	CCL Standard Skill Tracking work sheet							
	F: . O . I . A	5		<b>D</b> 0		D		5
Madagas a chia Chill Chandada a la cutina	First Cold Attempt	Par score	-	•	•	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 5 yards (in)		3"						
5 shot group 10 yards (in)		4.5"						
5 shot group 15 yards (in)		7.5"						
5 shot group 25 yards (in)	or on V too torget. Beg	1:	utoido A zono = +0	ooondo Outoido C	zono ±10 cocondo			
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  Altervitive holsters are thigh highlsters, shoulder holsters, or any other holster option								
Draw time from OWB plain	loutuer notaters, or un	1.5 seconds	1					
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						
	N V too torgot Doguire		ido A zono = +2 coo	ondo Outoido C zor	o ±10 cocondo			
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					I		I	
15 yards								
25 yards								
-	r on V-tac target Regu	ires A zone hits Ou	ıtside Δ zone = +2 s	econds Outside C z	one +10 seconds	1		ı
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	giris on target							
10 yards								
15 yards								
2 targets 5 yards apart. 2 rds per target		l				1		ı
5 yards		1						
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			1					
25 yards			1					1
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			1					1
Stove Pipe - empty chamber, empty case in breach								
5 yards								
15 yards		1	1		1		1	1
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			, games and made					