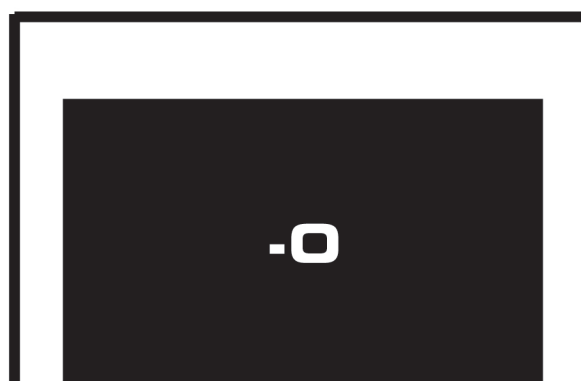
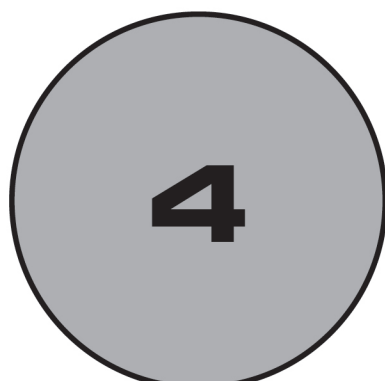
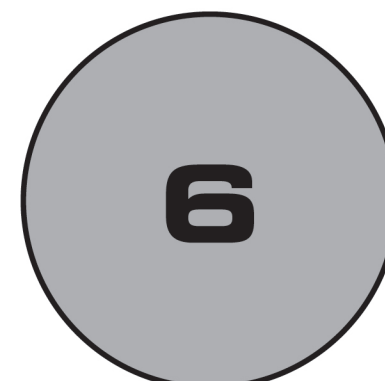
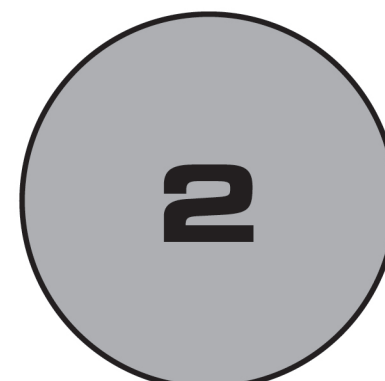


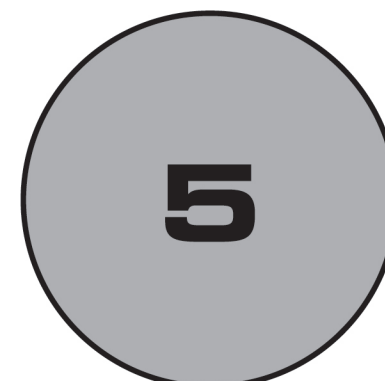
2" circle



2.5"x1.5" square



2" circle



**Drill 1 - Think, Think, Think**  
(from low ready at 5yds.)

Add 2s for every miss.  
Lowest overall score wins.

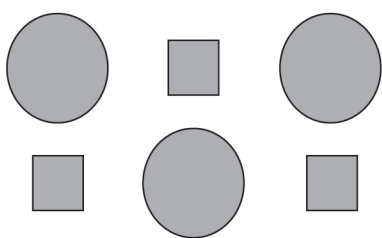
**Intermediate**

On the buzzer engage circles with 1 round each in numerical order 1-6.

**Advanced**

Load 3 mags with 4 rounds each.

On the buzzer engage circles with 1 round each in numerical order of 1-6 then 6-1. Slide lock reload as needed.



**Drill 2 - Count 'Em All**  
(from low ready at 5yds.)

Add 2s for every miss or incorrect number of shots.  
Lowest overall score wins.

**Intermediate**

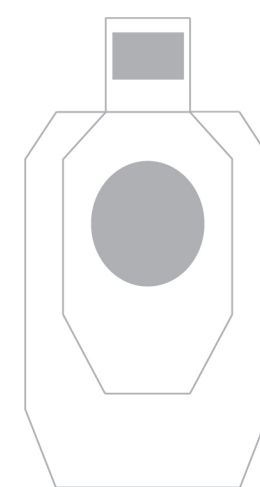
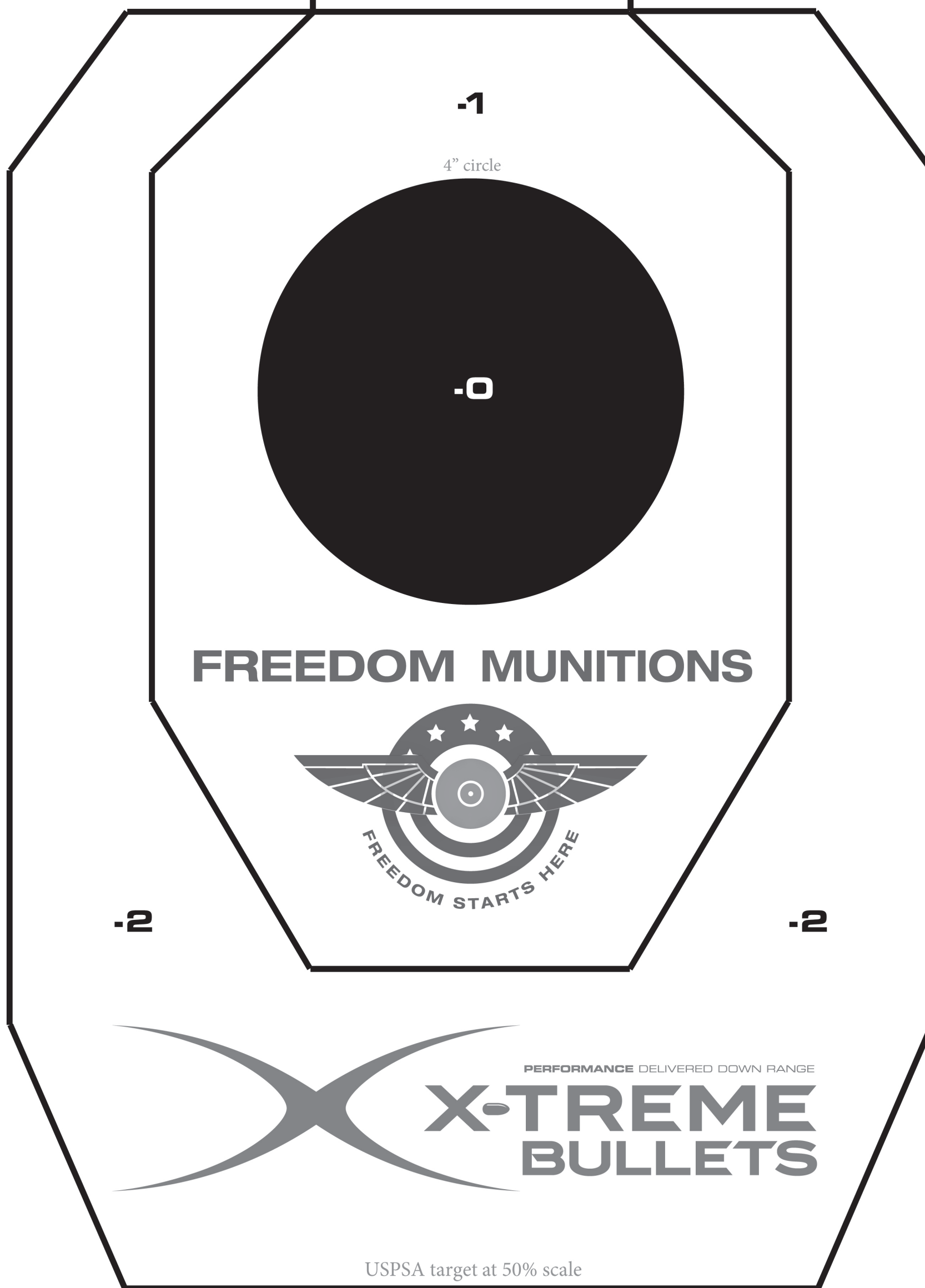
On the buzzer engage targets with one round each in numerical order 1-6.

**Advanced**

On the buzzer engage targets with the number of rounds each shape indicates, in clockwise order starting with 1.

Slide lock reload as needed.

Load mags to 10rds for added difficulty.



**Drill 3 - F.A.S.T.**  
*Fundamentals, Accuracy, & Speed Test*  
(courtesy of pistol-training.com)

Distance: 3.5yds  
(due to 50% reduced target size)

Start from a concealed holster with exactly 2 rounds loaded.

On the buzzer:

1. draw
2. fire 2 rounds at 3x5" box
3. perform a slide lock reload
4. fire 4 rounds at the 8" circle

Misses to the 3x5" box add 2sec.  
Misses to the 8" circle add 1sec.

**Total Time (raw + misses):**

- 10secs+ : Novice
- less than 10secs : Intermediate
- less than 7secs : Advanced
- less than 5secs : Expert

Share your target & time results on Instagram:

@freedommunitions

@recoilmagazine

Hashtag: #recoiltarget

**FREEDOM MUNITIONS**



**RECOIL**