

DATE _____

FAIL PASS ADVANCED

HANDGUN RIFLE



FOUNDATION LEVEL QUALIFICATION TARGET

FOUNDATION HANDGUN:

Takes place at 5 yards / is 4 parts / has a 6 second par time for every part / 14 rounds total

- Part 1: Start from low ready. At buzzer: 5 rounds into target. (5 rounds)
- Part 2: Start from HOLSTER, At buzzer: 4 rounds. (4 rounds)
- Part 3: Start from low ready. At buzzer: 1 round, SPEED LOAD, 2 rounds. (3 rounds)
- Part 4: (Set up round in chamber with empty magazine in gun) Start from low ready.
At buzzer: 1 round, EMERGENCY LOAD, 1 round. (2 rounds)

14/14 possible – 12/14 on paper for “Pass” – 12/14 in rectangle for “Advanced”

FOUNDATION CARBINE:

Takes place at 15 yards / is 4 parts / has a 6 second par time for every part / 12 rounds total

- Part 1: Start from low ready, weapon on safe. At buzzer: 5 rounds into target. (5 rounds)
- Part 2: Start from low ready, weapon on safe. At buzzer: 1 round, SPEED LOAD, 2 rounds. (3 rounds)
- Part 3: (Set up with round in chamber of rifle and empty magazine in gun) Start from low ready, weapon on safe.
At buzzer: 1 round, EMERGENCY LOAD, 1 round. (2 rounds)
- Part 4: (Set up with round in rifle chamber and empty magazine in gun as well as round in handgun chamber and empty magazine in gun) Start from low ready, weapon on safe. At buzzer: 1 round from rifle, TRANSITION, 1 round from handgun. (2 rounds fired)

12/12 possible – 10/12 on paper for “Pass” – 10/12 in rectangle for “Advanced”

FOUNDATION SHOTGUN:

Takes place at 12 yards / is 4 parts / has a 6 second par time for every part / 10 rounds total

- Part 1: Start from low ready, weapon on safe. At buzzer: 4 rounds into target. (4 rounds)
- Part 2: Start from low ready, weapon on safe. At buzzer: 2 rounds, EMERGENCY LOAD, 1 round. (3 rounds)
- Part 3: (Set up round in chamber and at least one round in tube) Start from a ready position, weapon on safe.
At buzzer: AMMUNITION SELECT, 1 round. (1 round)
- Part 4: (Set up with round in chamber of shotgun only and round in chamber of handgun and empty magazine)
Start from low ready, weapon on safe. At buzzer: 1 round from shotgun, TRANSITION, 1 round from handgun. (2 rounds fired)

10/10 possible – 8/10 on paper for “Pass” – 8/10 in rectangle for “Advanced”