

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" value="3"/> <input type="text" value="0"/> <input type="text" value="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



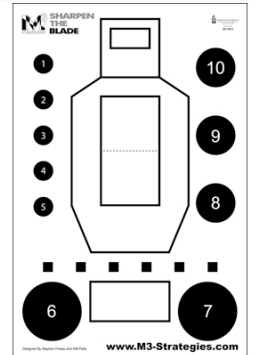
DRILL #2 TRIFECTA | 100 points possible

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"/>

move decimal 1 place to right Total Time

- = = %

Round to nearest whole number Your Trifecta Score



1. add together times for all three stages
2. move decimal point once place to the right
3. subtract that number from 125 for your score as a %

EXAMPLE: 3.6 = 36 and 125 - 36 = 89%

TRIFECTA SCORING EXAMPLE

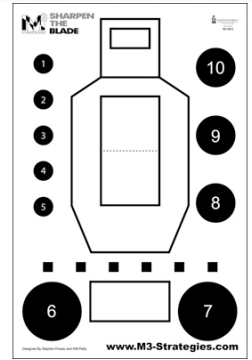
Body	<input type="text" value="1"/> <input type="text" value="0"/> <input type="text" value="2"/>
Head	<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="3"/>
3" Circle	+ <input type="text" value="1"/> <input type="text" value="4"/> <input type="text" value="2"/>
	move decimal 1 place to right <input type="text" value="3"/> <input type="text" value="6"/> <input type="text" value="7"/> Total Time
	<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="5"/> - <input type="text" value="3"/> <input type="text" value="6"/> <input type="text" value="7"/> = <input type="text" value="8"/> <input type="text" value="8"/> <input type="text" value="3"/> = <input type="text" value="3"/> <input type="text" value="7"/>
	Round to nearest whole number Your Trifecta Score

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

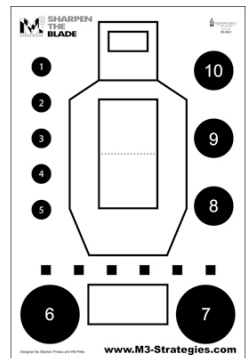
Stage	Par Time
Draw & fire 2 to X ring	3.00
With dominant hand only, draw & fire 2 to X ring	5.00
Draw & fire 2 to body & 1 to head	4.00
Drop item in support hand, draw & fire 2 to X ring	3.00
From low ready, issue verbal command, upon beep fire 2 to body	4.00
Draw & fire 2, reload, fire 2	9.00



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 2 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"/>

Total points divided by total time multiplied by 10.5 equals your score as a percentage.



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

$$\frac{\text{Points}}{\text{Total Time}} \times 10.5 = \text{Your Core 4 Score} \%$$