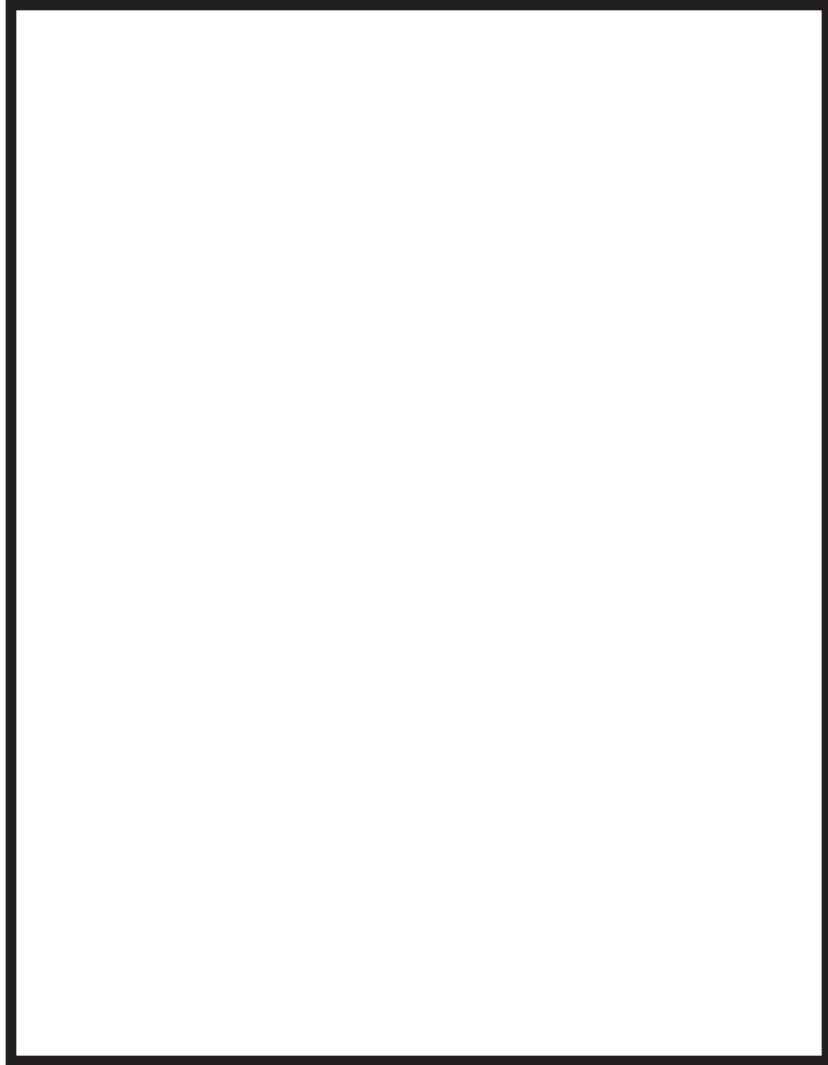


DATE \_\_\_\_\_

FAIL  PASS  ADVANCED

HANDGUN  RIFLE



**MDFI**

**FOUNDATION QUALIFICATION TARGET**

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## 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 compressed ready. At buzzer: 5 rounds into target. (5 rounds / 5 rounds total)

**PART 2:** Start from HOLSTER, At buzzer: 4 rounds. (4 rounds / 9 rounds total)

**PART 3:** Start from compressed ready. At buzzer: 1 round, SPEED LOAD, 2 rounds. (3 rounds / 12 rounds total)

**PART 4:** (Set up round in chamber with empty magazine in gun) Start from compressed ready. At buzzer: 1 round, EMERGENCY LOAD, 1 round. (2 rounds / 14 rounds total)

**14/14 possible – 12/14 on paper for “Pass” – 12/14 in rectangle for “Advanced” (Extra rounds fired = DQ)**

## FOUNDATION CARBINE:

Takes place at 15 yards / is 4 parts / has a 6 second par time for every part (14 rounds total)

**PART 1:** Start from LOW READY, carbine on safe. At buzzer: 5 rounds into target.  
(5 rounds / 5 rounds total)

**PART 2:** Start from HIGH READY, carbine on safe. At buzzer: 4 rounds into target.  
(4 rounds / 9 rounds total)

**PART 3:** Start from LOW or HIGH READY, carbine on safe. At buzzer: 1 round, SPEED LOAD, 2 rounds.  
(3 rounds / 12 rounds total)

**PART 4:** (Set up with round in chamber of rifle and empty magazine in gun) Start from low or high ready, carbine on safe. At buzzer: 1 round, EMERGENCY LOAD, 1 round. (2 rounds / 14 rounds total)

**14/14 possible – 12/14 on paper for “Pass” – 12/14 in rectangle for “Advanced” (Extra rounds fired = DQ)**

## FOUNDATION SHOTGUN:

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

Qual uses a 10x10 steel plate as target. Ammo is lead birdshot. Any visible strike on steel is a hit.

**PART 1:** Start from LOW READY, shotgun on safe. At buzzer: 4 rounds into target. (4 rounds / 4 rounds total)

**PART 2:** Start from HIGH READY, shotgun on safe. At buzzer: 3 rounds into target. (3 rounds / 7 rounds total)

**PART 3:** (Setup with round in chamber and 1 round outside the gun) Start from LOW or HIGH READY, shotgun on safe. At buzzer: 1 round, EMERGENCY LOAD, 1 round. (2 rounds / 9 rounds total)

**PART 4:** (Set up round in chamber and at least one round in tube) Start from ANY CARRY OR READY position, shotgun on safe. At buzzer: AMMUNITION SELECT, 1 round. (1 round / 10 rounds total)

**10/10 possible – 8/10 on steel for “Pass” (Extra rounds fired = DQ)**