## Tap-Rack Challenge #1 (Pistol/Rifle): Defensive

**Target:** Head & Center Mass (Body) – optional: put a 3x5 card vertical for the head and a 3.x5 card one (1) foot horizontal below the head card.

**Distance:** Pistol: 5 Yards Rifle: 15

**Rounds:** Load an entire magazine, but make sure that there are at least two (2) dummy rounds randomly loaded into the magazine. Dummy rounds should not be the first or last round in the magazine, and dummy rounds should not be loaded one after the other, i.e. do not have more than one dummy round in a row.

**Start Position: High Compressed Ready\*** 

**Time: Unlimited** – Timers are useful tools for starting strings of fire, don't let yourself get caught up on shaving fractions of seconds off of your times.

**Score:** No misses to head and center mass.

The shooter fires two rounds into the chest of their target, and one round to the head. Shooter keeps weapon aimed at target to ensure its down. Finish the magazine.

This challenge stresses shot placement into critical areas of an opponent. It also teaches shot transition drills on the same target. Shot placement is the most important factor in ending a defensive encounter, more so that any kind of supposed knock down power.

Here, you want to simulate instances when you press the trigger and hear a click but no bang, e.g. if you encounter a light strike on your primer.

Regardless if you are using a pistol or rifle, immediately after hearing a click with no bang, tap the magazine to make sure it is seated, then rack the slide to get your weapon back in the fight. After you have fixed the malfunction, re-engage your target.

You can run the drill as many times, using as many magazines set up with dummy rounds, as you want.

Full Nam	e:		 	
Today's [	Date:	<del></del>		
Score:	Pass	Fail		

<sup>\*</sup>The high compressed ready position brings the gun up high and close to your chest. This allows you to maintain strength, control and makes it easier for you to present the gun consistently with efficiency.