## Three Ps

Scoring: Each round is worth a possible 5 points. Any shot over time counts as a miss.
$A=5 \mathrm{pt} \quad \mathrm{C}=3 \mathrm{pt}$
$\mathrm{D}=1 \mathrm{pt} \quad$ Miss $=0 \mathrm{pt}$

45 seconds, 15 rounds total

| Possible: | $100 \%$ | 75 |
| :--- | :--- | :--- |
| Good: | $90 \%$ | 68 |
| Pass: | $80 \%$ | 60 |

This is a race; you are looking to get faster while maintaining a high score.

For friendly competition, use high hit factor (HF) to determine the best run. HF is score divided by time.
i.e., You shoot 69 points with a total time of 18.34 seconds. $69 / 18.34=3.76 \mathrm{HF}$

John shoots 66 points with a total of 15.67 seconds. $66 / 15.67=4.21 \mathrm{HF}$

John wins.


| Standing at target, on signal move to 50yd <br> line, from prone, engage target 5 rounds | $1 \times$ IPSC | 50 yd | 45 sec | $1 \times 15$ | 5 |
| :--- | :--- | :---: | :---: | :---: | :---: |
| Move to $25 y d$, from kneeling, engage target <br> 5 rounds | $1 \times$ IPSC | 25 yd |  | $1 \times 10$ | 5 |
| Move to $10 y d, ~ f r o m ~ s t a n d i n g, ~ e n g a g e ~ t a r g e t ~$ <br> 5 rounds | $1 \times$ IPSC | 10 yd |  | $1 \times 5$ | 5 |

This is a good race drill and good practice drill for getting in and out of positions efficiently. It also forces you to critique your connection to the rifle in different positions.

