

Score Sheet for Day # _____

YOUR NAME: _____



Bullseye Score	<input type="text"/> <input type="text"/> <input type="text"/>
Trifecta Score	<input type="text"/> <input type="text"/> <input type="text"/>
Mixed 6 Score	<input type="text"/> <input type="text"/> <input type="text"/>
Core 4 Score	+ <input type="text"/> <input type="text"/> <input type="text"/>
Total Score	<input type="text"/> <input type="text"/> <input type="text"/>

DRILL #1 BULLSEYE | 300 points possible

Total Possible	<input type="text"/> 3 <input type="text"/> 0 <input type="text"/> 0
Total Points Down	- <input type="text"/> <input type="text"/> <input type="text"/>
	<input type="text"/> <input type="text"/> <input type="text"/>

Your Bullseye Score

Scoring
 X & 10 ring minus 0 pts
 9 ring minus 1 pt
 8 ring minus 2 pts
 7 ring minus 3 pts
 outside 7 ring minus 10pts



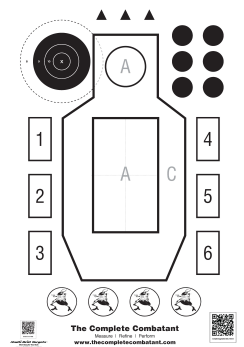
DRILL #2 TRIFECTA | 100 points possible

Body	<input type="text"/> <input type="text"/> <input type="text"/>
Head	<input type="text"/> <input type="text"/> <input type="text"/>
3" Circle	+ <input type="text"/> <input type="text"/> <input type="text"/>

Time **×** 1 0 =

1 2 5 **-** = %

Time Trifecta %



TRIFECTA SCORING EXAMPLE

Body	<input type="text"/> 1 <input type="text"/> 0 <input type="text"/> 2
Head	<input type="text"/> 1 <input type="text"/> 2 <input type="text"/> 3
3" Circle	+ <input type="text"/> 1 <input type="text"/> 4 <input type="text"/> 2

Time 3 6 7 **×** 1 0 = 3 6 7

1 2 5 **-** 3 6 7 = 8 8 3 %

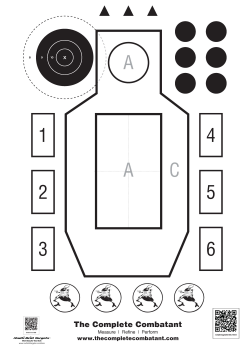
Time Trifecta %

DRILL #3 MIXED 6 | 150 points possible

Total Possible	<input type="text" value="1"/> <input type="text" value="5"/> <input type="text" value="0"/>
Total Points Down	<input type="text" value="-"/> <input type="text"/> <input type="text"/> <input type="text"/>
	<input type="text"/> <input type="text"/> <input type="text"/>

Your Mixed 6 Score

Stage	Par Time
Draw & fire 2 to X ring	3.00
With dominant hand only, draw & fire 2 to X ring	5.00
Draw & fire 2 to body & 1 to head	4.00
Drop item in support hand, draw & fire 2 to X ring	3.00
From low ready, issue verbal command, upon beep fire 2 to body	4.00
Draw & fire 2, reload, fire 2	9.00



DRILL #4 CORE 4 | 75 points possible

Draw & fire 2 to body	<input type="text"/> <input type="text"/> <input type="text"/>
Draw & fire 6 to body	<input type="text"/> <input type="text"/> <input type="text"/>
Draw & fire 2 to body 1 to head	<input type="text"/> <input type="text"/> <input type="text"/>
Draw & fire 2 to body, reload, 2 to body	<input type="text"/> <input type="text"/> <input type="text"/>

Add 1 second **if not** shooting from concealment or duty/retention holster

<input type="text"/> <input type="text"/> <input type="text"/>	Time
<input type="text" value="1"/> <input type="text" value="0"/> <input type="text" value="0"/>	

<input type="text"/> <input type="text"/> <input type="text"/>	Total Time
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$$\begin{array}{c}
 \text{Points} \\
 \hline
 \div \\
 \hline
 \text{Total Time}
 \end{array}
 \times 11 = \text{Your Core 4 Score} \%$$

Total points divided by total time multiplied by 11 equals your score as a percentage.

