



Barrel & Hatchet Trade Group
“THE ASSET”
Fighting Carbine Standards
Hit Factor Scoring

“GUN SLINGER”

“THE GUARDIAN”

“THE MINUTEMAN”

“THE ASSET”

IPSC Silhouette

A Zone: 5 Points

C Zone: 3 points

D Zone: 1 Points

Miss/ No Shoot: -10 Points

ALL DRILLS MUST BE DONE TWICE IN A ROW IN ORDER TO BE COUNTED FOR THE OFFICIAL SCORING

“BASELINE Up Drill”

Shooter begins in low ready, with the muzzle in line with the belt buckle or muzzle pointed at the TGT stand on the ground. (Modified Ready does not qualify as a low ready) Shooter will raise the rifle and switch off the safety and engage the A-Zone Chest with 2 rds. The shooter may not “PREP” the safety. Any safety infraction is an immediate DQ of the drill.

Time Cap: 2.00 Seconds

THE GUNSLINGER - 0.60 Sec

THE GUARDIAN - 0.70 Sec

THE MINUTEMAN - 0.80 Sec

THE ASSET - 1.00 Sec

The "RHODESIAN Drill"

Shooter begins in low ready, with the muzzle in line with the belt buckle or muzzle pointed as the TGT stand on the ground (Modified Ready does not qualify as a low ready) At 7 yards the Shooter will engage the A-Zone Chest with 2 rounds and engage the Credit Card A-Zone in the headbox with 1 rd, for a total of 3 rounds. "2 to the chest, 1 to the head" (TIME STANDARD SCORING)

Time Cap: 4.00 Seconds

THE GUNSLINGER - 1.00 Second

THE GUARDIAN - 1.20 Seconds

THE MINUTEMAN - 1.50 Seconds

THE ASSET - 2.00 Seconds

"The URBAN GUNFIGHT Drill"

2 Targets will be placed 7 Yards apart. Cones will be placed in front of each TGT & 7 yards away from each TGT. Cones will also be placed 7 Yards apart. The shooter will begin in a low ready, and may start on either the left or right cone. The Shooter will engage the TGT directly in front of their cone with 2 rounds to the A-Zone Chest and 1 Rd to the Credit Card. The shooter will move to the next cone and repeat the same engagement on the second TGT with 2 rounds to the A-Zone Chest and 1 round to the Credit Card. This drill will be scored with HIT FACTOR scoring.

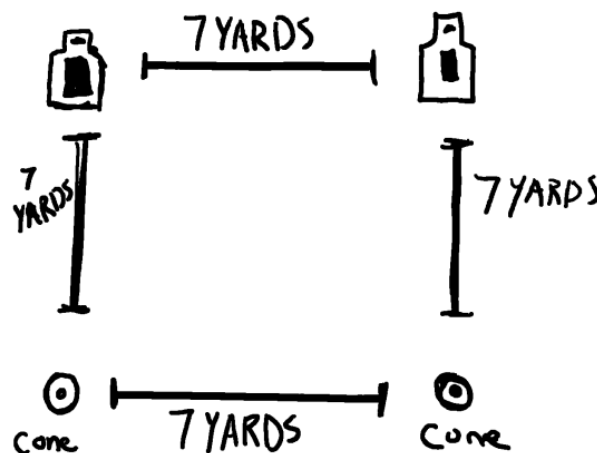
Time Cap: 7.00 Sec

THE GUNSLINGER - 8.0 Points

THE GUARDIAN - 7.0 Points

THE MINUTEMAN - 5.20 Points

THE ASSET - 4.00 Points



The “OH CRAP” Drill

Shooter will be 25 yards away from the Target and begin the drill with 1 round in the chamber and an empty magazine in the carbine. Shooter will engage the Chest A-Zone with 1 round and experience bolt lockback. Upon Bolt lockback the shooter will drop to a knee and perform an emergency reload with a full magazine and engage the chest A-Zone with 6 rounds. This drill will be scored with hit factor scoring.

Time Cap: 10 seconds

THE GUNSLINGER - 5.6 Points

THE GUARDIAN - 5.0 Points

THE MINUTEMAN - 4.0 Points

THE ASSET - 2.5 Points

“Situational Readiness” Drill

15 Yards 3 Shots to A-Zone Chest 1 Shot to Headbox, Tactical Reload and place magazine back in pouch and engage the TGT with 5 Rds to A-Zone Chest. The magazine must be back in the pouch and secured before the shooter is allowed to engage the TGT for the second iteration of fire.

Time Cap: _____

THE GUNSLINGER - 5.0 Points

THE GUARDIAN - 4.5 Points

THE MINUTEMAN - 3.5 Points

THE ASSET - 3.0 Points

The “ELEVATOR” Drill (STEEL TGT REQUIRED)

This drill required a 50 yard range bay. The shooter will be 50 yards away from the target. Shooters will begin in the low ready or high ready position. The shooter will engage the Steel Silhouette with 1 rd from the standing position. The shooter will then go to a kneeling position and engage the Steel Silhouette with 1 rd. The shooter will then go to the prone position and engage the Steel Silhouette with 1 rd. The shooter will then go to a kneeling position and engage the Steel Silhouette with 1 rd. The shooter will then go to the standing position and engage the Steel Silhouette with 1 rd. It is absolutely vital that the shooter activates the safety when the eyes disconnect from the sights and prior to moving positions. An infraction with the safety will result in an automatic DQ for the drill. This drill will be scored via Time Standard

Time Cap: 20 Seconds

THE GUNSLINGER - _____ Points

THE GUARDIAN - _____ Points

THE MINUTEMAN - _____ Points

THE ASSET - _____ Points

DOWNLOAD THIS APP/ SCAN QR CODE



HIT FACTOR CALCULATOR from the App Store (ITS FREE)

To manually calculate “Hit Factor” for each Drill, Take the number of points and divide it by the time recorded for the drill. Busting the time cap for the drill equals a miss which is a -10 point score.

Total Number of Points = Hit Factor Score
Recorded Time

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