



Name			
Date/Time			
Pre-Qualified	yes / no		
Live-Fire Score	_____ / 250 points & _____ / 50 hits on paper		
Safety Standard Met	yes / no		
Qualified	yes / no	Member initials:	Manager initials:

Live-Fire Course of Fire

Distance	Description	Par Time
1 yard	Draw and fire 3 rounds, strong hand only	3 seconds
3 yards	Draw and fire 2 rounds, strong hand only	3 seconds
3 yards	From the low ready, fire 2 rounds, strong hand only	2 seconds
5 yards	Draw and fire 2 rounds to center mass, then 1 round to the head	4 seconds
7-10 yards	Draw and fire 5 rounds while retreating	8 seconds
	Load gun to total of 3 rounds	
7 yards	Draw and fire 3 rounds, perform a slide-lock reload with lateral movement, then fire 2 more rounds	8 seconds
	Load gun with 5-round magazine with 1 random dummy round. If dummy round not available, load gun with 5-round magazine and empty chamber	
7 yards	Draw and fire 5 rounds. Must attempt to fire all rounds, even if starting with empty chamber	8 seconds
7 yards	From the low ready, fire 4 rounds, weak hand only	6 seconds
7 yards	Draw and fire 2 rounds to center mass, then 1 round to the head	5 seconds
	Load gun to total of 3 rounds	
12 yards	Draw and fire 3 rounds, perform a slide-lock reload with lateral movement, then fire 3 more rounds	12 seconds
15 yards	Draw and fire 3 rounds, kneel, then fire 3 more rounds	12 seconds
25 yards	Draw and fire 3 rounds from one side of barricade, then fire 3 more rounds from the opposite side of barricade	25 seconds

Target	USPSA Metric
Scoring	<ul style="list-style-type: none"> • A-zone, B-zone, and C-zone = 5 points • D-zone = 3 points • Required head shots must be in upper A-zone or B-zone for 5 points, otherwise 3 points are awarded regardless of location of hit • Overtime shots = 0 points • All hits breaking line count toward higher value
Pass Requirements	All hits on target plus a minimum of 75% of available points (188)