

**CCL Standard Skill Tracking work sheet**

First Cold Attempt    Par score    Progression date    Progression Score    Progression date    Progression Score    Progression date    Progression Score

**Marksmanship Skill Standards - slow fire, no time limit. Shooters choice of target (must always use the same going forward)**

5 shot group 5 yards (in)	1.5"						
5 shot group 10 yards (in)	3"						
5 shot group 15 yards (in)	4.5"						
5 shot group 25 yards (in)	7.5"						

**Holster Draw Skills (seconds) on shot timer on V-tac target. Requires A zone hits. Outside A zone = +2 seconds, Outside C zone +10 seconds**

**Alternative holsters are thigh high holsters, shoulder holsters, or any other holster option**

Draw time from OWB plain	1.5 seconds						
Draw time from OWB retention	2.5 seconds						
Draw time from IWB	2.5 seconds						
Draw time from bag	5 seconds						
Draw time from alternative	unk						
Draw time from alternative	unk						
Draw time from alternative	unk						

**Rapid Fire Drills (seconds) on shot timer on V-tac target. Requires A zone hits. Outside A zone = +2 seconds, Outside C zone +10 seconds**

controlled pair from on target

5 yards							
15 yards							
25 yards							

Cadence drills (5 rds) from sights on target

5 yards							
15 yards							
25 yards							

**Target Transitions (seconds) on shot timer on V-tac target. Requires A zone hits. Outside A zone = +2 seconds, Outside C zone +10 seconds**

failure drills (2 rds chest, 1 rd head) from sights on target

5 yards							
10 yards							
15 yards							

2 targets 5 yards apart. 2 rds per target

5 yards							
15 yards							
25 yards							

**Reloads (seconds) on shot timer on v-tac target. Requires A zone hits. Outside A zone = +2 seconds, Outside C zone +10 seconds**

Speed/Emergency reload - start on target. Fire 1 reload fire 1

5 yards							
15 yards							
25 yards							

**Malfunctions (seconds) sights on target, on shot timer, on v-tac target. Requires A zone hits. Outside A zone = +2 seconds, Outside C zone +10 seconds**

Failure to Fire - empty chamber w/ full magazine

5 yards							
15 yards							

Stove Pipe - empty chamber, empty case in breach

5 yards							
15 yards							

Failure to Extract (double feed). Empty case in chamber w/ slide locked. Insert loaded magazine and ride slide closed. (ALWAYS SEEK COVER FIRST)

5 yards							
---------	--	--	--	--	--	--	--