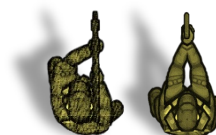
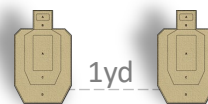


# CQB Warm-Up (Xray Alpha)



7yds



10yds



20yds



40yds

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%:            240

Good    90%:                216

Pass    85%:                    204

Total Hits: 18 rifle per target, 6 pistol per target

Total Load: 36 Rifle, 12 pistol

Task	Target	Distance	Time	Rounds
2 rounds per target standing 2 rounds per target prone	2 x IPSC	40 yd	6 sec	8 R
2 rounds per target standing at 40, move to 20 2 rounds per target at 20	2 x IPSC	40-20 yd	9 sec	8 R
2 rounds per target at 20, move to 10 2 rounds per target at 10	2 x IPSC	20 -10 yd	7 sec	8 R
3 rounds per target rifle, transition to pistol 3 rounds per target pistol	2 x IPSC	10 yd	6 sec	6 R, 6 P
Empty rifle, mounted on target, transition to pistol 3 rounds per target pistol	2 x IPSC	7 yd	3 sec	6 P
Rifle on target, empty mag, bolt locked open, reload 3 rounds per target	2 x IPSC	7 yd	5 sec	6 R