

Fast & Accurate Part 1 (Near-to-Far)

Any handgun that can hold 5 rounds. Reloads will be off the clock. **NO ALIBIS** – if your gun malfunctions you will need to fix it on the clock, or accept penalties for missed shots.

Shooters will be run through individually in each lane. Once a shooter has finished they will be given a sheet with their times for each distance. They will need to add these together, and then add their scoring penalties (just like IDPA and outdoor GSSF scoring). Additional shots at any distance will incur a 10 second penalty.

5 shots on the clock at 15 ft

5 shots on the clock at 30 ft

5 shots on the clock at 45 ft

5 shots on the clock at 60 ft

5 shots on the clock at 75 ft

Scoring:

x/10 ring = 0 seconds

8 & 9 ring = add 1 second

7 ring = add 3 seconds

Anywhere else on green silhouette = add 5 seconds

Off target on white /miss = add 10 seconds

Rounds Count: 25

Fast & Accurate Part 2 (Near-to-Far)

Same rules as above, but shooter will start at 75ft, finishing at 15ft.