Direction Drill

The drill is based on the four directions that you must follow: Up / Down / Left / Right. The key for this drill is to shift your eyes to the next target and find each one as it before driving the firearm to the next circle and shooting one round. This type of drill is to mimic someone trying to harm you who is moving, darting, twisting around while you are trying to get an accurate shot to stop the threat.

This drill usually works best when a person commands the direction just before the beep. But you can also do it yourself. For challenge ladder, each shooter command for the other.

Round count: 24 rounds (4 magazines with 6 cartridges load - less than 4 magazines you will have to reload them).

Start positioning: High compressed ready, looking down at the ground. Wait for the direction and, at the signal (beep) to raise your head and shoot one round in target in the proper order. You may use a timer and record your time for each stage.

Target: Six (6) circles (6" or 4") or 3x5 cards of different sixes based upon your skill level. Example below.

Distance: based upon your skill level.

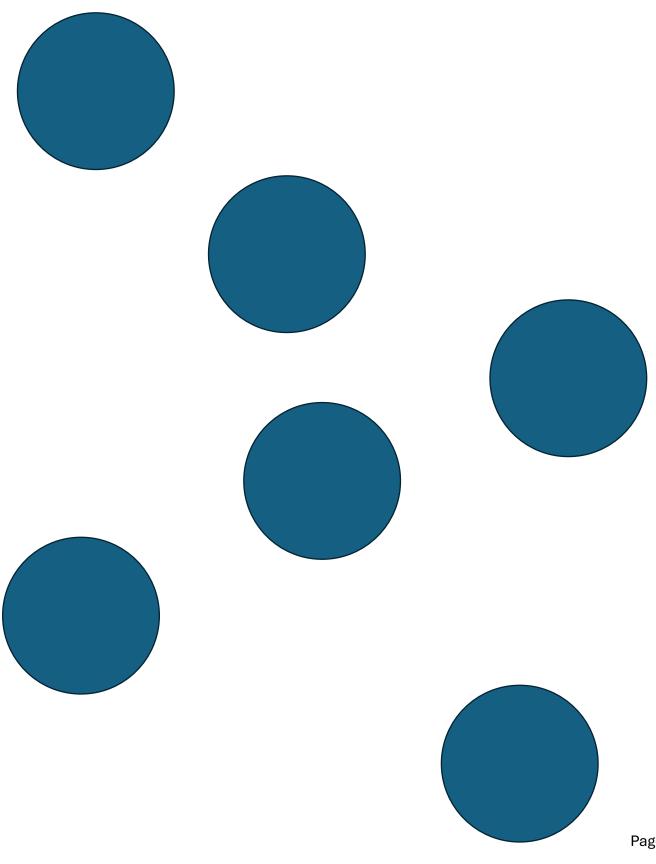
Skill Level: based upon your skill.

- Beginner Novice 6" circle @ 3 yards
- Intermediate Marksman 4" circle @ 5 yards
- Advance Sharpshooter 3x5 @ 7 yards
- Professional Expert 3x5 @ 7 yards Timer (10 seconds or less)

If the direction is "left", you must shoot one round in each of the six circles as they appear from left to right. Direction "right", then right to left, and so on for the other two directions. Be careful of the order, out of order you loose points.

Shooter One Name:		_Signature:
Shooter Two Name:		Signature:
Date:	Skill Level Chosen:	Score(24):

TARGET PLACEMENT OF CIRCLES/CARDS ON CARDBOARD WIDTH 1.5 foot & HEIGHT 2.5 feet.



Page 2 of 2