













| Total points | | 0 | | | Revosect Easy Benchmarks | | Unranked | | 1800 | 2400 | 2800 | 3200 | 3600 | 4000 |
|--------------|---|----------|-----------------------------|---------------|--------------------------|---|--|---|---|---|---|------|------|------|
| Category | | Points | Scenarios | Personal Best | Progress |  |  |  |  |  |  | | | |
| CLICKING | 0 | Static | 0 rA S4 THREESHOT EASY | 0 | | 930 | 980 | 1050 | 1120 | 1170 | 1250 | | | |
| | | | 0 rA S4 FIVEWIDE EASY | 0 | | 970 | 1020 | 1100 | 1170 | 1250 | 1350 | | | |
| | | | 0 rA S4 FOURWIDE SMALL EASY | 0 | | 900 | 940 | 980 | 1020 | 1060 | 1100 | | | |
| | | Dynamic | 0 rA S4 SNAPCLICK EASY | 0 | | 400 | 450 | 500 | 550 | 600 | 650 | | | |
| | | | 0 rA S4 XYCLICK EASY | 0 | | 450 | 500 | 550 | 600 | 650 | 700 | | | |
| | | | 0 rA S4 BOUNCECLICK EASY | 0 | | 300 | 350 | 400 | 470 | 530 | 600 | | | |
| TRACKING | 0 | Precise | 0 rA S4 GLIDERTRACK EASY | 0 | | 2250 | 2500 | 2700 | 2900 | 3100 | 3300 | | | |
| | | | 0 rA S4 CAPSULETRACK EASY | 0 | | 1400 | 1600 | 1800 | 2000 | 2300 | 2600 | | | |
| | | Hybrid | 0 rA S4 LEAPTRACK EASY | 0 | | 1850 | 2050 | 2250 | 2500 | 2750 | 3000 | | | |
| | | | 0 rA S4 AIRTRACK EASY | 0 | | 1600 | 1800 | 2000 | 2300 | 2550 | 2800 | | | |
| | | Reactive | 0 rA S4 REACTIVESPHERE EASY | 0 | | 1300 | 1500 | 1700 | 1900 | 2200 | 2500 | | | |
| | | | 0 rA S4 STRAFETRACK EASY | 0 | | 1500 | 1750 | 2000 | 2200 | 2500 | 2700 | | | |
| SWITCHING | 0 | Flick | 0 rA S4 WIDESWITCH EASY | 0 | | 100 | 106 | 112 | 118 | 124 | 130 | | | |
| | | | 0 rA S4 ORBSWITCH EASY | 0 | | 89 | 94 | 99 | 106 | 113 | 120 | | | |
| | | Hybrid | 0 rA S4 XYSWITCH EASY | 0 | | 53 | 59 | 66 | 71 | 77 | 83 | | | |
| | | | 0 rA S4 LAYERSWITCH EASY | 0 | | 67 | 73 | 77 | 83 | 87 | 94 | | | |
| | | Evasive | 0 rA S4 EVASWITCH EASY | 0 | | 40 | 44 | 48 | 52 | 56 | 60 | | | |
| | | | 0 rA S4 SPACESWITCH EASY | 0 | | 30 | 33 | 36 | 39 | 42 | 45 | | | |

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| Total points | | 0 | | Revosect Hard Benchmarks | | Unranked | | 1800 | 2400 | 2800 | 3200 | 3600 | 4000 |
|--------------|--------|-----------|---|---------------------------|----------|---|--|---|---|---|---|------|------|
| Category | Points | Scenarios | | Personal Best | Progress |  |  |  |  |  |  | | |
| CLICKING | 0 | Static | 0 | rA S4 THREESHOT HARD | 0 | | 1250 | 1280 | 1330 | 1400 | 1460 | 1520 | |
| | | | 0 | rA S4 FIVEWIDE HARD | 0 | | 1300 | 1340 | 1380 | 1420 | 1480 | 1550 | |
| | | | 0 | rA S4 FOURWIDE SMALL HARD | 0 | | 1150 | 1190 | 1230 | 1300 | 1350 | 1400 | |
| | | Dynamic | 0 | rA S4 SNAPCLICK HARD | 0 | | 450 | 540 | 610 | 690 | 760 | 830 | |
| | | | 0 | rA S4 XYCLICK HARD | 0 | | 520 | 600 | 680 | 800 | 880 | 960 | |
| | | | 0 | rA S4 BOUNCECLICK HARD | 0 | | 400 | 450 | 500 | 570 | 630 | 690 | |
| TRACKING | 0 | Precise | 0 | rA S4 GLIDERTRACK HARD | 0 | | 1750 | 1950 | 2150 | 2500 | 2800 | 3300 | |
| | | | 0 | rA S4 CAPSULETRACK HARD | 0 | | 1300 | 1500 | 1700 | 2000 | 2400 | 2700 | |
| | | Hybrid | 0 | rA S4 LEAPTRACK HARD | 0 | | 2000 | 2250 | 2500 | 3000 | 3250 | 3500 | |
| | | | 0 | rA S4 AIRTRACK HARD | 0 | | 1300 | 1500 | 1700 | 2100 | 2400 | 2650 | |
| | | Reactive | 0 | rA S4 REACTIVESPHERE HARD | 0 | | 1600 | 1800 | 2000 | 2250 | 2500 | 2800 | |
| | | | 0 | rA S4 STRAFETRACK HARD | 0 | | 1500 | 1700 | 1900 | 2300 | 2500 | 2700 | |
| SWITCHING | 0 | Flick | 0 | rA S4 WIDESWITCH HARD | 0 | | 118 | 125 | 132 | 140 | 148 | 155 | |
| | | | 0 | rA S4 ORBSWITCH HARD | 0 | | 111 | 118 | 125 | 134 | 142 | 150 | |
| | | Hybrid | 0 | rA S4 XYSWITCH HARD | 0 | | 75 | 81 | 87 | 95 | 100 | 105 | |
| | | | 0 | rA S4 LAYERSWITCH HARD | 0 | | 80 | 86 | 92 | 100 | 106 | 112 | |
| | | Evasive | 0 | rA S4 EVASWITCH HARD | 0 | | 43 | 46 | 49 | 54 | 58 | 62 | |
| | | | 0 | rA S4 SPACESWITCH HARD | 0 | | 28 | 32 | 36 | 42 | 46 | 50 | |

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| | | | | | | | | |
|-------|---|---------------------------|---------------|-----------------|---------------|-----------------|---------------|-------------------|
| V.1 | Beta bench is public | | | | | | | |
| V.2 | Major score overhaul. glidertrack bot size from 110 x 20 -> 100 x 17 to match aimlabs version | Scenarios Updated | Mythic | Immortal | Archon | Ethereal | Divine | Omnipotent |
| | | rA S4 THREESHOT HARD | 1190 -> 1250 | 1380 -> 1340 | 1370 -> 1330 | 1480 -> 1400 | 1600 -> 1460 | |
| | | rA S4 FIVEWIDE HARD | 1290 -> 1300 | 1380 -> 1340 | 1470 -> 1380 | 1610 -> 1420 | 1700 -> 1480 | 1850 -> 1550 |
| | | rA S4 FOURWIDE SMALL HARD | 1130 -> 1150 | 1200 -> 1190 | 1270 -> 1230 | | | |
| | | rA S4 SNAPCLICK HARD | 400 -> 450 | 500 -> 540 | 600 -> 610 | 750 -> 800 | 830 -> 760 | 950 -> 830 |
| | | rA S4 XYCLICK HARD | 470 -> 520 | 550 -> 600 | 630 -> 680 | 770 -> 570 | 850 -> 880 | 970 -> 960 |
| | | rA S4 BOUNCECLICK HARD | 480 -> 400 | 570 -> 450 | 660 -> 500 | 850 -> 700 | 970 -> 630 | 1050 -> 690 |
| | | rA S4 CAPSULETRACK HARD | 1590 -> 1300 | 1970 -> 1500 | 2350 -> 1750 | 2850 -> 2000 | 3250 -> 2400 | 3700 -> 2700 |
| | | rA S4 LEAPTRACK HARD | 1750 -> 2000 | 2100 -> 2250 | 2450 -> 2150 | 3100 -> 3000 | | 3850 -> 3500 |
| | | rA S4 AIRTRACK HARD | 2050 -> 1300 | 2400 -> 1500 | 2750 -> 1700 | 3250 -> 2100 | 3700 -> 2400 | 4000 -> 2650 |
| | | rA S4 REACTIVESPHERE HARD | 1750 -> 1600 | 2000 -> 1800 | 2250 -> 2500 | 2750 -> 2250 | 3000 -> 2500 | 3250 -> 2800 |
| | | rA S4 STRAFETRACK HARD | 1650 -> 1500 | 1900 -> 1700 | 2150 -> 1700 | 2600 -> 2300 | 2950 -> 2500 | |
| | | rA S4 WIDESWITCH HARD | 123 -> 118 | 133 -> 125 | 143 -> 132 | 155 -> 140 | 163 -> 148 | 175 -> 155 |
| | | rA S4 ORBSWITCH HARD | 118 -> 111 | 127 -> 118 | 136 -> 125 | 150 -> 134 | 158 -> 142 | 170 -> 150 |
| | | rA S4 XYSWITCH HARD | 72 -> 75 | 78 -> 81 | 84 -> 87 | 93 -> 95 | 99 -> 100 | |
| | | rA S4 LAYERSWITCH HARD | 70 -> 80 | 76 -> 86 | 82 -> 92 | 90 -> 100 | 97 -> 106 | 102 -> 112 |
| | | rA S4 EVASWITCH HARD | 47 -> 43 | 51 -> 46 | 55 -> 49 | 62 -> 54 | 66 -> 58 | 70 -> 62 |
| | | rA S4 SPACESWITCH HARD | 39 -> 28 | 42 -> 32 | 45 -> 36 | 50 -> 42 | 55 -> 46 | 62 -> 50 |
| V.2.1 | | | | | | | | |
| | 9/19/24 EASY sheet added | | | | | | | |
| V.3 | | | | | | | | |
| | 9/29/24 Public release | | | | | | | |