resources:

Aimlabs Benchmarks: <https://bit.ly/ALbenchmarks>

Aimlabs Progression Sheet: <https://bit.ly/ALprogressionsheet>

Guide to Aimlabs benchmarks: <https://bit.ly/2ULCuN8>

Apply for a rank (Aimlabs): <https://bit.ly/36dpnHe>

## Conclusion

The Revosect benchmarks are a powerful way to train your aim and also record your progress, with many resources to help you on your aiming journey.

If you have any questions about this guide make sure to join [discord.gg/Revosect](https://discord.gg/Revosect) and don't hesitate to ask for help! We are always willing to do our best to help out our community.