

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

Rifle: 30 rounds on target

Possible: 100% 150
Good: 90% 135
Pass: 80% 120

Pistol: 15 rounds on target

Possible: 100% 75
Good: 90% 67
Pass: 80% 60

Load

Rifle: 1 x 30
Pistol: 1 x 15



3yds



5yds

6yds



10yds



12yds



20yds

Half & Half Drill (Rifle)

Task

Target

Distance

Time

Load/String

Rounds

High-Ready, 10 rounds in body	IPSC	20 yd	10 sec	1 x 30	10
High-Ready, 10 rounds in body	IPSC	10 yd	5 sec	1 x 20	10
High-Ready, 10 rounds in body	IPSC	5 yd	2.5 sec	1 x 10	10
(Pistol)					
Draw, 5 rounds in body	IPSC	12 yd	6 sec	1 x 15	5
Draw, 5 rounds in body	IPSC	6 yd	3 sec	1 x 10	5
Draw, 5 rounds in body	IPSC	3 yd	1.5 sec	1 x 5	5