

# Handling – Shooting Test 10m

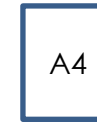
Name \_\_\_\_\_

- Rating:** Maximum score 30; Passed with 24; Per hit 1 point; shot after time -2/shot; -3/ wrong handling  
**Basic (B):** Targets: A4 as a body target, A4 folded 2x as a head target (A6)  
**Advanced (A):** Targets: A4 1x folded as a body target (A5); A4 folded 3x as a head target (A7)  
**Expert (E):** Targets: A4 1x folded as a body target (A5); A4 folded 3x as a head target (A7)  
**Master (M):** Targets: A4 2x folded as a body target (A6); A4 folded 3x as a head target (A8)

i.e: for **Basic**



gap A6 landscape



tactical reload = mag change with retention; SHO = Strong Hand Only; WHO = Weak Hand Only;  
 Double Feed (DF) = Ejection malfunction; the DF must first be completely unloaded before reloading. Other DF techniques are not valid.

	Procedures	Reps	Time Limit	Rnd	Date				Date				Date				Date				Date							
					B	A	E	M	B	A	E	M	B	A	E	M	B	A	E	M	B	A	E	M	B	A	E	M
1	2 rounds to the body	2	B/A: 5s E/M: 2.5s	4																								
2	2 rounds to the body, 1 round to head (failure to stop)	2	B/A: 6s E/M: 3s	6																								
3	2 rounds to the body, tactical reload, 2 rounds to the head	1	B/A: 10s E/M: 7.5s	4																								
4	SHO, 2 rounds to the body	1	B/A: 6s E: 3s	2																								
5	SHO, 2 rounds to the body, switch to WHO and 2 rounds to the body	1	B/A: 10s E/M: 7s	4																								
6	<b>Prepared double feed:</b> clear malfunction, load and 2 rounds to the body	1	B/A: 10s E/M: 7s	2																								
7	<b>Empty chamber, empty mag:</b> click-tap-rack, emergency reload, 2 rounds to the body	1	B/A: 9s E/M: 6s	2																								
8	<b>1 round in chamber, empty mag:</b> 1 round to the body, emergency reload, 2 rounds to the body	1	B/A: 9s E/M: 5s	3																								
9	<b>Empty chamber, 1 round in mag:</b> click-tap-rack, 1 round to the body, emergency reload, 2 rounds to the body	1	B/A: 10s E/M: 7s	3																								
				<b>30</b>																								