

# 3's Company

5YDS FROM HOLSTER

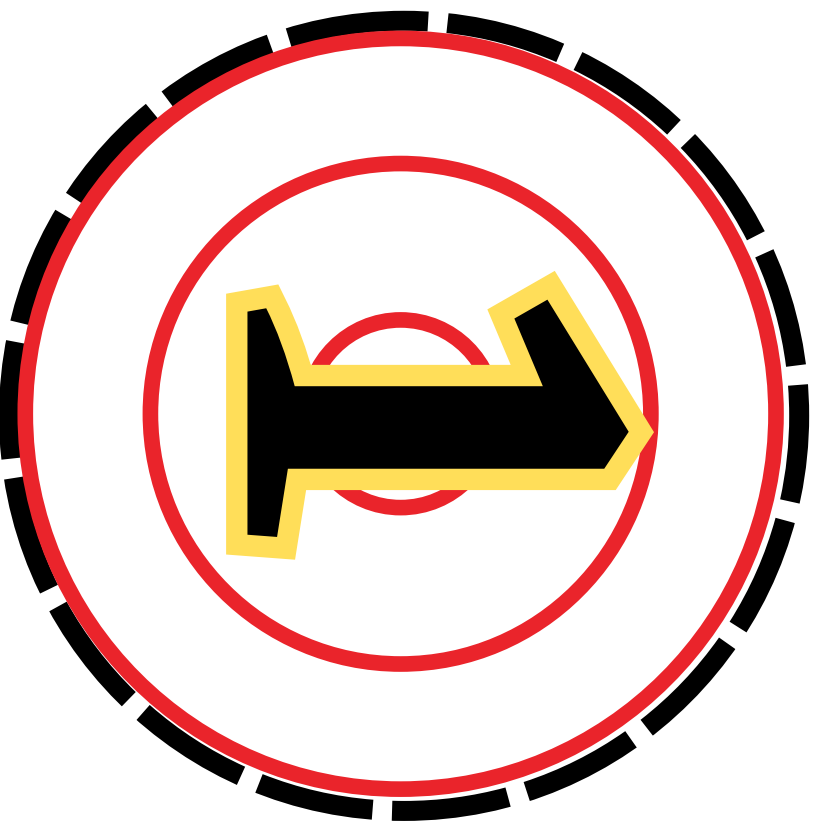
ZYDS FROM COMPRESSED READY

LOAD OUT

- FILL 3 MAGAZINES W/ 3 ROUNDS AND 1 SNAPCAP

PAR TIME:

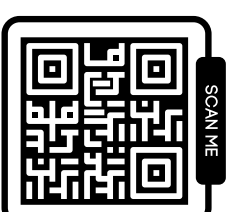
- START OUT AT YOUR OWN PACE  
INCREASING SPEED OVER TIME.



DRILL

- FIRE 3 ROUNDS IN CIRCLE 1
- FIRE 3 ROUNDS INTO CIRCLE 2
- FIRE 3 ROUNDS INTO CIRCLE 3

INCORPORATING CLEARING MALFUNCTIONS  
AND RELOADING



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# 5 Shot Reload Drill

DISTANCE:

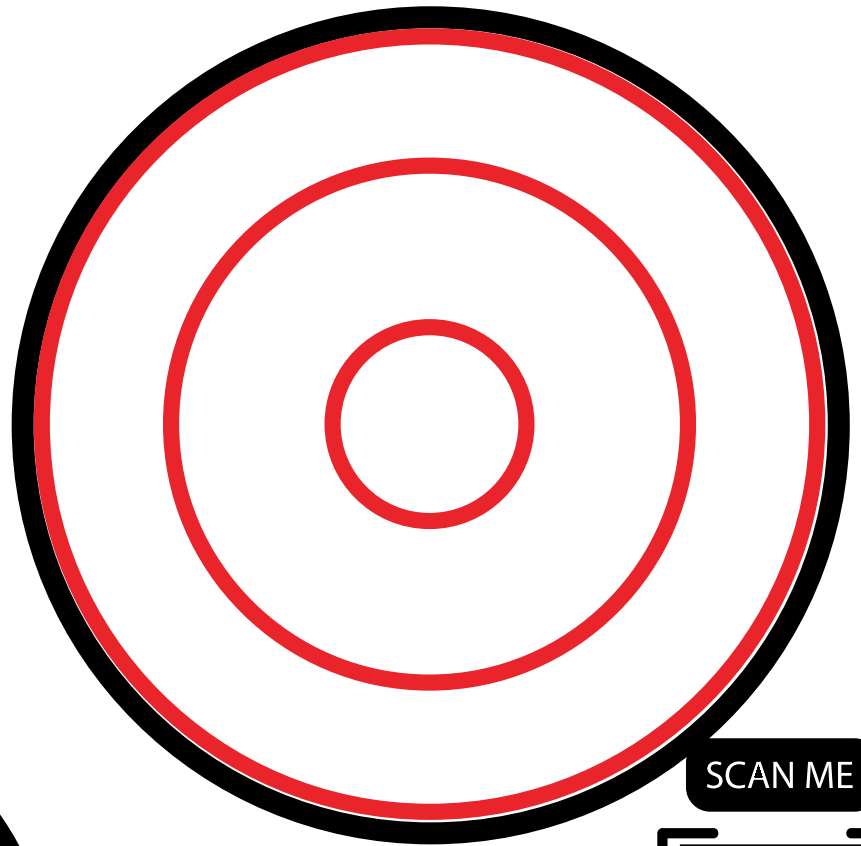
5YDS FROM THE HOLSTER

7YDS FROM COMPRESSED READY

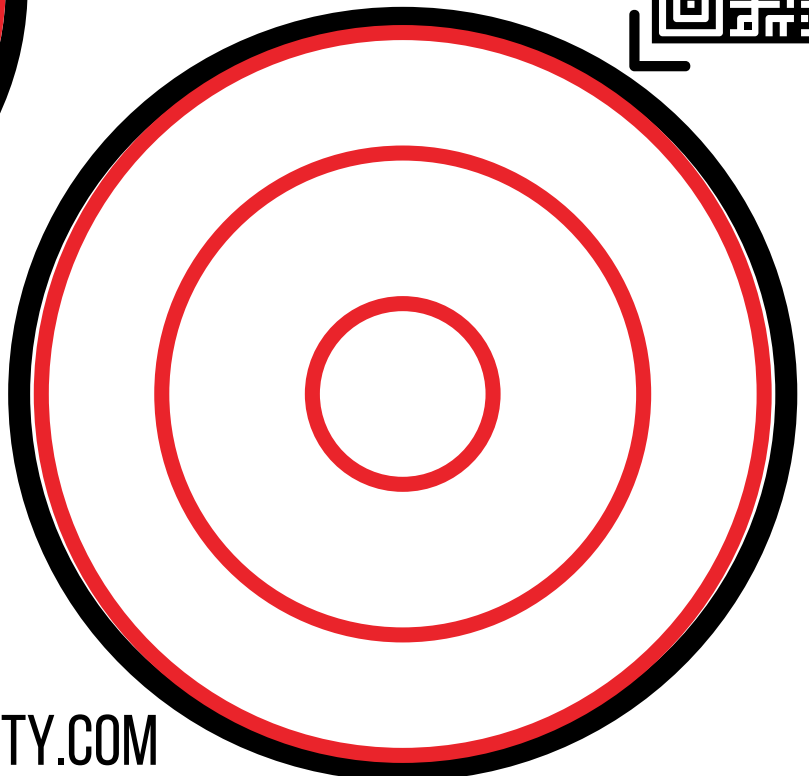
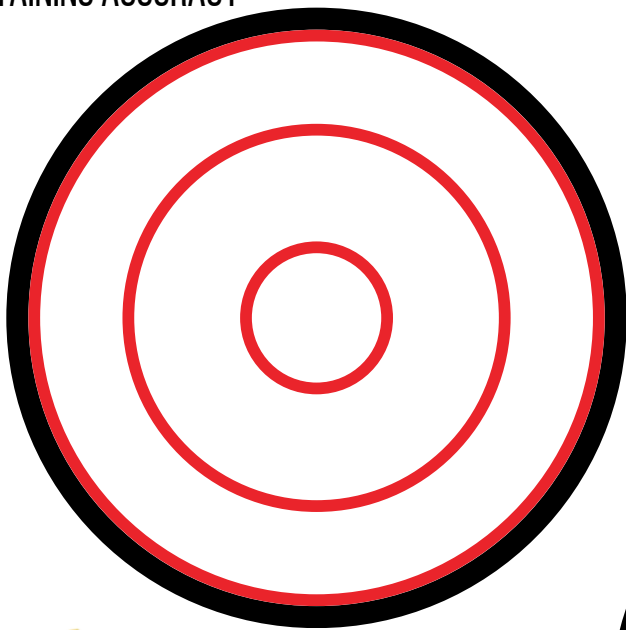
7YDS FROM THE HOLSTER

LOADOUT: 3 MAGAZINES FILLED WITH 5 ROUNDS EACH (1 IN GUN W/ A ROUND CHAMBERED & 2 ON YOUR BELT)

DRILL: FIRE 5 ROUNDS AT EACH CIRCLE IN ANY ORDER. THE GOAL IS TO INCREASE SPEED WHILE MAINTAINING ACCURACY



SCAN ME



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- DISTANCE

5YDS FROM THE HOLSTER

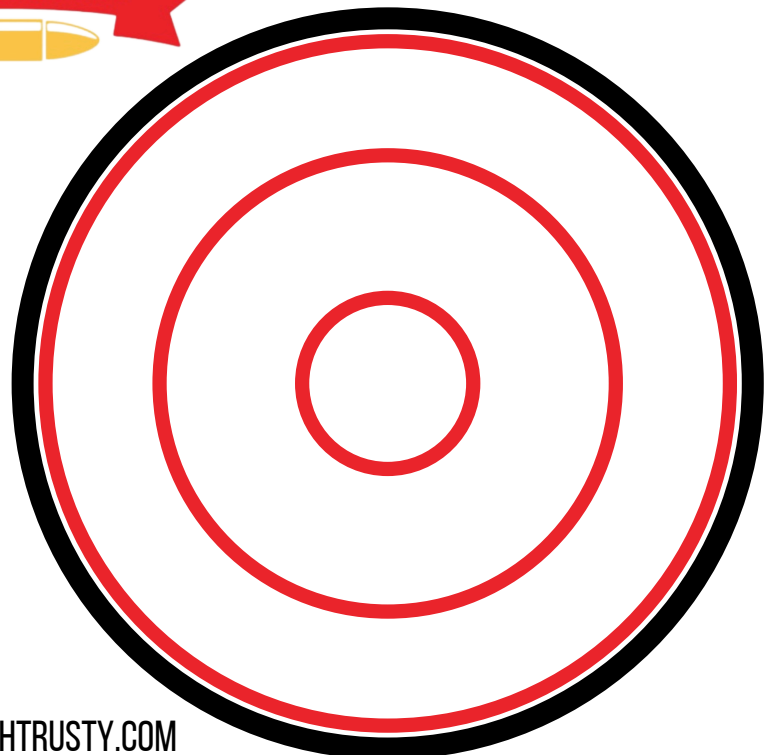
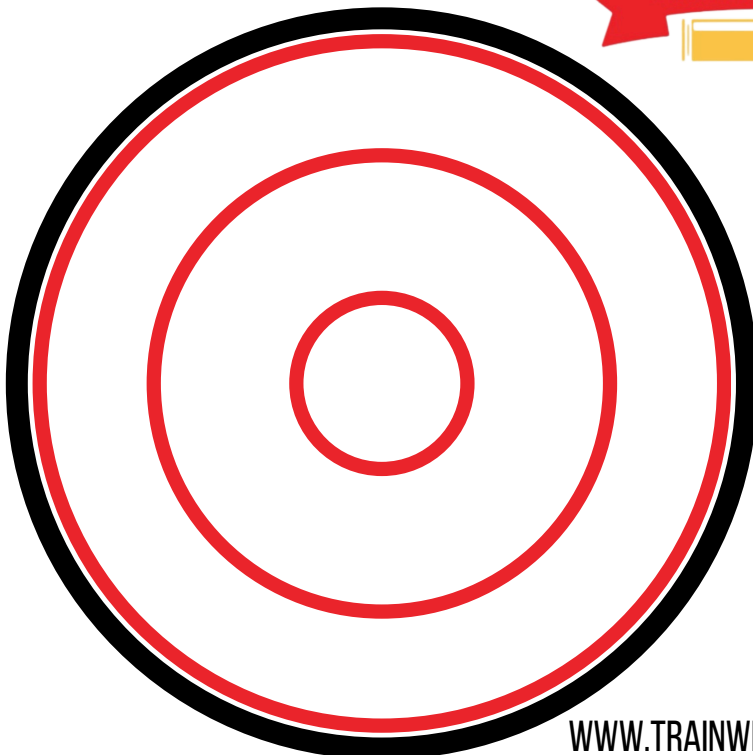
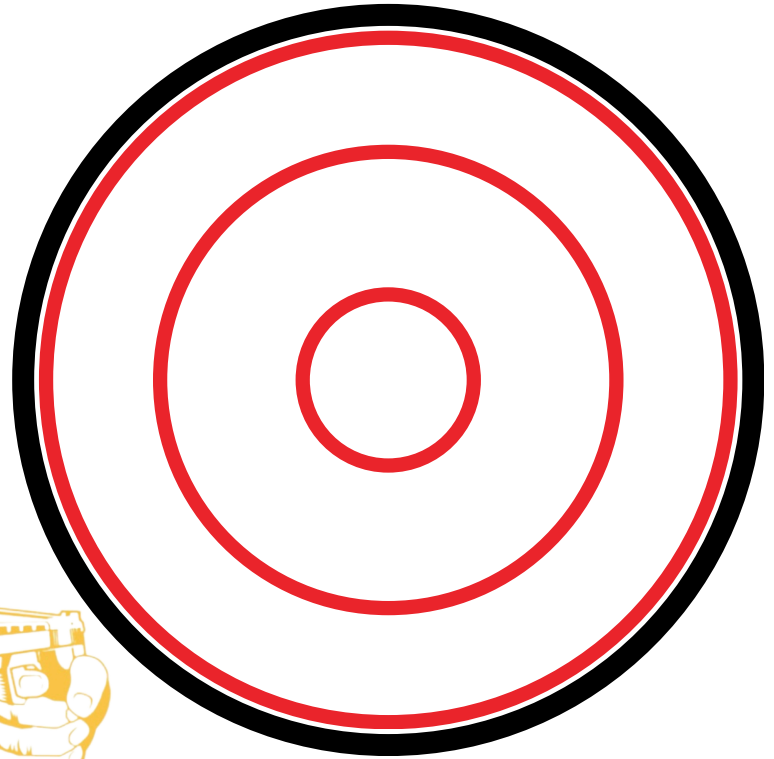
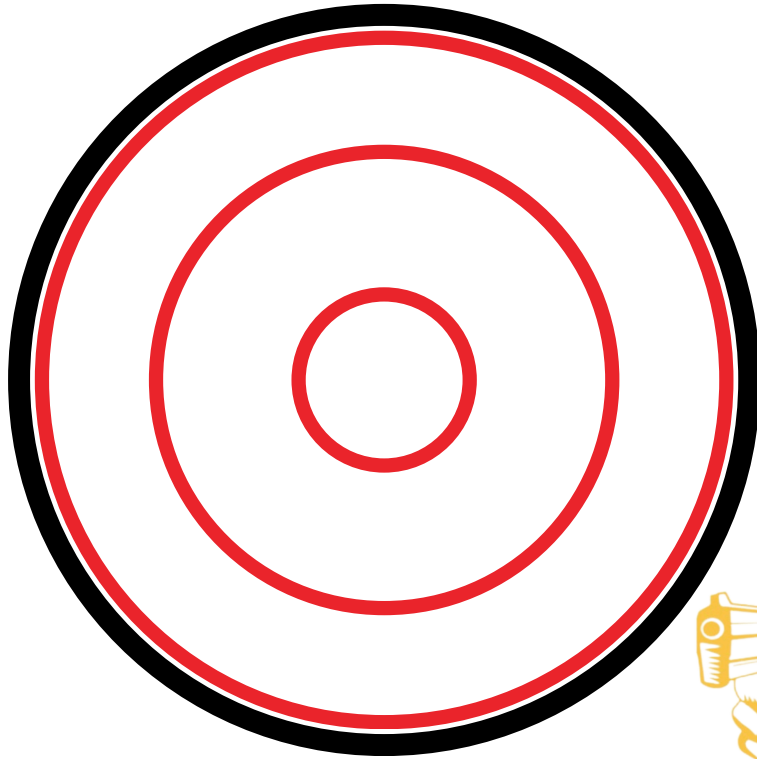
7YDS FROM COMPRESSED READY

7YDS FROM THE HOLSTER

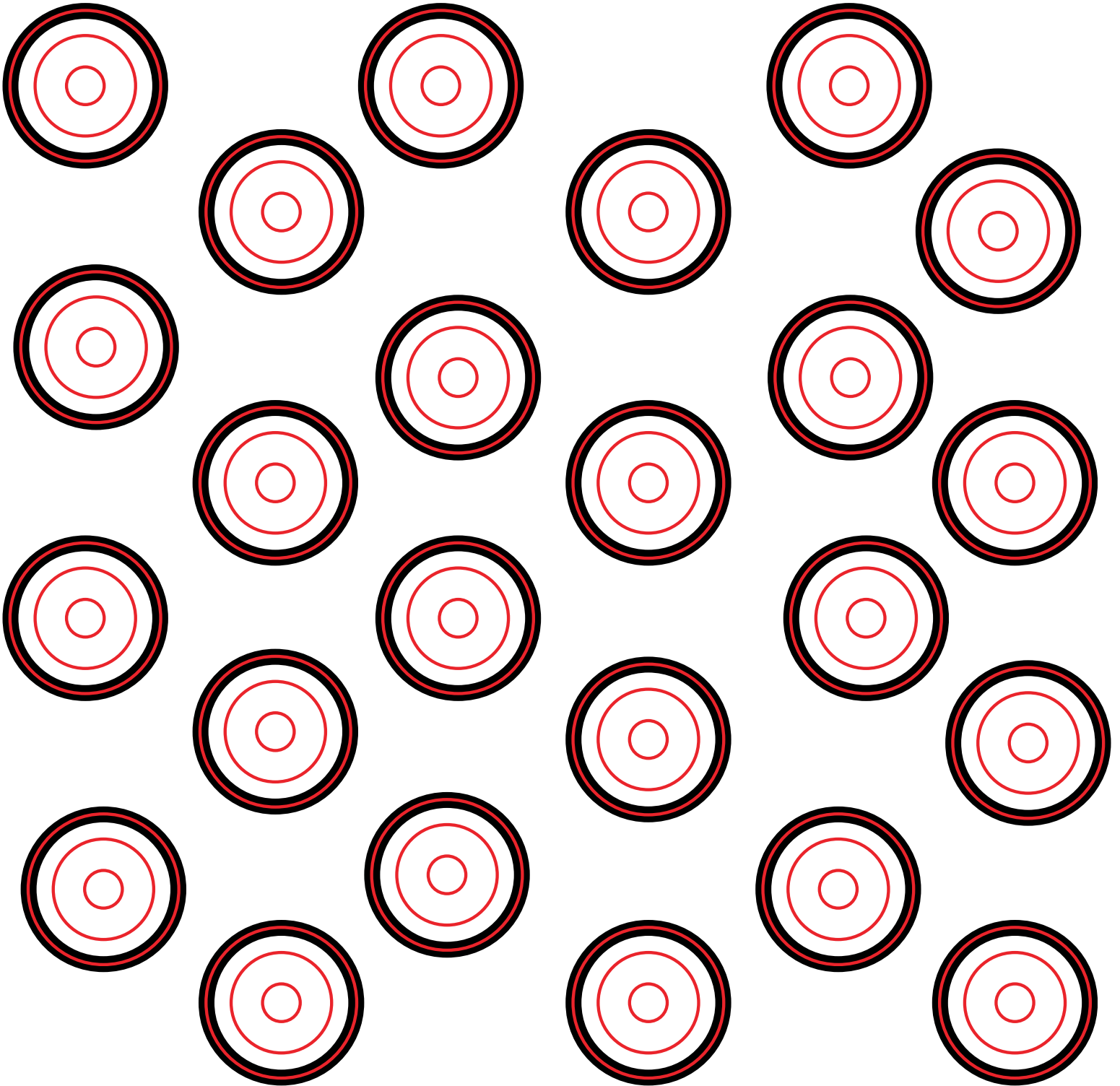
- LOADOUT: ANY NUMBER OF MAGAZINES HOLDING A TOTAL OF 16 ROUNDS (PREFERABLY 3 OR MORE MAGAZINES)
- DRILL: FIRE 4 AT EACH CIRCLE IN ANY ORDER RELOADING AS NEEDED. THE GOAL IS TO INCREASE SPEED, CLEAN DRAW AND MAINTAIN ACCURACY
- PAR TIME: AT YOUR OWN PACE, INCREASING SPEED OVERTIME. WHEN READY INTRODUCE A SHOT TIMER.

# The 4x4

SCAN ME

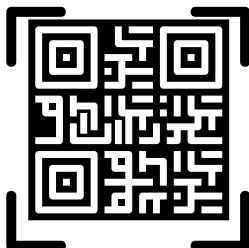


# Nice & Steady



- 24 ROUNDS
- 1 ROUND PER CIRCLE
- 3-4 YDS
- NO MAKE UP SHOTS

SCAN ME



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