



Scoring: Must shoot 5/6 A Zones and 1 C Zone minimum to pass stages 1,2,7. Stages 3-6 must be clean to pass.

A = C = D = Fail Miss = Fail

Pistol: 25 Rounds Total

10-8 Skills Inventory (CTT Solutions Mike Pannone)

Task	Target	Distance	LVL1	LVL2	LVL3	Load/String	Rounds
1) Draw, Retreating (rear movement) Bill (last round must be from 7yd)	IPSC	3-7 yd	2 sec	3 sec	4 sec	Allowed 1 C zone	6
2) Draw, Bill Drill	IPSC	7 yd	2 sec	3 sec	4 sec	Allowed 1 C zone	6
3) Draw, Strong Hand Only (Double)	IPSC	7 yd	2 sec	3 sec	4 sec	All A zone to Pass	2
4) Draw, Head Shot (Single)	IPSC	7 yd	1.5 sec	2 sec	3 sec	All A zone to Pass	1
5) Lo-Ready, Body (Triple)	IPSC	10 yd	1.5 sec	2 sec	3 sec	All A zone to Pass	3
6) Lo-Ready, Head (Single)	IPSC	10 yd	.75 sec	1 sec	2 sec	All A zone to Pass	1
7) Draw, 3- Slide-Lock Reload -3	IPSC	25 yd	5.5 sec	6.5 sec	8.5 sec	Allowed 1 C zone 2 mags x 3 rounds	6