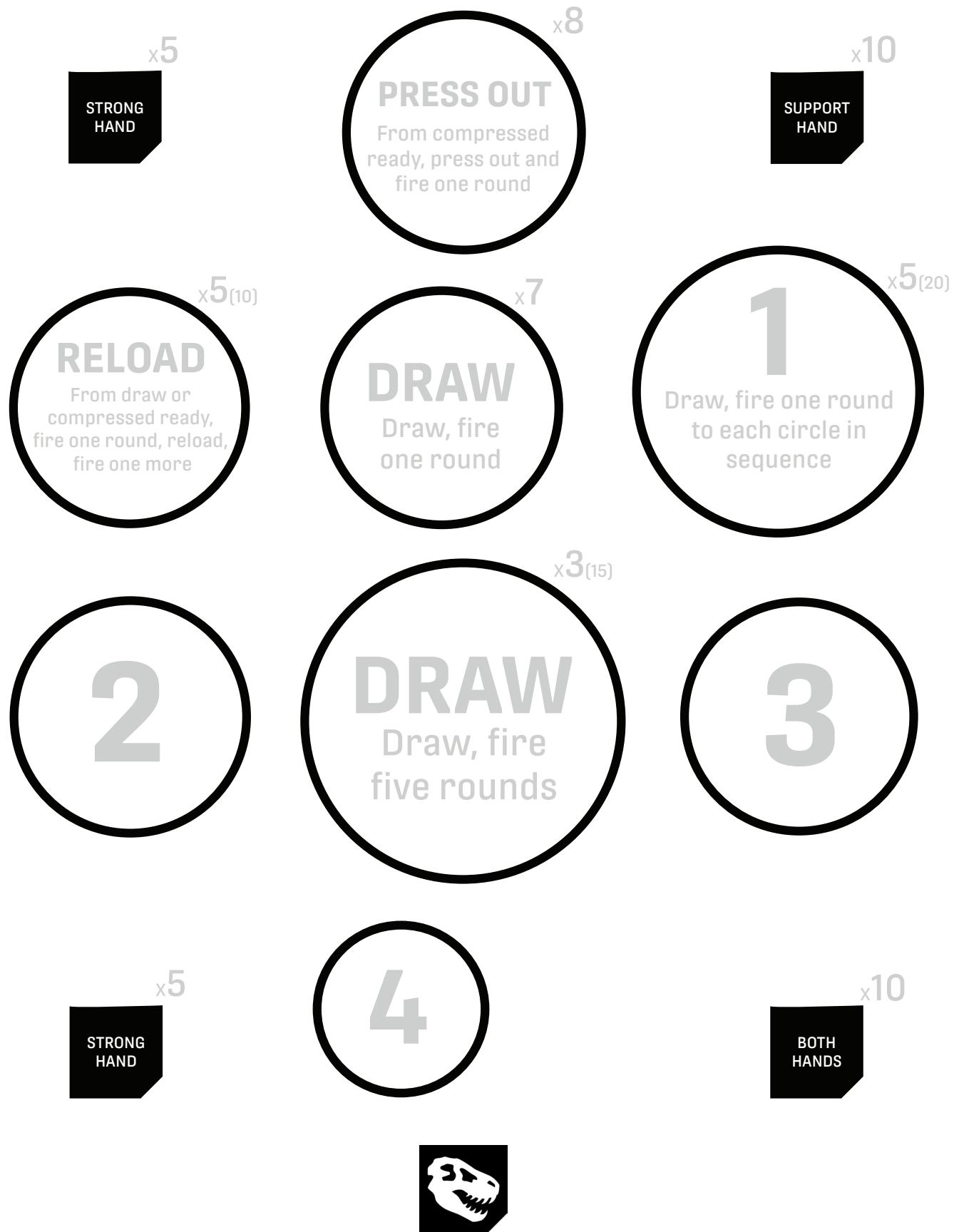


WARM UP TARGET



FLINCH TARGET

COMPRESSED



DRAW



TRANSITION



TIMED



For products & additional training resources visit TREX-ARMS.COM

TRIPLE TEN TARGET

DISTANCE: 7 YARDS

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

COURSE ON TIMER START, DRAW
OF FIRE: 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

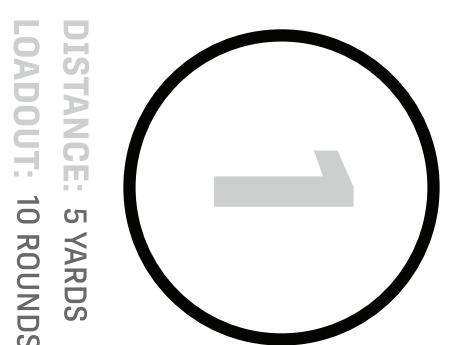
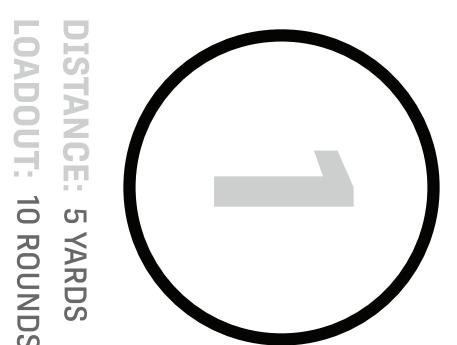
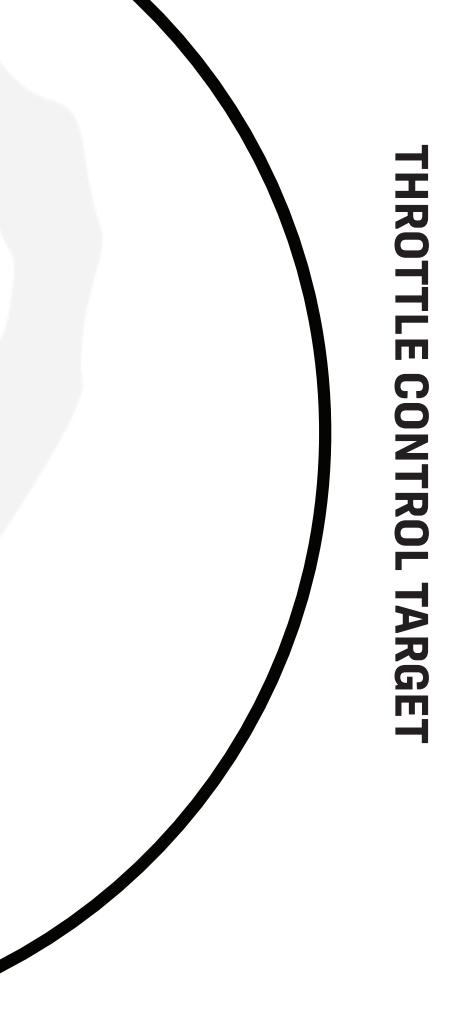
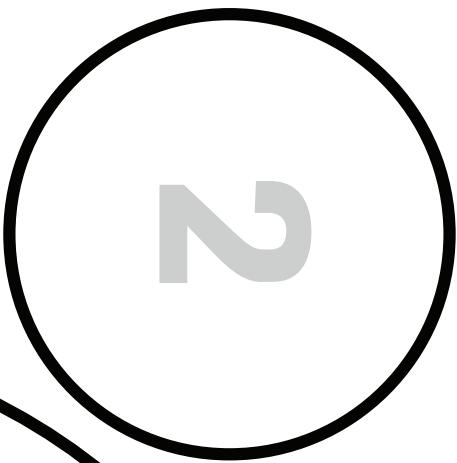
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THROTTLE CONTROL TARGET



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
FIRST SHOT 4.68
EACH MISS 0.94
+1 SECOND

DISTANCE: 5 YARDS
LOADOUT: 10 ROUNDS

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