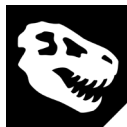
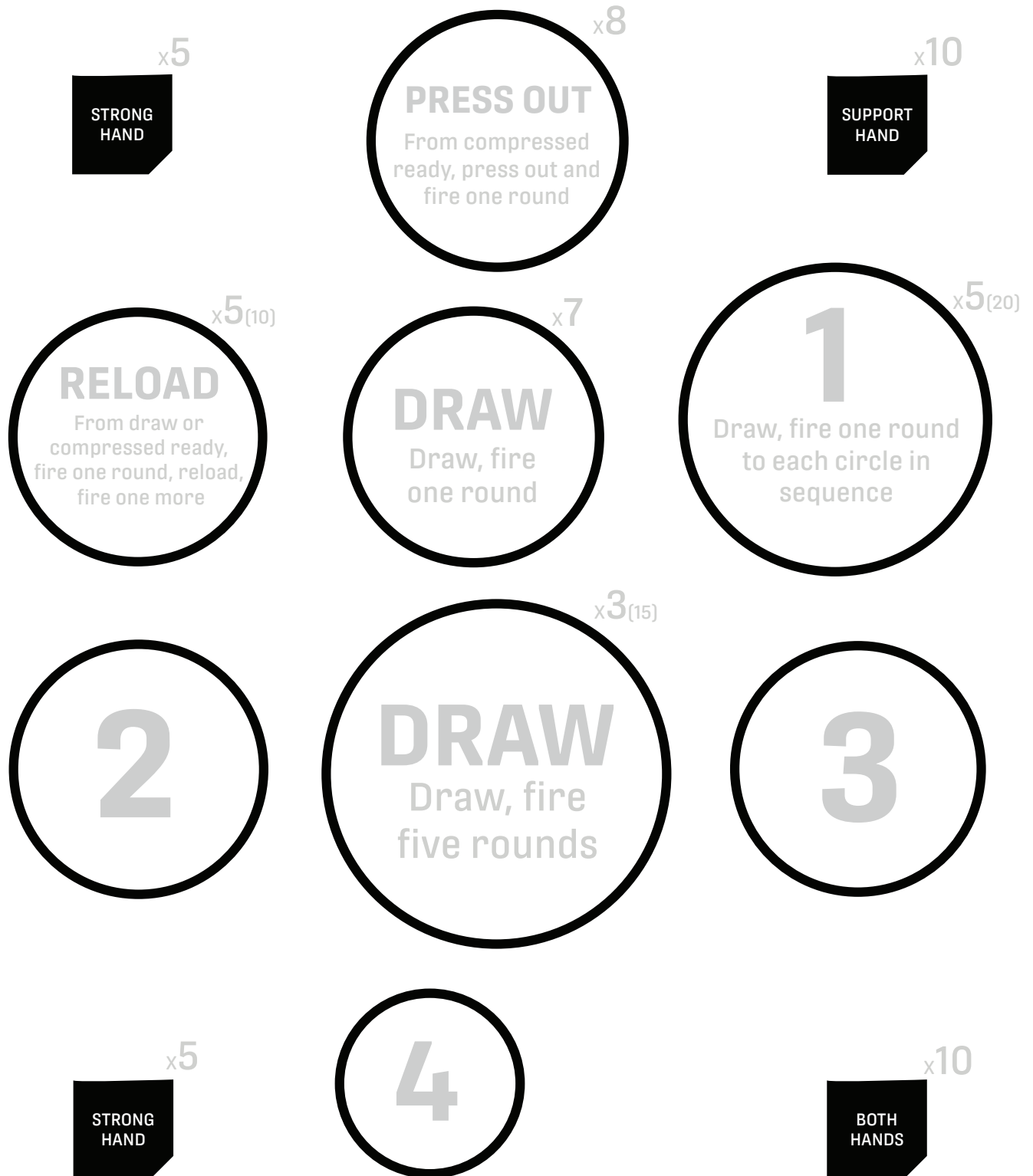


WARM UP TARGET



FLINCH TARGET

COMPRESSED



DRAW



TRANSITION



TIMED



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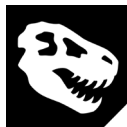
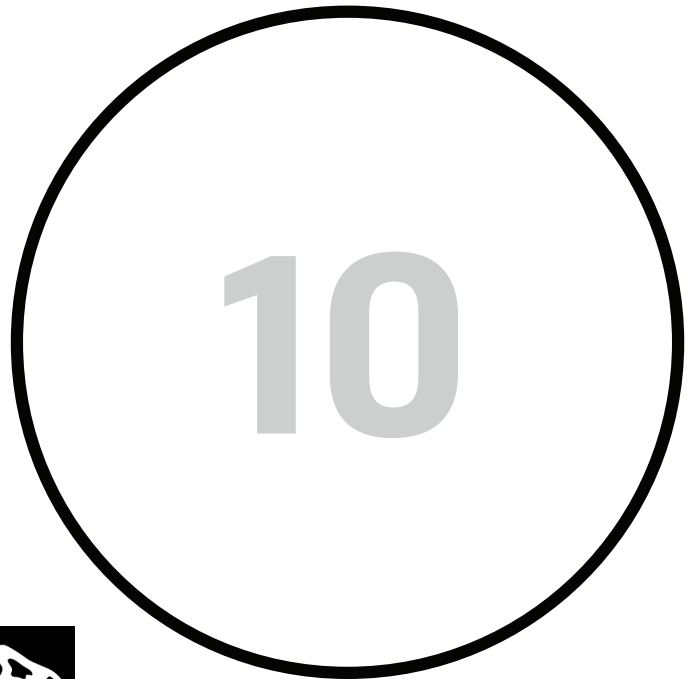
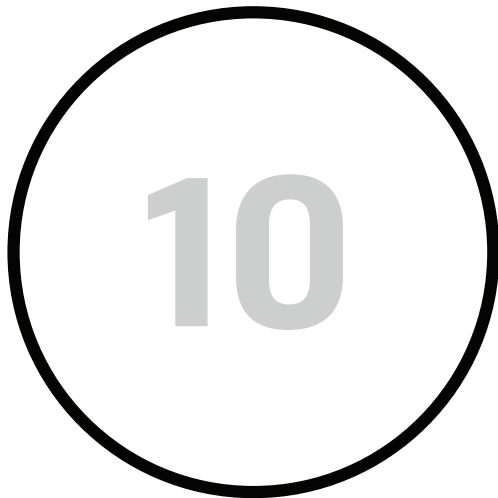
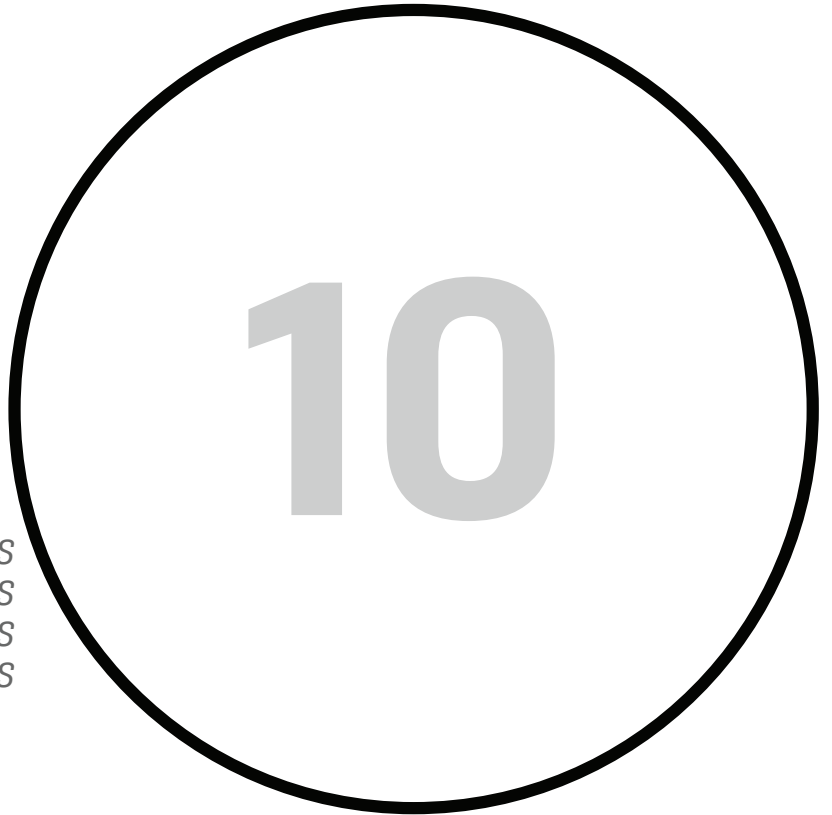
TRIPLE TEN TARGET

DISTANCE: 7 YARDS

LOADOUT: 3 10 ROUND MAGAZINES
ONE IN GUN, TWO ON BELT

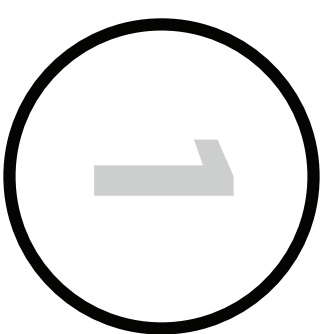
COURSE OF FIRE: ON TIMER START, DRAW
AND FIRE 10 ROUNDS INTO
EACH CIRCLE, ANY ORDER.

SCORING: LEVEL 1: 30+ SECONDS
LEVEL 2: 13-29.99 SECONDS
LEVEL 3: 0-12.99 SECONDS
EACH MISS +0.50 SECONDS

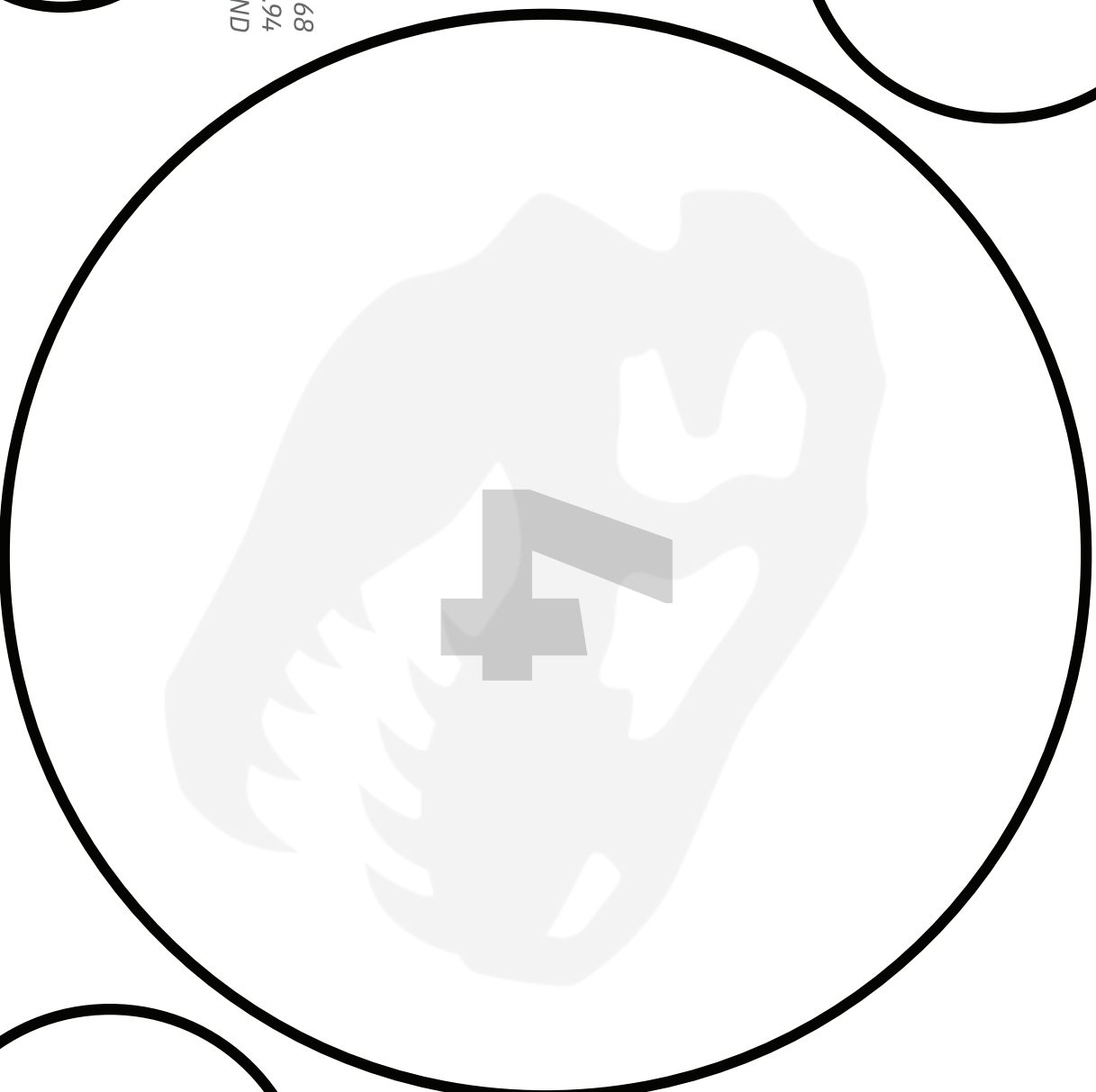


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THROTTLE CONTROL TARGET

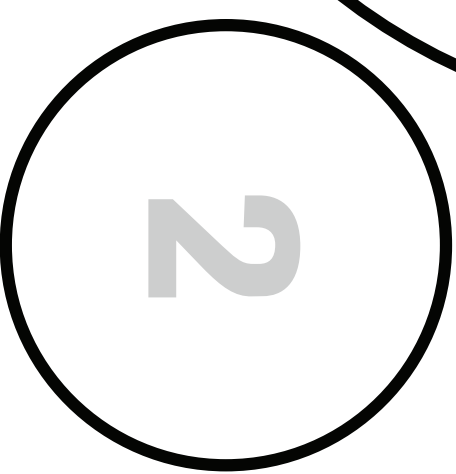
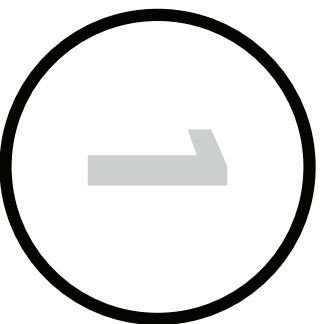


DISTANCE: 5 YARDS
LOADOUT: 10 ROUNDS



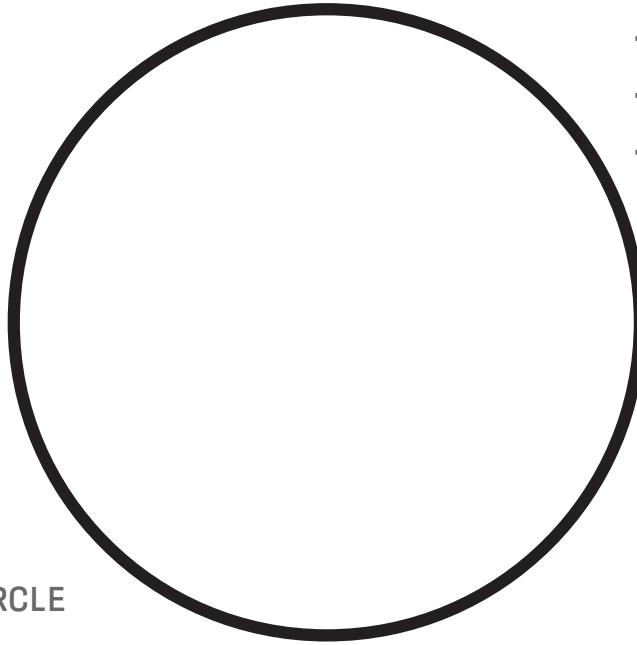
**ON TIMER START, DRAW
AND ENGAGE ANY CIRCLE
IN ANY ORDER. EACH
NUMBER REPRESENTS
HOW MANY HITS ARE
NEEDED IN THE CIRCLE.**

TIME TO BEAT 4.68
FIRST SHOT 0.94
EACH MISS +1 SECOND

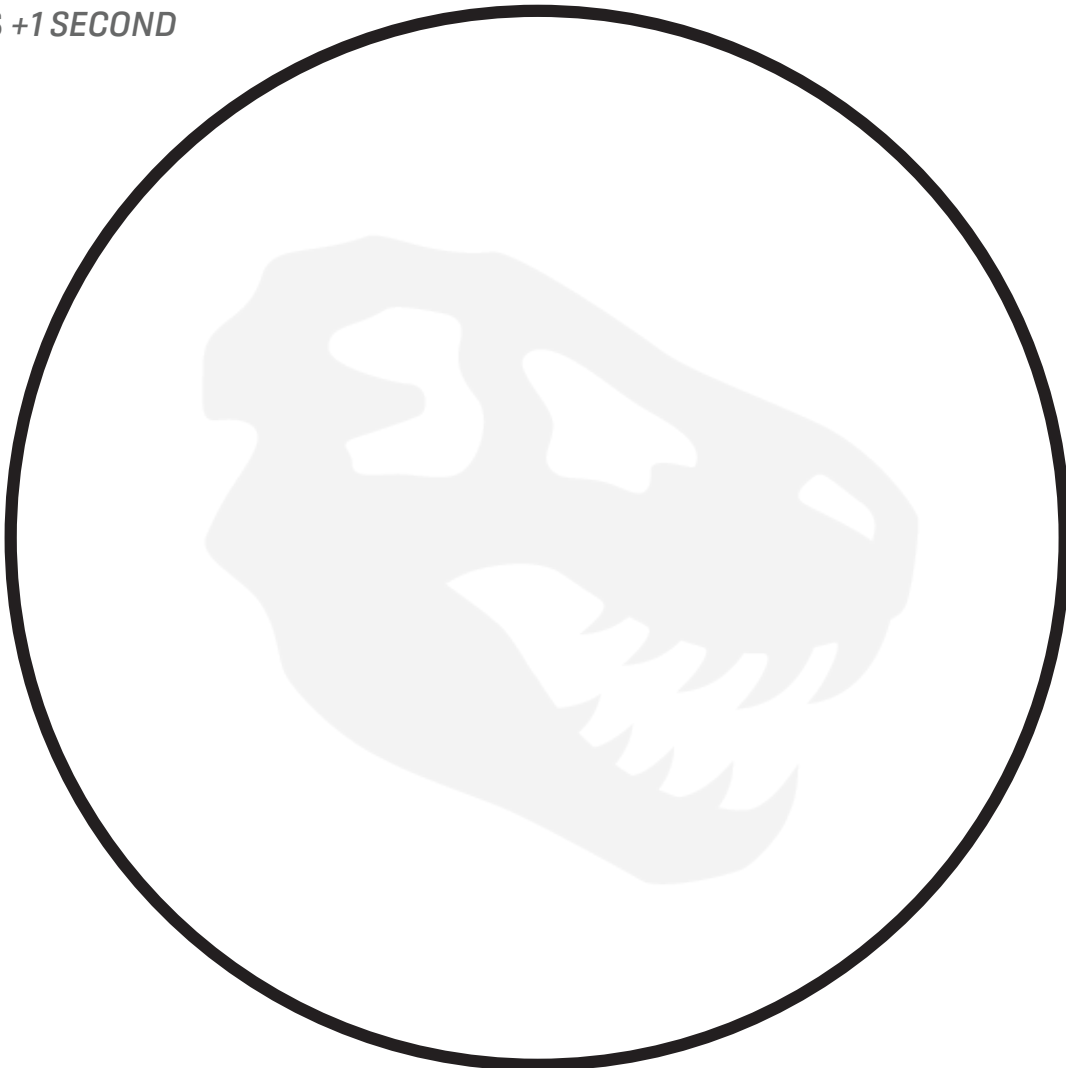


CARBINE/PISTOL QUAD TARGET

_____ 5 YARDS
_____ 10 YARDS
_____ 15 YARDS



LOW/HIGH READY
4 ROUNDS INTO ONE CIRCLE
SLIDE LOCK RELOAD
4 ROUNDS INTO OTHER CIRCLE
EACH MISS *+1 SECOND*



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