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| **Drill** | **Pts** | **rds** | **Setup** | **Yd lines** | **# of targets** | **Par times** | **Description** | **Starting position** |
| **CPL qual** | 150 | 30 | 3 mags of 10 | 3 / 5 / 7 | 1 | N/A | Shoot 10 rounds from each yard line at your own pace. Passing score is 120. | Low ready |
| **Alpha** | 150 | 30 | 3 mags of 10 | 3 / 5/ 7 | 1 | 15 sec. | Draw and Shoot 10 rounds from each yard line within the par time | Hands resting at side |
| **Bravo** | 75 | 15 | 2 full mags | 3 / 5 / 7 | 1 | 2.5 / 3 / 3.5 sec. | Draw and Shoot 5 rounds from each yard line within the par time | Hands resting at side |
| **Charlie** | 75 | 15 | 2 full mags | 3 / 5 / 7 | 2 | 4 / 4.5 / 5 sec. | Draw and shoot 2, then reload and shoot 3. | Hands resting at side |
| **Delta** | 75 | 15 | 2 full mags | 3 / 5 / 7 | 1 | 4.5 / 5 / 5.5 sec. | While facing up-range, turn draw and shoot 2, then reload and shoot 3. | Hands resting at side |
| **Echo** | 150 | 30 | 2 magazines of 5 plus 1 dummy in second mag for each yard line | 3 / 5 / 7 | 1 | 7 / 8 / 9 sec. | Have a buddy add a dummy round to your second magazine. You should not know where the malfunction is in the second magazine. Draw and shoot 5, reload from **slide lock**, shoot 5. Fix malfunctions as they come. | Hands resting at side |
| **Fox** | 150 | 30 | 3 mags of 10 | 10 / 15 / 25 | 1 | 7.5 / 8 / 8.5 sec | Draw and shoot 5 reload shoot 5 | Hands resting at side |
| **Golf** | 150 | 30 | 3 mags of 10 | 25 / 10 / 5 | 1 | 18 sec.. | Starting at the 25-yard line draw and shoot 5 rounds static, run to the 10-yard line, shoot 5 static then shoot **while moving** to and stopping at the 5-yard line. Do this twice. | Hands resting at side |
| **Hotel** | 75 | 15 | 3 mags of 5 | 10 / 15 / 25 | 2 spaced 1 yd apart center to center | 6 / 7 / 8 sec. | Draw and shoot 2 rounds to one target, then 3 rounds to the other. Reload engage targets with 2 rounds and then the other target with 3 rounds. The order doesn’t matter. | Hands resting at side |
| **India** | 150 | 30 | 3 mags fully loaded | 1st iteration 7 / 10 / 15  2nd iteration 7 / 10 / 15 | 2 spaced 1 yd apart center to center | 1st iteration 3/ 4 / 5 sec.  2nd iteration 20 sec. | 1st iteration – starting at the 7-yard line, draw and shoot 3 to the left and 2 to the right target. Do this again at the 10- and 15-yard line alternating the order of target you shoot first.  2nd iteration – Starting at the 7 yd line, draw and shoot 5 rounds then safely run with the pistol pointed down range to the 10-yard line, shoot 5 rounds, then safely run with the pistol pointed down range to the 15-yard line, shoot 5 more rounds. | Hands resting at side. |

Most of the quals are scored on a 150 point or 75-point system with par times. Yard lines correspond with par times. For example, 3/5/7 yards may have a 4/5/ and 6 second par time respectively. For a more accurate scoring system, use hit factor scoring - the number of points divided by time. If there are multiple stages, add the two separate HF together to get your final HF score. **Penalties:** Anything outside of the paper is worth zero points. Any shot beyond the par time is minus 5 points from the final tally of points. For more accurate scoring, score and mark between each iteration of the drill. Theses drills are not meant to become sequentially more difficult although some may be, they are all different and test different skills with minimal space and supply requirements.