

# 20 Alpha



10yds



15yds



20yds



25yds

Scoring: Each round is worth a possible 5 points. Any shot over time standard counts as a miss.

A = 5 pt C = 3 pt D = 1 pt Miss = 0 pt

Possible	100%:	100
Good	90%:	90
Pass	80%:	80

**Task**

**Distance**

**Time**

**Target**

**Load (mag x rounds)**

Task	Distance	Time	Target	Load (mag x rounds)
Draw, 5 rounds into the A zone	10 yd	2.6 sec	1 x IPSC	5 rounds
Draw, 5 rounds into the A zone	15 yd	3.8 sec	1 x IPSC	5 rounds
Draw, 5 rounds into the A zone	20 yd	4.2 sec	1 x IPSC	5 rounds
Draw, 5 rounds into the A zone	25 yd	4.8 sec	1 x IPSC	5 rounds

Rifle Variation: From High-Ready, Subtract 1 second from time standards

Critical Tasks: Draw, Recoil Management, Sight Confirmation (predictive vs reactive)