

Drill 'Em!

String 1 – Shooter will start facing downrange, hands relaxed at sides, heels touching back of Box A, gun loaded and holstered. At signal, draw and engage and engage each steel with at least one round, Stop Plate last

String 2 - Shooter will start facing downrange, hands wrists above respective shoulders, heels touching back of Box A, gun loaded and holstered. At signal, draw and engage and engage each steel with at least one round, Stop Plate last

String 3 - Shooter will start facing ***squarely*** up range, hands wrists above respective shoulders, toes touching back of Box A, gun loaded and holstered. At signal, turn, draw and engage and engage each steel with at least one round, Stop Plate last

- NOTES:**
- **SHOTS UNLIMITED** - 15 hits scored - 1 each steel x3 strings
 - (3) 12x24 rectangles / (1) 12" plates / (1) red 10" STOP plate
 - Penalties: foot faults, procedural, misses, +5secs per occurrence; 30 seconds for failing to hit Stop Plate
 - Paint steel between shooters
 - Range of engagement: approx 10 to 12 yards

