



# **GHOST RING TACTICAL**

## **LEVEL 6 LIVE FIRE TEST**

### **ITEMS NEEDED:**

- **80 ROUNDS**
- **3 - 10 ROUND MAGAZINES (minimum)**
- **WEAPON OF CHOICE**
- **1 IPSC TARGET**

### **COURSE OF FIRE:**

**Draw Fire 2, Reload, Fire 2 - 7 yards - (under 10 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**Draw Fire 2, Reload, Fire 2 - 7 yards - (under 10 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**- Admin Reload**

**Draw, Failure To Fire, Fire 2 - 7 yards - (under 6 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**Draw, Failure To Fire, Fire 2 - 7 yards – (under 6 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**Draw Fire 2, Switch To Support Hand, Fire 2 - 7 yards – (under 8 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**- Admin Reload**

**Draw Fire 2, Switch To Support Hand, Fire 2 - 7 yards – (under 8 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**2 Shots Standing, 2 Shots kneeling - 7 yards - (under 8 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**2 Shots Standing, 2 Shots kneeling - 7 yards - (under 8 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**- Reload ALL Magazines & Move To 10 Yard Line**

**2 shots – 10 yards - (under 4 sec) Time: \_\_\_\_\_**

**All shoots inside A section**

**Pass**

**Fail**

**2 shots – 10 yards - (under 4 sec) Time: \_\_\_\_\_**

**All shoots inside A section**

**Pass**

**Fail**

**4 shots – 10 yards - (under 8 sec) Time: \_\_\_\_\_**

**All shoots inside A section**

**Pass**

**Fail**

**- Admin Reload**

**4 shots – 10 yards - (under 8 sec) Time: \_\_\_\_\_**

**All shoots inside A section**

**Pass**

**Fail**

**Draw Fire 2, Reload, Fire 2 - 10 yards – (under 10 sec)**

**Time: \_\_\_\_\_**

**All shoots inside A section**

**Pass**

**Fail**

**- Admin Reload**

**Draw Fire 2, Reload, Fire 2 - 10 yards – (under 10 sec)**

**Time: \_\_\_\_\_**

**All shoots inside A section**

**Pass**

**Fail**

**Draw, Failure To Fire, Fire 2 - 10 yards – (under 6 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**Draw, Failure To Fire, Fire 2 - 10 yards – (under 6 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**- Reload ALL Magazines**

**Draw Fire 2, Switch To Support Hand, Fire 2 - 10 yards – (under 10 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**Draw Fire 2, Switch To Support Hand, Fire 2 - 10 yards – (under 10 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**- Admin Reload**

**2 Shots Standing, 2 Shots kneeling - 10 yards - (under 6 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**2 Shots Standing, 2 Shots kneeling - 10 yards - (under 6 sec)**

**Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**- Admin Reload**

**2 Shots Standing, 2 Shots kneeling, 2 Shots Urban Prone - 10 yards -**

**(under 15 sec) Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**

**- Reload ALL Magazines**

**2 Shots Standing, 2 Shots kneeling, 2 Shots Urban Prone - 10 yards -**

**(under 15 sec) Time:** \_\_\_\_\_

**All shoots inside A section**

**Pass**

**Fail**