



NAME: _____

	<u>ROUNDS</u>	<u>TIME</u>	<u>Tier 1</u>	<u>Tier 2</u>	<u>Tier 3</u>
7 YDS	1 TO HEAD (x3)	_____/_____/_____	0.75	1.25	1.75
7 YDS	2 BODY (x3)	_____/_____/_____	1.00	1.50	2.00
7 YDS	2 BDY / 1 HD	_____	1.50	2.50	3.50
7 YDS	2 BDY RIFLE / TRANSITION / 2 BDY PISTOL	_____	2.75	3.50	4.50
25 YDS	1 TO HEAD (X3)	_____/_____/_____	1.50	2.15	2.75
25 YDS	Turn 2 BDY / Facing up range to start (x3)	_____/_____/_____	2.00	2.65	3.25
25 YDS	2 BDY/ BOLT LOCK RELOAD /2 BDY	_____	4.85	6.50	8.25
50 YDS	STANDING TO KNEELING 2 BDY (x3)	_____/_____/_____	3.00	4.00	5.00
50 YDS	STANDING TO PRONE 2 BDY (x3)	_____/_____/_____	3.00	4.00	5.00

All stages are to be done using a cardboard IPSC/IDPA target. All hits are to be in "A/C" of the target. A "D" is counted as a miss and a FAIL for that skill set. Head shots are required to be in the head. All stages at the 7 yard line are "Low" Ready and stages at the 25 yard line are "High" Ready. 50 yard line is shooter's choice.

Data		Tier 1	Tier 2	Tier 3
High Ready	7 yards	1.00	1.25	1.50
	25 yard	1.50	2.15	2.75
Low Ready	7 yards	0.75	1.00	1.25
	25 yard	1.50	2.00	2.50
Split Times	7 yards	0.25	0.25	0.25
	25 yard	0.35	0.50	0.75
Transition Times	7 yards	1.75	2.05	2.35
Reload Times	25 yard	3.00	4.00	5.00
Transitions		0.50	0.75	1.00