

**FINDING YOUR LEVEL**  
DESIGNED BY CCT125US

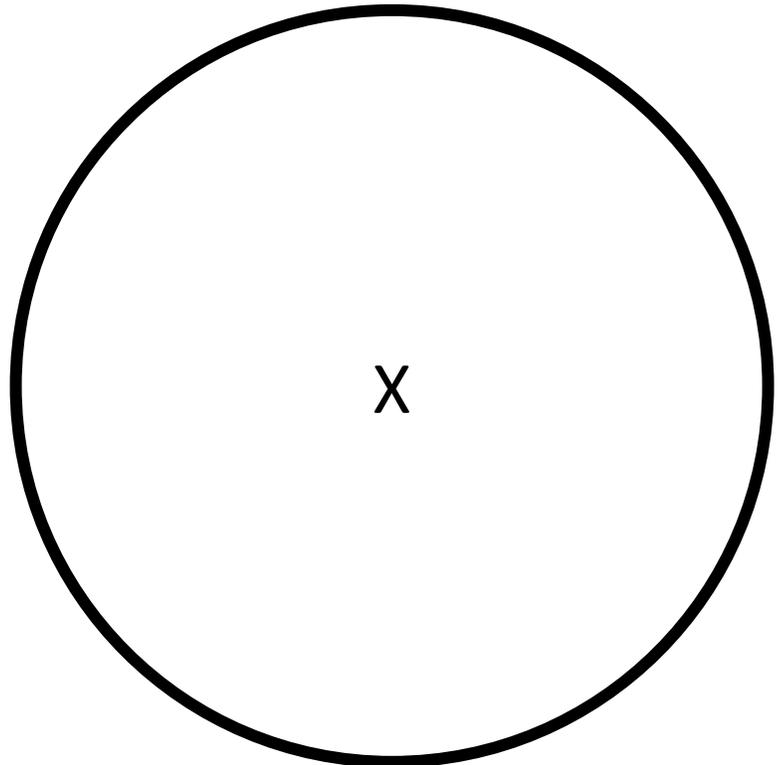
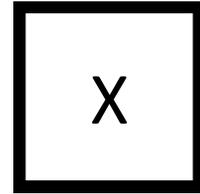
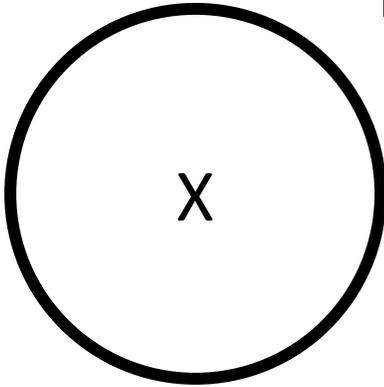
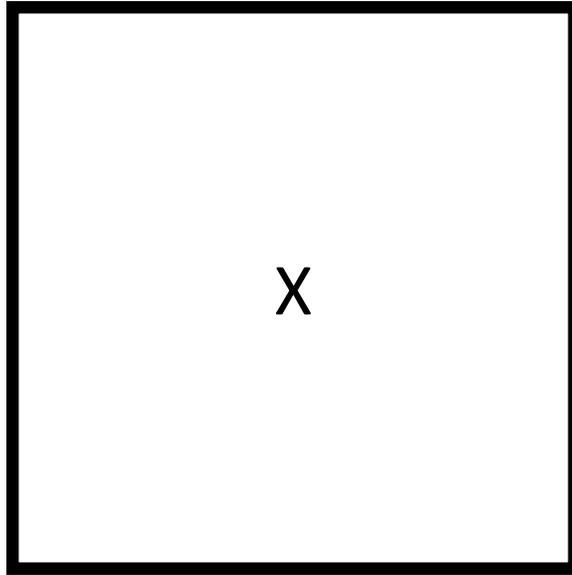
This drill is designed to improve shooter accuracy and speed. Shapes can be shot in any order.

You will need a shot timer for levels 2-4

When you can shoot a level clean, twice in a row, it is time to increase difficulty.

When a shooter cleans level 4 twice, increase rd per shape by 1.

DATE: \_\_\_\_\_  
GUN: \_\_\_\_\_  
AMMO: \_\_\_\_\_  
LEVEL: \_\_\_\_\_  
SCORE: \_\_\_\_ / \_\_\_\_



LEVEL 1				
TARGET SIZE	POSITION	PAR TIME	SHOTS	DISTANCE
1" square	ready	none	1	5YDS
2" circle	ready	none	2	5YDS
3" square	ready	none	3	5YDS
4" circle	ready	none	4	5YDS
LEVEL 2				
TARGET SIZE	POSITION	PAR TIME	SHOTS	DISTANCE
1" square	ready	2.50 sec.	1	5YDS
2" circle	ready	2.50 sec.	2	5YDS
3" square	ready	2.50 sec.	3	5YDS
4" circle	ready	2.50 sec.	4	5YDS
LEVEL 3				
TARGET SIZE	POSITION	PAR TIME	SHOTS	DISTANCE
1" square	concealed	2.50 sec.	1	5YDS
2" circle	concealed	2.50 sec.	2	5YDS
3" square	concealed	2.50 sec.	3	5YDS
4" circle	concealed	2.50 sec.	4	5YDS
LEVEL 4				
TARGET SIZE	POSITION	PAR TIME	SHOTS	DISTANCE
1" square	concealed	2.50 sec.	2	5YDS
2" circle	concealed	2.50 sec.	3	5YDS
3" square	concealed	2.50 sec.	4	5YDS
4" circle	concealed	2.50 sec.	5	5YDS