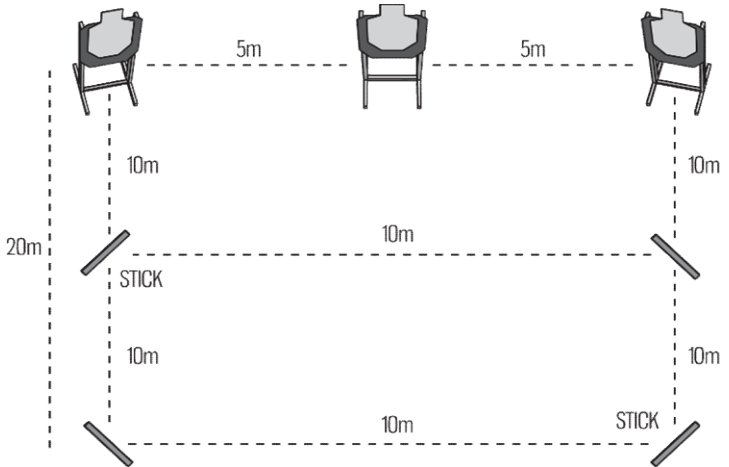




T.REX ARMS



SCRAMBLER DRILL

- A zone = 5 points
- C zone = 3 points
- D zone = 0 points
- Mike = -10 points

DIST. M
20>10

Starting at 20M position, engage 2 rounds in target directly in front - Move towards other 20M position, while moving engage center target with 2 rounds - At 20M position, engage 2 rounds in target directly in front - Move at a diagonal to 10M position, while moving engage center target with 2 rounds - At 10M position, engage target in front with 2 rounds, move across to other 10M position - While moving, engage 2 rounds into center target - At second 10M position, engage target in front with 2 rounds.

FIRST RUN: SECOND RUN:

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20>10

Starting at opposite 20M position, engage 2 rounds in target directly in front - Move towards other 20M position, while moving engage center target with 2 rounds - At 20M position, engage 2 rounds in target directly in front - Move at a diagonal to 10M position, while moving engage center target with 2 rounds - At 10M position, engage target in front with 2 rounds, move across to other 10M position - While moving, engage 2 rounds into center target - At second 10M position, engage target in front with 2 rounds.

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28 ROUNDS PISTOL/RIFLE - 140 POSSIBLE POINTS - NO MAKE UP SHOTS

TOTAL TIME:

HITS NEEDED:

LEFT	CENTER	RIGHT
8	12	8

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
LEFT TARGET:								
CENTER TARGET:								
RIGHT TARGET:								
TOTAL POINTS:								
HIT FACTOR:								