

Date: _____ **Time:** _____

Name: Shooter 1 Name: Shooter 2 Name: Shooter 3 Name: Shooter 4 Name: Shooter 5 Name: Shooter 6

Max 4 pts combined

	Name: Shooter 1	Name: Shooter 2	Name: Shooter 3	Name: Shooter 4	Name: Shooter 5	Name: Shooter 6
Stage 5 / 180°						
2 targets - 2 rounds each (shot left to right then right to left)						
Time: 2.75/3.75/4.75						
Combined Time:						
5.50/7.50/9.50						
String 1 Time / Points:						
String 2 Time / Points:						
Stage Total:						
	Max 8 pts combined	Max 8 pts combined	Max 8 pts combined	Max 8 pts combined	Max 8 pts combined	Max 8 pts combined
Stage 6 / 180°						
3 targets - 2 rounds each (shot left to right then right to left)						
Time: 3.50/5.00/6.50						
Combined Time:						
7.00/10.00/13.00						
String 1 Time / Points:						
String 2 Time / Points:						
Stage Total:						
	Max 12 pts combined	Max 12 pts combined	Max 12 pts combined	Max 12 pts combined	Max 12 pts combined	Max 12 pts combined
Stage 7 / 180°						
Body Body Target 1, Head Target 2 / Reload / Body Body Target 2, Head Target 1 (shot L to R then R to L)						
Time: 6.25/7.75/9.25						
Combined Time:						
13.00/15.50/18.50						
String 1 Time / Points:						
String 2 Time / Points:						
Stage Total:						
	Max 12 pts combined	Max 12 pts combined	Max 12 pts combined	Max 12 pts combined	Max 12 pts combined	Max 12 pts combined
	32 points combined = max Stages 5 thru 7					
Course Points Total:						
Points Rating:						
Time Level Rating:						
(Lowest Overall)						

58 rounds / 58 points max course of fire.

Failure = 39 or less Basic = 40 to 46 Intermediate = 47 to 52 Advanced = 53 to 58

REGARDING THE COURSE OF FIRE:

Full course of fire is 58 rounds and a maximum of 58 points.

Course must be shot cold and cannot be re-shot within 1 hour of first attempt or more than twice per day.

Body targets are C Zone sized steel plates set at 4' 0" apart center to center.

Head targets are 8" steel plates.

All shots are to the body, unless otherwise described.

All but Stages are shot from 7 yards.

All stages are shot from the holster, beginning with hands relaxed at sides.

Before starting a stage, shooters head must be facing the same direction as pelvis.

Stages 1-3 are shot with a 90 degree turn in both directions. First turning left, then turning right.

Stages 4-7 are shot with a 180 degree turn in both directions. First turning left, then turning right.

Stage 5-7: Targets are engaged in both directions. First left to right, then right to left.

SCORING AND ERRORS:

Scoring: A-Zone & Head hits = 1 point / C-Zone hits = 0 points / Misses = Minus 2 points

Head = 0 points on all but Stages 1, and 7 which are 1 point

Procedural errors (shooting the wrong target, turning in the wrong direction) are Minus 2 points and will result in a re-shoot.

Shooter induced errors (magazines not loaded correctly, no round in the chamber, etc) will result in a loss of all points for the string and a Basic overall time rating to be recorded. The string will not be re-shot.

Ammunition failures (jams) will result in a re-shoot, **only** if immediate / remedial action was performed **and** the string of fire was completed. Failure to perform immediate / remedial action will result in a loss of all points for the string and a Basic overall time rating to be recorded.

More than five misses of the body or head plate combined constitute a failure of the course of fire.

Shooters pelvis must be facing down range prior to their muzzle clearing their holster on the draw.

Safety violations of any kind constitutes failure of the qualification and immediate removal from the range.

POINTS RATING:

Failure = 39 or less Basic = 40 to 46 Intermediate = 47 to 52 Advanced = 53 to 58

TIME LEVEL RATING:

Cumulative times listed for each Stage (Stage Total) are "not to exceed" times. For example: If Advanced is listed on the Stage as 2.50 sec. per String / 5.00 sec. Stage Total, the combined times of String 1 plus String 2 cannot exceed 5.00 sec. in order to qualify as Advanced for that particular Stage.

The lowest of any one Stage Total time level rating is highest overall time level rating that can be achieved.

Stage Timings

Stage 1 / 90°			
Single head shot			
	Adv	Int	Basic
Draw / first shot	1.50	2.00	3.00
Totals:	1.50	2.00	3.00

Stage 2 / 90°			
3 standing, slide-lock reload, 3 kneeling			
Draw / first shot	1.50	1.75	2.00
2nd shot	0.25	0.50	0.75
3rd shot	0.25	0.50	0.75
Reload / Kneeling / 4th shot	3.50	3.75	4.00
5th shot	0.25	0.50	0.75
6th shot	0.25	0.50	0.75
Totals:	6.00	7.50	9.00

Stage 3 / 90°			
Little Bill Drill - four to the body			
Draw / first shot	1.50	1.75	2.00
2nd shot	0.25	0.50	0.75
3rd shot	0.25	0.50	0.75
4th shot	0.25	0.50	0.75
Totals:	2.25	3.25	4.25

Stage 4 / 180°			
Pairs to the body, strong hand only			
Draw / first shot	2.00	2.25	2.50
2nd shot	0.50	0.75	1.00
Totals:	2.50	3.00	3.50

Stage 5 / 180°			
2 targets - 2 rounds each			
Draw / first shot	1.75	2.00	2.25
2nd shot	0.25	0.50	0.75
Transition / 3rd shot	0.50	0.75	1.00
4th shot	0.25	0.50	0.75
Totals:	2.75	3.75	4.75

Stage 6 / 180°			
3 targets - 2 rounds each with 180 pivot			
Draw / first shot	1.75	2.00	2.25
2nd shot	0.25	0.50	0.75
Transition / 3rd shot	0.50	0.75	1.00
4th shot	0.25	0.50	0.75
Transition / 5th shot	0.50	0.75	1.00
6th shot	0.25	0.50	0.75
Totals:	3.50	5.00	6.50

Stage 7 / 180°			
Body Body Target 1, Head Target 2 / Reload / Body Body Target 2, Head Target 1			
Draw / first shot	1.75	2.00	2.25
2nd shot	0.25	0.50	0.75
Transition Head / 3rd shot	0.50	0.75	1.00
Reload Standing / 4th shot	3.00	3.25	3.50
5th shot	0.25	0.50	0.75
Transition Head / 6th shot	0.50	0.75	1.00
Totals:	6.25	7.75	9.25

Diamond Club Qualification

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