## FINDING YOUR LEVEL

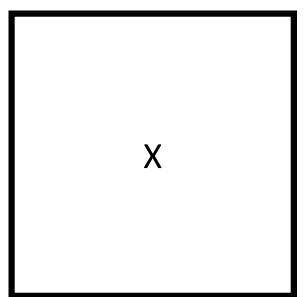
**DESIGNED BY CCT125US** 

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

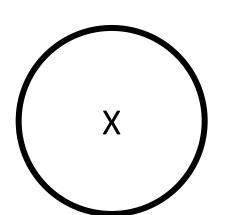
You will need a shot timer for levels 2-4

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:\_\_\_\_/\_\_\_





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

