

PHASE ONE

1

Marksmanship

1

7 Shots

1

5 / 7 Hits

1

to pass

15 Seconds

1

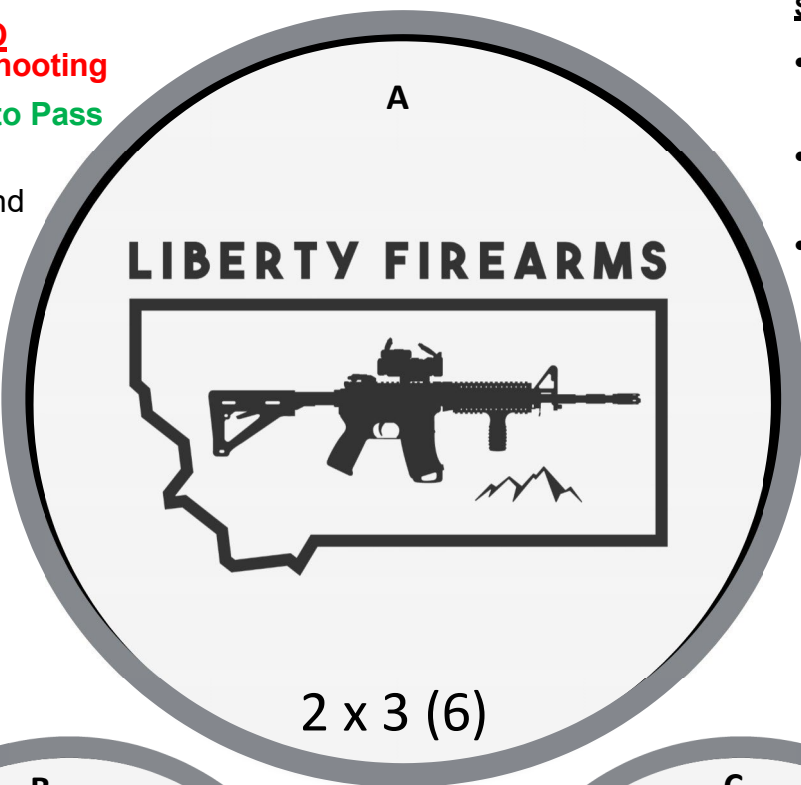
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1

PHASE TWO
Defensive shooting

10 / 12 Hits to Pass

*need one
spare mag and
mag carrier



B

Double Tap (2 Shots) Target A
Slide Lock Reload
1 Shot Target B
1 Shot Target C
IN 7 SECONDS
Repeat 3 times

1 x 3 (3)

C

QUALIFICATION LEGEND

Passing = 23 hits of 29 shots
Level 1 = 3 yards, no draw, no time
Level 2 = 3 yards, no time
Level 3 = 3 yards
Level 4 = 5 yards
Level 5 = 7 yards
*Low-ready for weak hand phase 3

1 x 3 (3)

Scoring Legend

- +10 points per hit
- - 20 points per one sec over time limit
- no extra points for faster time

8 / 10 Hits to pass

PHASE THREE

TRIPLE THREAT
Handgun Mastery



Versatility of Fundamentals

5 rounds strong hand: 8seconds
5 rounds weak hand 9seconds

- 3 courses of fire, 29 total rounds, 23 hits to pass,
- 290 possible points, see scoring and qualification legend.
- Course must be completed within 5 minutes (same handgun)