

COMBAT STANDARDS CHALLENGE

COMBAT PISTOL STANDARDS

<p>1. 1 SHOT FROM HOLSTER</p> <p>Pistol is loaded and holstered. Shooter will engage target with 1 round at the sound of the timer.</p> <p>Pistol: 1 Round / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> <input type="text"/> B <input type="text"/> <input type="text"/> 1</p> <p>C <input type="text"/> <input type="text"/> -1 D <input type="text"/> <input type="text"/> -2 M <input type="text"/> <input type="text"/> -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>2. 1 SHOT FROM READY</p> <p>Pistol is loaded and in the shooter's hand, aimed at target. Shooter will engage target with 1 round at the sound of the timer.</p> <p>Pistol: 1 Round / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> <input type="text"/> B <input type="text"/> <input type="text"/> -0</p> <p>C <input type="text"/> <input type="text"/> -1 D <input type="text"/> <input type="text"/> -2 M <input type="text"/> <input type="text"/> -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>3. 2 SHOTS FROM READY</p> <p>Pistol is loaded and in the shooter's hand, aimed at target. Shooter will engage target with 2 rounds at the sound of the timer.</p> <p>Pistol: 2 Rounds / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> <input type="text"/> B <input type="text"/> <input type="text"/> -0</p> <p>C <input type="text"/> <input type="text"/> -1 D <input type="text"/> <input type="text"/> -2 M <input type="text"/> <input type="text"/> -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>4. 1 SHOT / RELOAD / 1 SHOT</p> <p>Pistol is loaded and holstered. At the sound of the timer, shooter will engage target with 1 round, perform a speed reload, and engage the target with the remaining round.</p> <p>Pistol: 1 Round / Spare Magazine: 1 Round</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> <input type="text"/> B <input type="text"/> <input type="text"/> -0</p> <p>C <input type="text"/> <input type="text"/> -1 D <input type="text"/> <input type="text"/> -2 M <input type="text"/> <input type="text"/> -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>5. TRANSFER DRILL</p> <p>Pistol is loaded and holstered. At the sound of the timer, shooter will engage target with 1 round with weapon in dominant hand only. Shooter will then transition to support hand only and engage target with 1 round.</p> <p>Pistol: 2 Rounds / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> <input type="text"/> B <input type="text"/> <input type="text"/> -0</p> <p>C <input type="text"/> <input type="text"/> -1 D <input type="text"/> <input type="text"/> -2 M <input type="text"/> <input type="text"/> -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>6. 6 SHOT RHYTHM DRILL</p> <p>Pistol is loaded and holstered. Shooter will engage target with 6 rounds at the sound of the timer.</p> <p>Pistol: 6 Rounds / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> <input type="text"/> B <input type="text"/> <input type="text"/> -0</p> <p>C <input type="text"/> <input type="text"/> -1 D <input type="text"/> <input type="text"/> -2 M <input type="text"/> <input type="text"/> -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>7. EL PREZ DRILL (3 Targets, 1 yd apart @ 10 yds)</p> <p>Pistol is loaded and holstered. Shooter is standing with targets to his/her back. At the sound of the timer, shooter will turn and engage each target with 2 rounds each, perform a speed reload, and again engage each target with 2 rounds each.</p> <p>Pistol: 6 Rounds / Spare Magazine: 6 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> <input type="text"/> B <input type="text"/> <input type="text"/> -0</p> <p>C <input type="text"/> <input type="text"/> -1 D <input type="text"/> <input type="text"/> -2 M <input type="text"/> <input type="text"/> -5</p>	<p>SCORED TIME</p> <input type="text"/>

SHOOTER _____

TOTAL TIME
PISTOL

DATE _____

NOTE: ALL DRILLS ARE SHOT @ 7 YARDS UNLESS OTHERWISE STATED UTILIZING STANDARD ISPC / USPA TARGET.

COMBAT RIFLE STANDARDS

<p>1. TRANSITION DRILL</p> <p>Pistol is loaded and holstered, Rifle at Low Ready. At the sound of the timer, shooter will engage target with 1 round from rifle, then transition to pistol and engage target with one round from pistol.</p> <p>Rifle: 1 Round / Pistol: 1 Round</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> B <input type="text"/> C <input type="text"/> D <input type="text"/> M <input type="text"/></p> <p>-0 -0 -1 -2 -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>2. 1 SHOT FROM LOW READY</p> <p>Rifle is loaded and held at the Low Ready. Shooter will engage target with 1 round at the sound of the timer.</p> <p>Rifle: 1 Round / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> B <input type="text"/> C <input type="text"/> D <input type="text"/> M <input type="text"/></p> <p>-0 -0 -1 -2 -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>3. 2 SHOTS FROM READY</p> <p>Rifle is loaded and shouldered at the Ready. Shooter will engage target with 2 rounds at the sound of the timer.</p> <p>Rifle: 2 Rounds / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> B <input type="text"/> C <input type="text"/> D <input type="text"/> M <input type="text"/></p> <p>-0 -0 -1 -2 -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>4. 2 SHOTS / RELOAD / 2 SHOTS</p> <p>Rifle is loaded and held at the Low Ready. At the sound of the timer, shooter will engage target with 2 rounds, perform a speed reload, and again engage the target with 2 rounds.</p> <p>Rifle: 2 Rounds / Spare Magazine: 2 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> B <input type="text"/> C <input type="text"/> D <input type="text"/> M <input type="text"/></p> <p>-0 -0 -1 -2 -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>5. TRANSFER DRILL</p> <p>Rifle is loaded and held at the Low Ready. At the sound of the timer, shooter will engage target with 1 round dominate side, transition to support side, and again engage target with 1 round.</p> <p>Rifle: 2 Rounds / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> B <input type="text"/> C <input type="text"/> D <input type="text"/> M <input type="text"/></p> <p>-0 -0 -1 -2 -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>6. 6 SHOT RHYTHM DRILL</p> <p>Rifle is loaded and held at the Low Ready. Shooter will engage target with 6 rounds at the sound of the timer.</p> <p>Rifle: 6 Rounds / Spare Magazine: 0 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> B <input type="text"/> C <input type="text"/> D <input type="text"/> M <input type="text"/></p> <p>-0 -0 -1 -2 -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>7. CHECK DRILL</p> <p>Pistol is loaded and holstered. Rifle is loaded and held at the low ready. At the sound of the timer, shooter will engage each target with 1 round, transition to pistol and engage with 1 round. Shooter will then reholster pistol and transition back to rifle. Shooter will perform a reload and again engage the target with 1 round.</p> <p>Rifle: 1 Round / Pistol: 1 Round / Spare Mag (Rifle): 1 Round</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> B <input type="text"/> C <input type="text"/> D <input type="text"/> M <input type="text"/></p> <p>-0 -0 -1 -2 -5</p>	<p>SCORED TIME</p> <input type="text"/>
<p>8. EL PREZ DRILL (3 Targets, 1 yd apart @ 10 yds)</p> <p>Rifle is loaded and held at the low ready. At the sound of the timer, shooter will engage each targets with 2 rounds each, perform a speed reload, and again engage each targets with 2 rounds each.</p> <p>Rifle: 6 Rounds / Spare Magazine: 6 Rounds</p>	<p>RAW TIME</p> <input type="text"/>	<p>SCORING</p> <p>A <input type="text"/> B <input type="text"/> C <input type="text"/> D <input type="text"/> M <input type="text"/></p> <p>-0 -0 -1 -2 -5</p>	<p>SCORED TIME</p> <input type="text"/>

SHOOTER _____

**TOTAL TIME
RIFLE**

DATE _____

**TOTAL TIME
OVERALL**

NOTE: ALL DRILLS ARE SHOT @ 7 YARDS UNLESS OTHERWISE STATED UTILIZING STANDARD ISPC / USPA TARGET.