

**ITEMS NEEDED:**

- 3 IPSC cardboard cutouts
- 1 roll of tape for marking targets
- 3 stands
- 6 stakes for stands
- Clips for targets
- Spray paint or straddle stake for toe line



SETUP: 15 yd target placed at berm or “0” yard line. Walk to 15 yd line, then walk 3 yds (to your left), drop marker for 7 yd target, then walk 3 yds, drop marker for 10 yd target. Place 7 yd target on 8 yd line and place 10 yd target on 5 yd line.

**RUNNING THE DRILL:**

Shooter must load 5 rounds carbine and at least 4 rounds handgun. Shooter stays static at the “toe-line” and fires 1 round into the head of each target and 2 rounds into the body of each target. The head is denoted by a horizontal line at the shoulders, the remainder of the A/C zone is the acceptable target area for the body. All carbine rounds must be fired first, THEN transition to handgun.

SCORING:

Head shots and hits the body head adds 1 second likely be 13.5

body shots are no adds 1 second raw to raw time. Rounds seconds to raw time. seconds).

additional time. A time. A round aimed in the D zone, add 1 Time to pass, 14.99

round aimed at the head at the body and hits the second. Rounds off seconds (2025 time will

CATEGORIES:

PASS: 15.00-12.01

ADVANCED: 8.50-5.51

EXPERT: Below 5.50

INTERMEDIATE: 12.00-8.51

Shooter “toe-line”