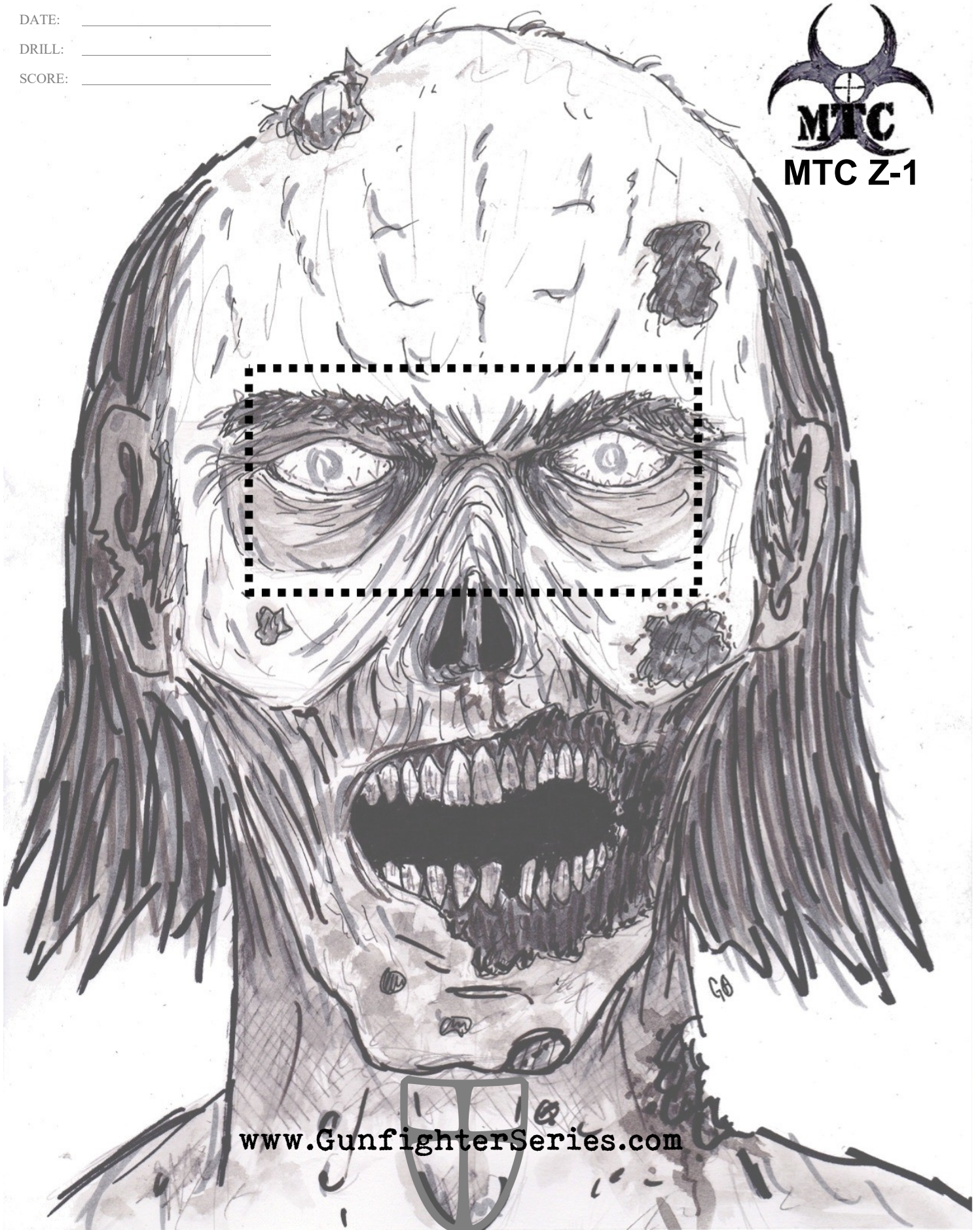


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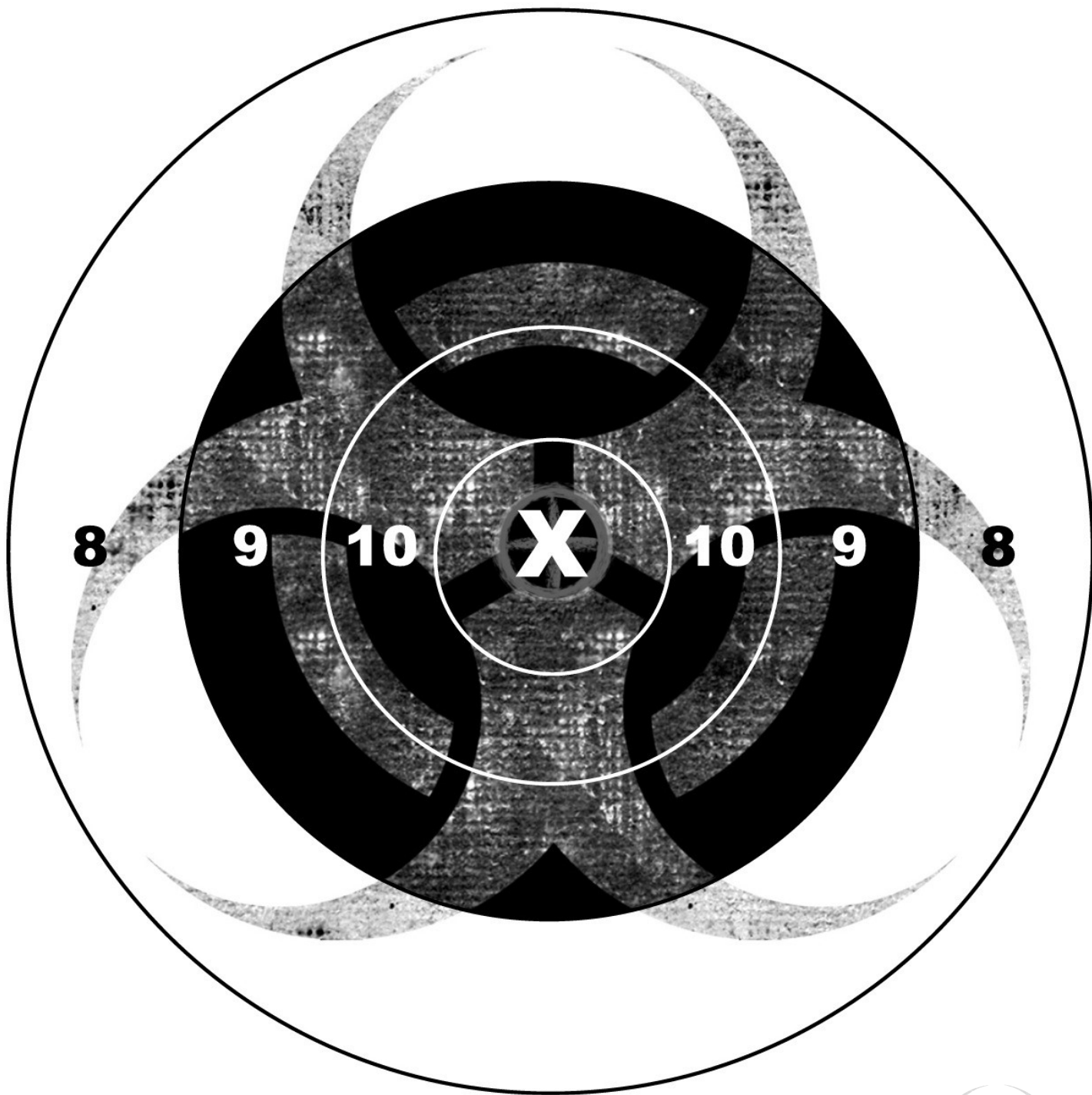
[www.GunfighterSeries.com](http://www.GunfighterSeries.com)

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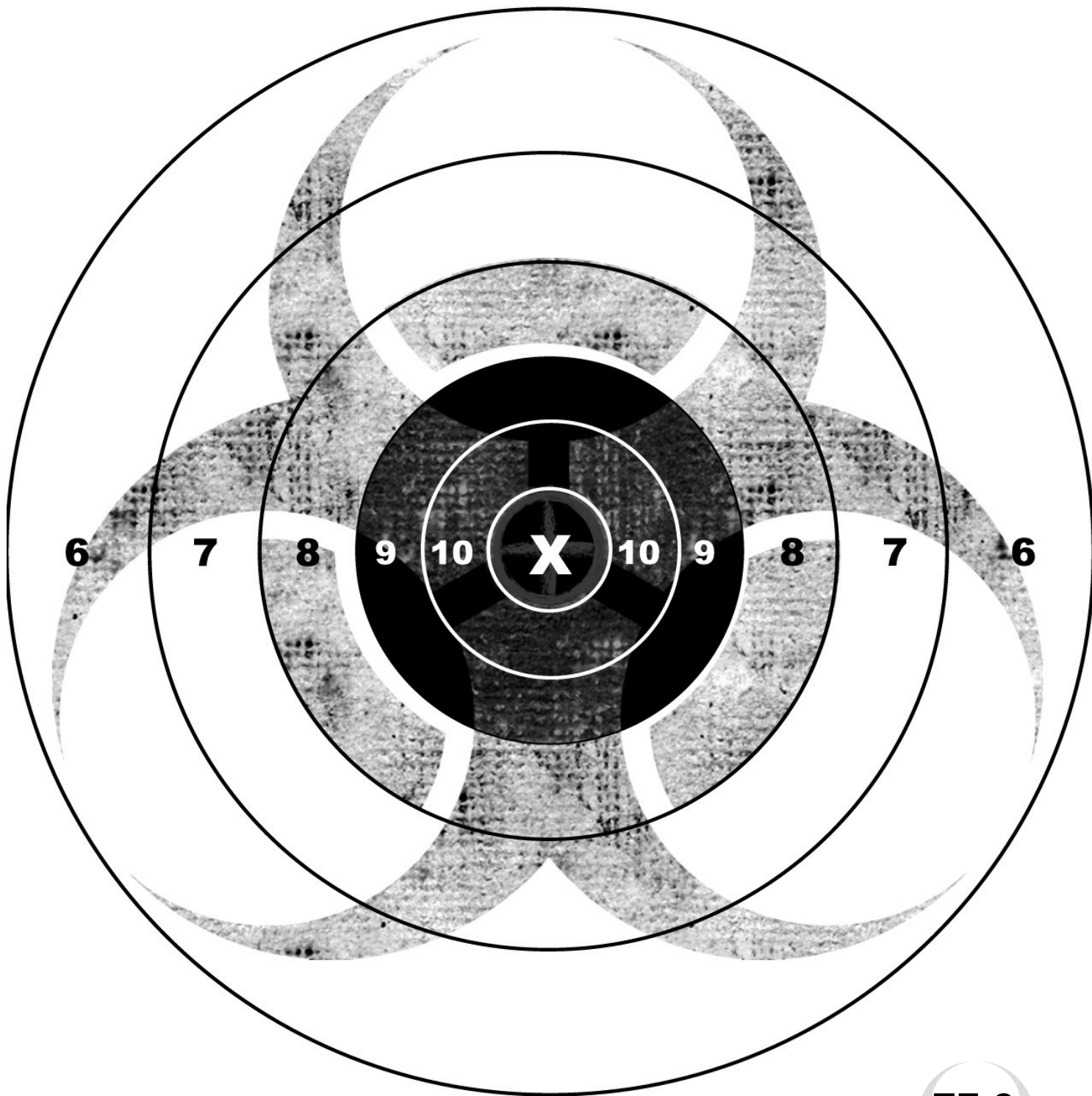


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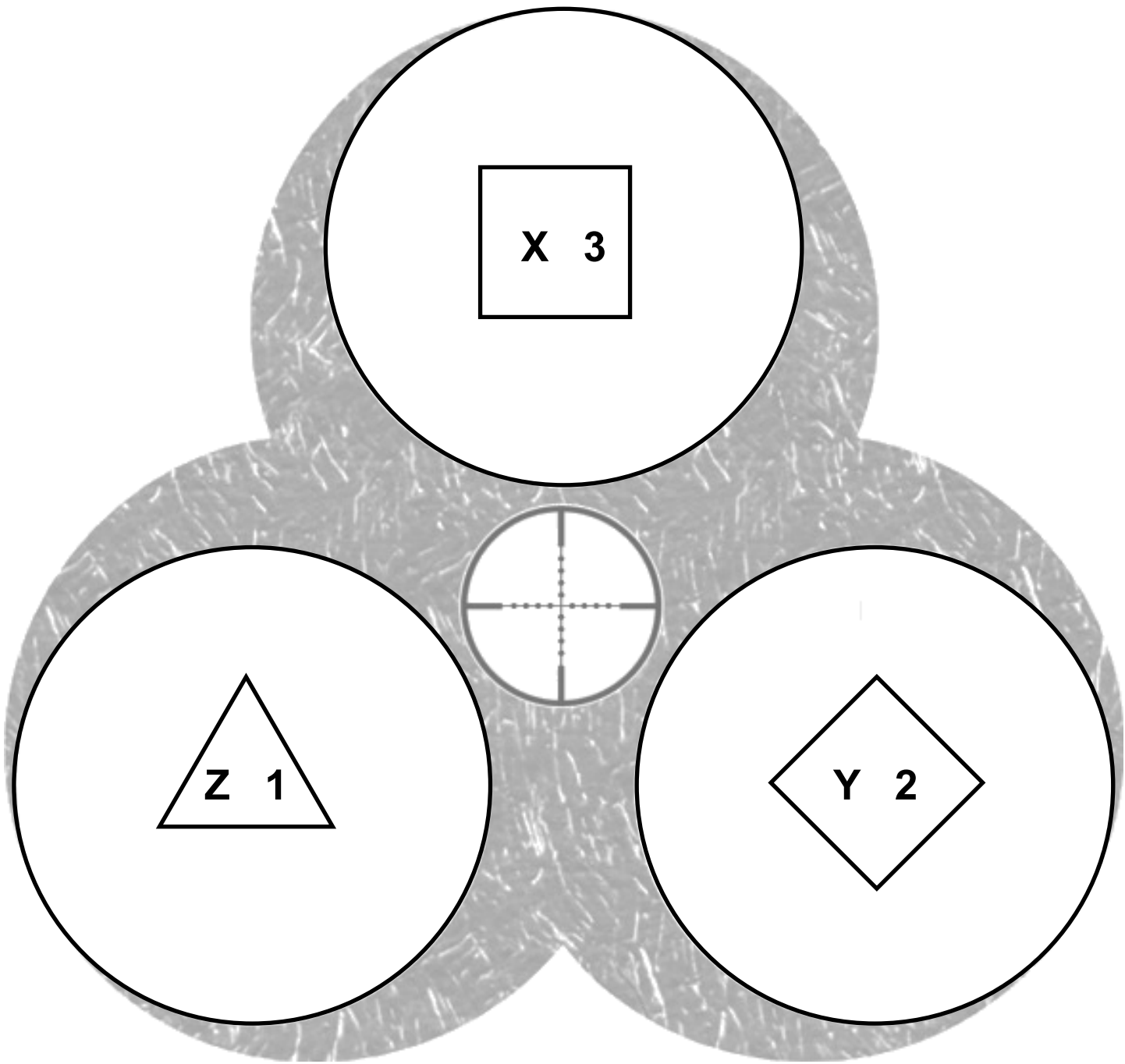


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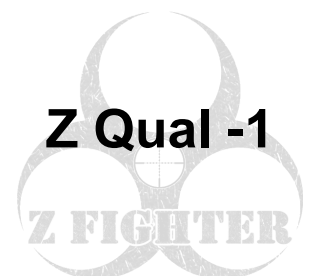


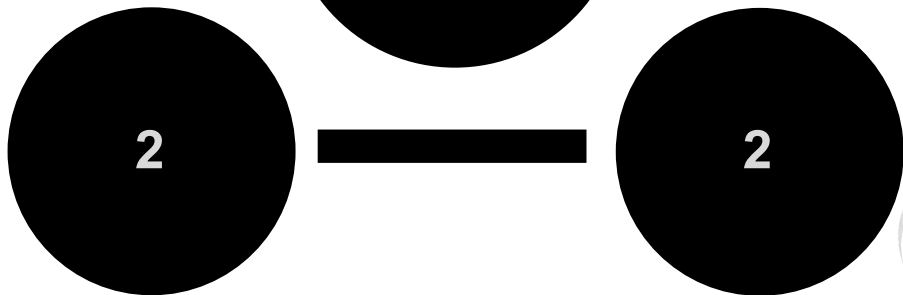
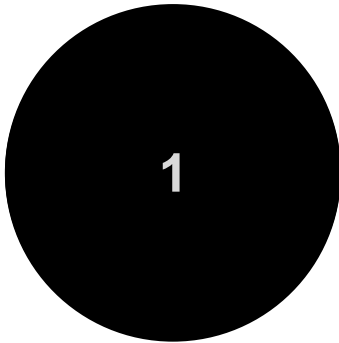
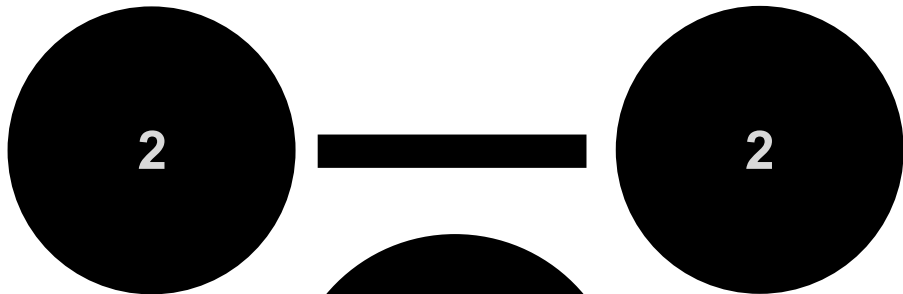
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SCORE: \_\_\_\_\_





NAME: \_\_\_\_\_  
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DRILL: \_\_\_\_\_  
SCORE: \_\_\_\_\_



2 INCH



1.75 INCH



1.5 INCH



1.25 INCH



1 INCH





**1 INCH Z DOT**



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**1.5 INCH Z DOT**



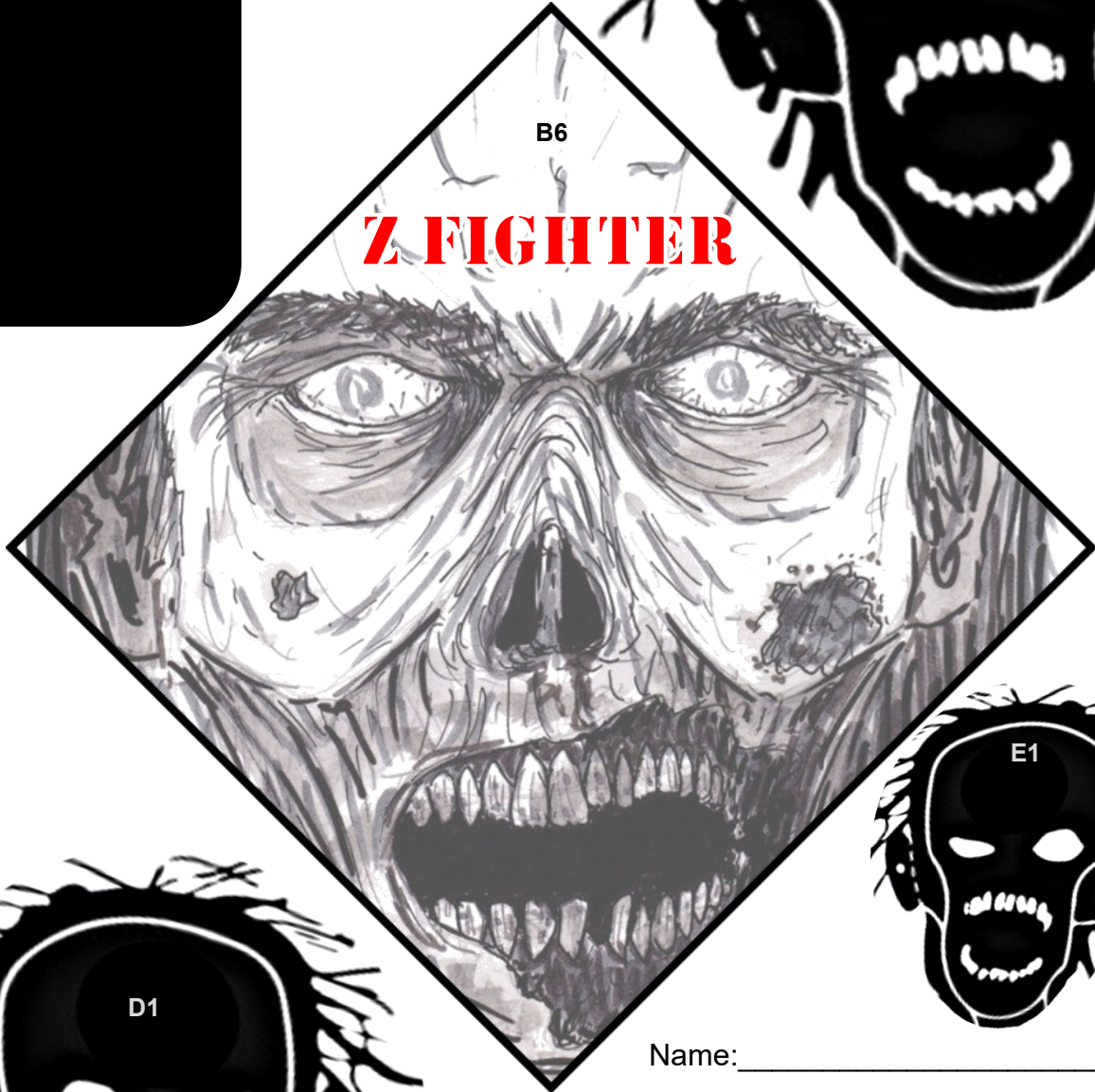
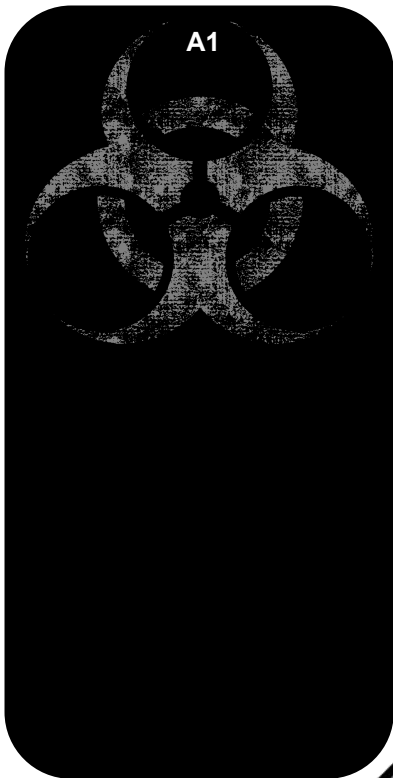
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2 INCH Z DOT



[www.GunfighterSeries.com](http://www.GunfighterSeries.com)



Name: \_\_\_\_\_

Date: \_\_\_\_\_

Completion Time: \_\_\_\_\_

1st Carbine Shot Time: \_\_\_\_\_

Ave Split Between Rounds 2-7: \_\_\_\_\_

Transition Time to Pistol: \_\_\_\_\_

Reload Split rounds 14-15: \_\_\_\_\_

All Rounds In:    Y   /   N



Carbine & Pistol Diagnostics.

# ZF-3 Carbine & Pistol Diagnostics Target Instructions

**Purpose:** Test different carbine and pistol skills to determine which Z Fighter Gunfighter drills to work on.

**Distance:** 7-5 Yards

**Par Time:** 15 Seconds.

**Extra Equipment:** Shot timer, 1 carbine magazine, 2 pistol magazines, 1 pistol magazine pouch.

**Load Out:** 1 Carbine magazine with 10 rounds. 1 Pistol magazine with 4 rounds, 1 Pistol magazine with 6 rounds.

**Starting Position and Condition:** Standing - Carbine in low ready with pistol holstered. Condition 1 both weapons.

**Description:** Starting at 7 yard line. At the timer beep:

- With carbine, aim and fire 1 round into the rectangular block (A1), then immediately
- Shoot 6 rounds into the diamond target (B6), then immediately
- Shoot 1 round in each of the remaining head targets (C1,D1,E1) starting with largest and finishing with the smallest.
- Your carbine will go dry, take 2 steps forward (5 yards) while carefully transitioning to your pistol, then immediately
- With pistol, shoot one round into the rectangular block (A1), then immediately
- Shoot 6 rounds into the diamond target (B6), with a reload, then immediately
- Shoot 1 round in each of the remaining head targets (C1,D1,E1) starting with largest and finishing with the smallest.

Record your name, date and the time it took you to complete the course of fire. If you don't hit the goals on a given skill, practice on the listed drills for that goal.

## Goals and Performance Diagnostics

<b>1st Shot:</b> Time: Go / No Go	<b>2nd-7th Shots:</b> Ave Split Time: Go / No Go	<b>8th - 10th Shots:</b> Go / No Go	<b>Notes:</b>
<b>GOAL:</b> Hit within or touching rectangle under 2 seconds. If not, practice:	<b>GOAL:</b> Hit within or touching diamond with shot to shot intervals at 0.5 seconds or less. If not, practice:	<b>GOAL:</b> Big, medium, and small Z heads: hit within or touching the boxes. If not, practice:	
Ready position warm up drills.	Under Control	Trigger Effect	
Trigger Effect	Sledge Hammer	Solid Shot	
Solid Shot	Gas it	5 For 10	
	Cadence Count	Pin Point	
Transition to pistol.			
<b>11st Shot:</b> Split Time: Go / No Go	<b>12nd-17th Shots:</b> Ave Split Time: Go / No Go	<b>Between 14th and 15th shot:</b> Reload split time:	<b>18th - 20th Shots:</b> Go / No Go
<b>GOAL:</b> Hit within or touching rectangle under ? Second split time. If not, practice:	<b>GOAL:</b> Hit within or touching diamond with shot to shot intervals at 0.5 seconds or less. If not, practice:	<b>GOAL:</b> Reload while shooting in the diamond: 3.5 seconds par time between shots. If not, practice:	<b>GOAL:</b> Big, medium, and small Z heads: hit within or touching the boxes. If not, practice:
Draw 123	Cadence	Get That Pistol Loaded Quickly	Follow It Home
Extension	Have a Nice Day	Power of 5	Commitment
Hickok	Hammer Time		5 By 5
			Stand Steady
Overall Completion Time:		<b>Goal:</b> Under 30 second par time.	Ride Along