



version 1.051322



# EQUIPMENT SHAKE-OUT COF

	DIST. M		FIRST RUN:	SECOND RUN:
A zone = 5 points	50>10	Starting at 50M, 2 on each - Move to 10M - 2 on each.		
C zone = 3 points	10	Begin with double-feed - Transition to pistol, 5 rounds into left target.		
D zone = 0 points	10	Begin with pistol out - Tac-mag pistol - Transition back to rifle - Clear malfunction, 5 into center.		
Mike = -10 points	10	High ready, 1 round into right target - Bolt-lock reload, 4 more into right target.		
	10>25>50	2 into left at 10M - Move to 25M - 2 into center at 25 - Move to 50M, 2 into right at 50.		
	50	Start with double-feed - Clear malfunction, 2 into left target while standing.		
	50	From standing, drop to crouch - 2 into center target.		
	50	From standing, drop to prone - 2 into right target.		
	50	From standing, 2 on each - Reload - Crouch, 2 on each - Reload - Drop to prone, 2 on each.		

**52 RIFLE ROUNDS + 5 PISTOL ROUNDS - 285 POINTS POSSIBLE - NO MAKE UP SHOTS**

**TOTAL TIME:**

HITS NEEDED:	LEFT	CENTER	RIGHT
	19	19	19

**Hit factor** is scored by dividing the **points** earned through marksmanship, by the **total time** of all strings of fire combined.

	A	C	D	M	A	C	D	M
<b>LEFT TARGET:</b>								
<b>CENTER TARGET:</b>								
<b>RIGHT TARGET:</b>								
<b>TOTAL POINTS:</b>								
<b>HIT FACTOR:</b>								