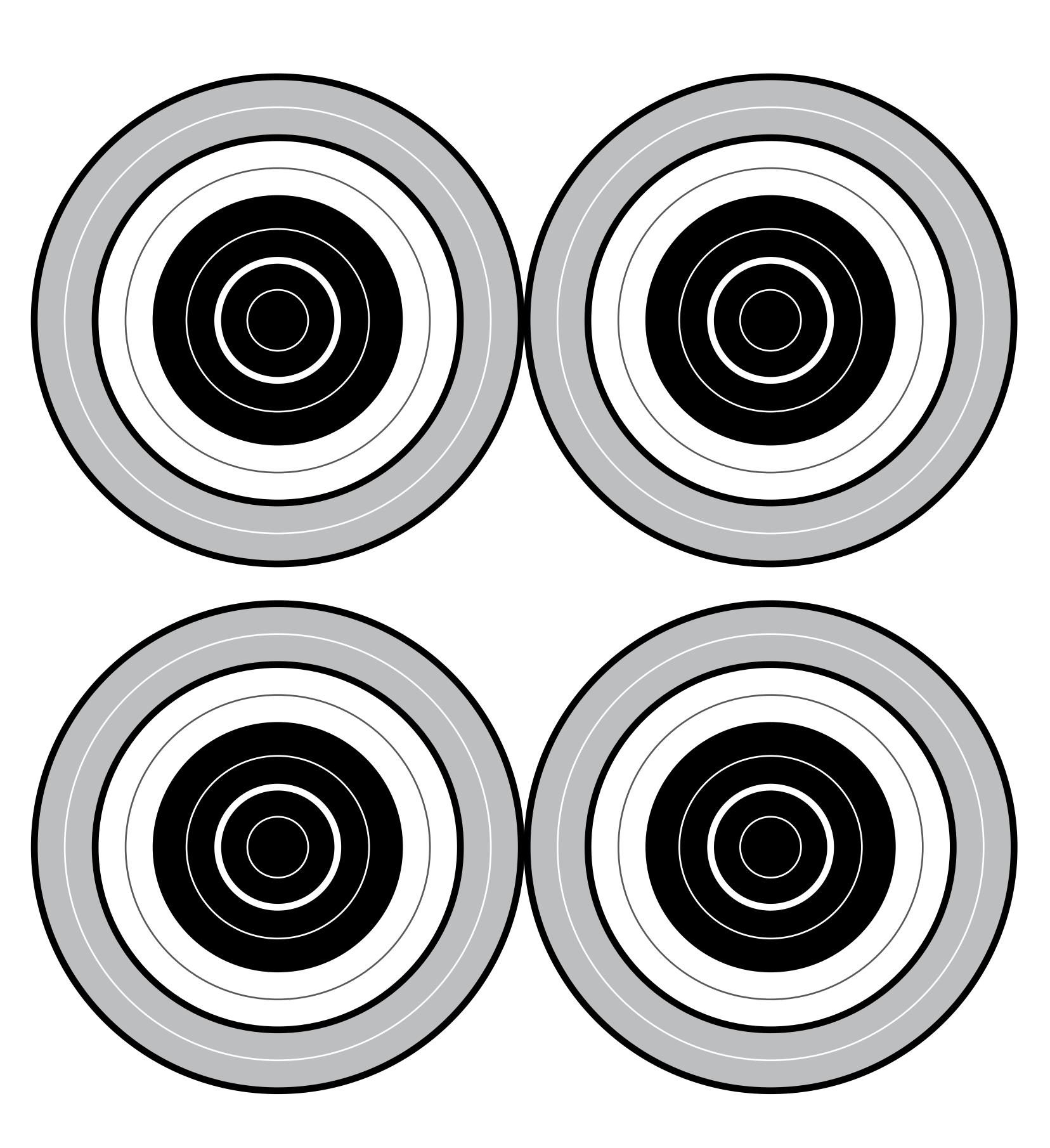
# REGIL TARGET PAGK

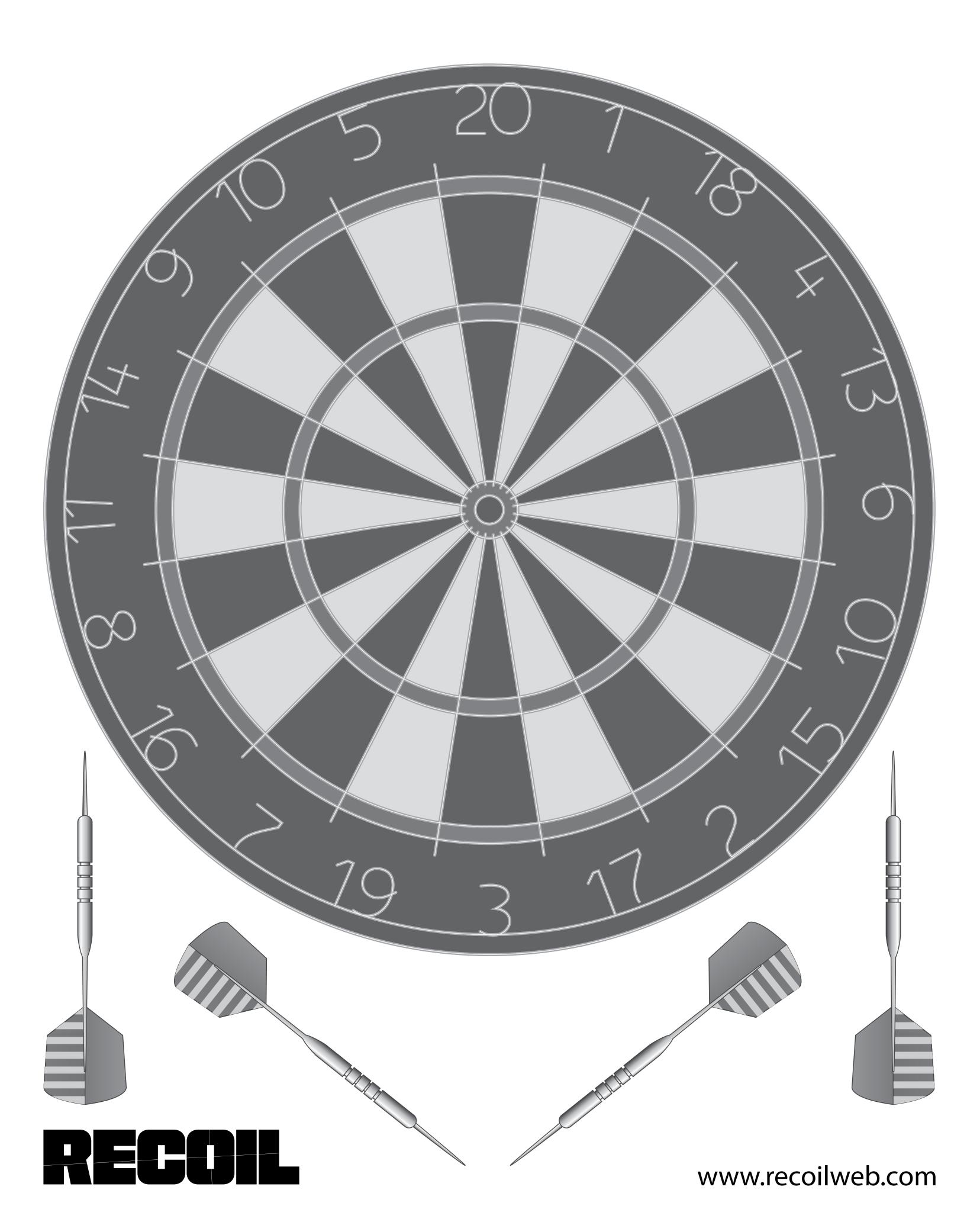
50+ DOWNLOADABLE TARGETS

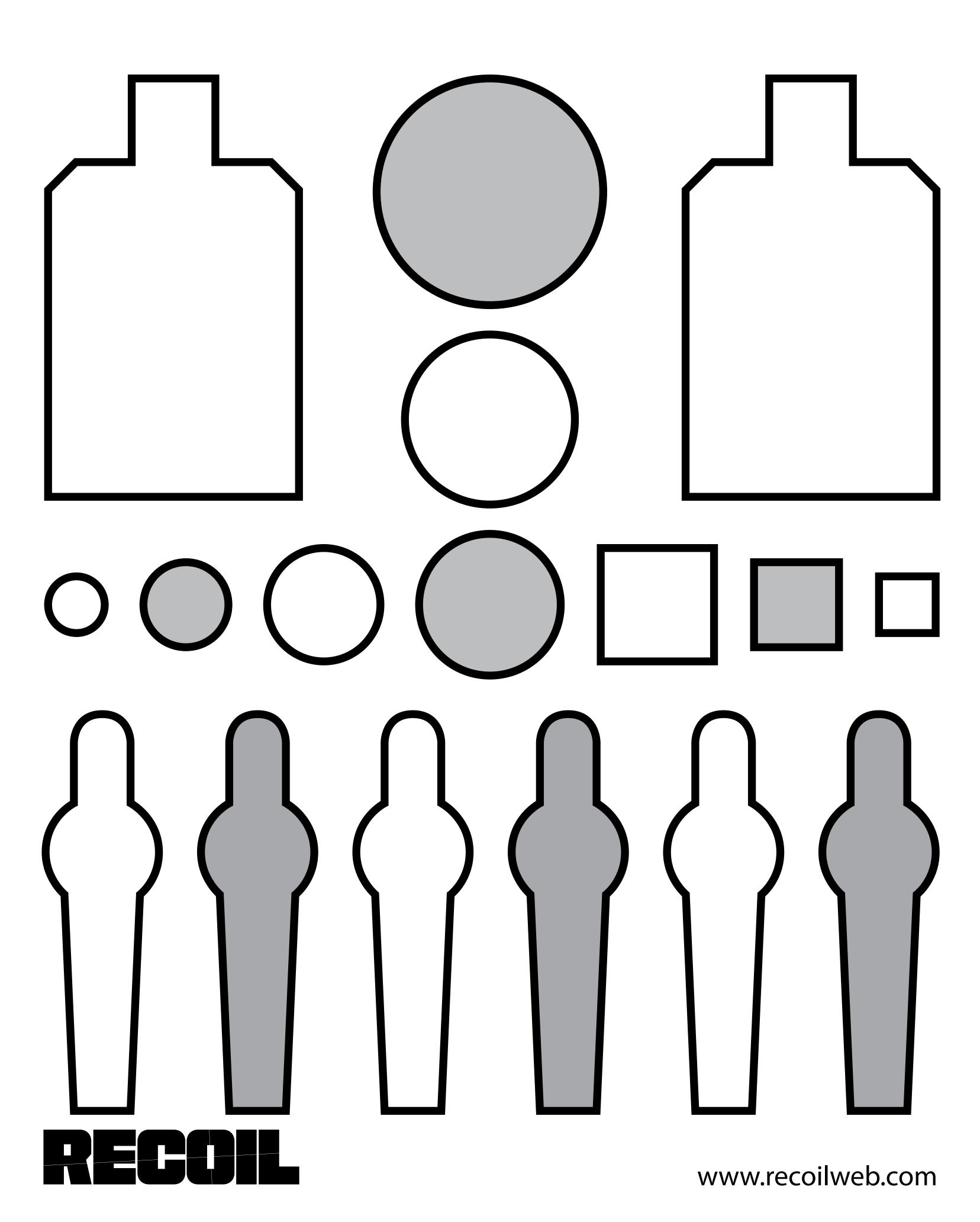


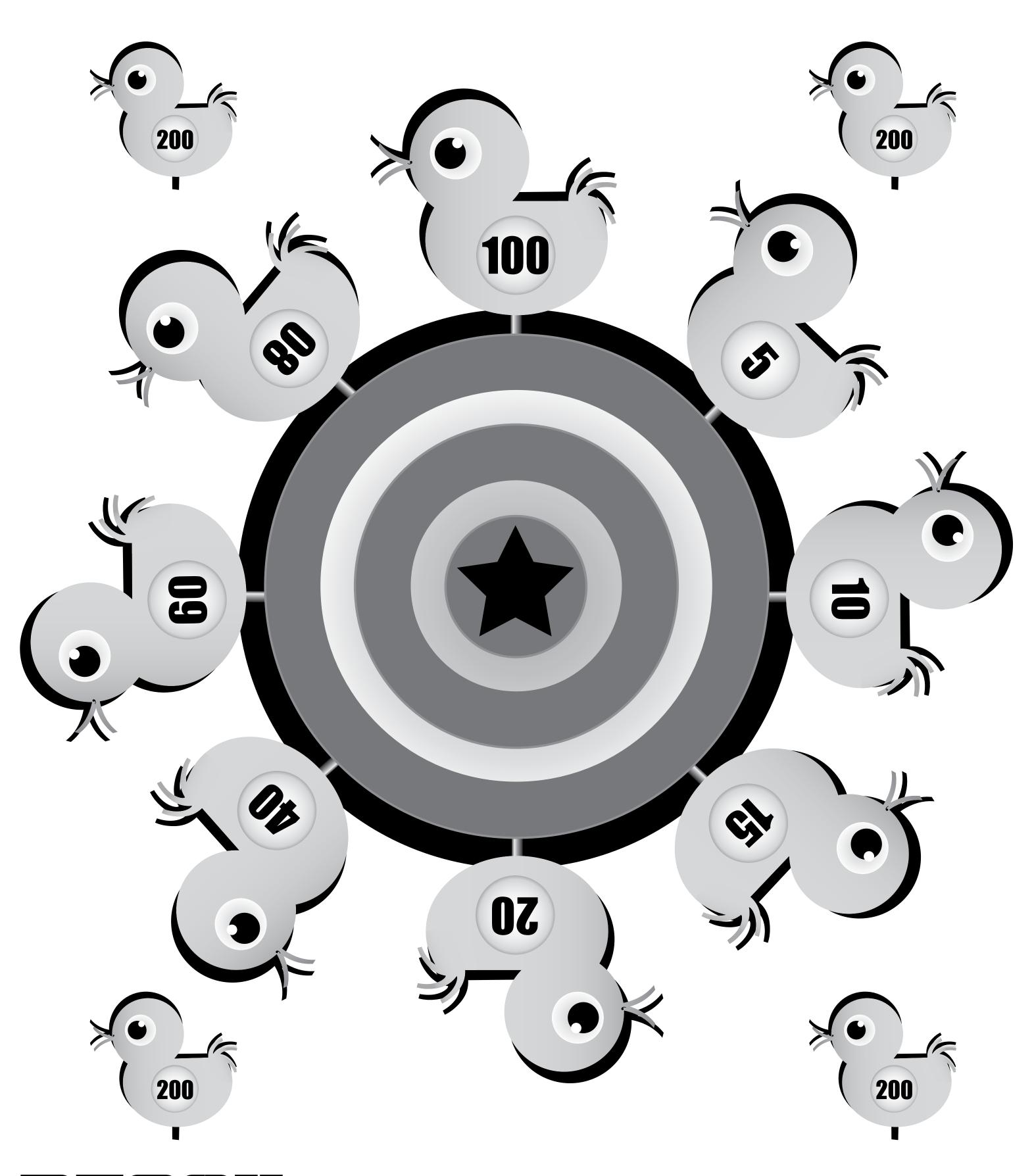


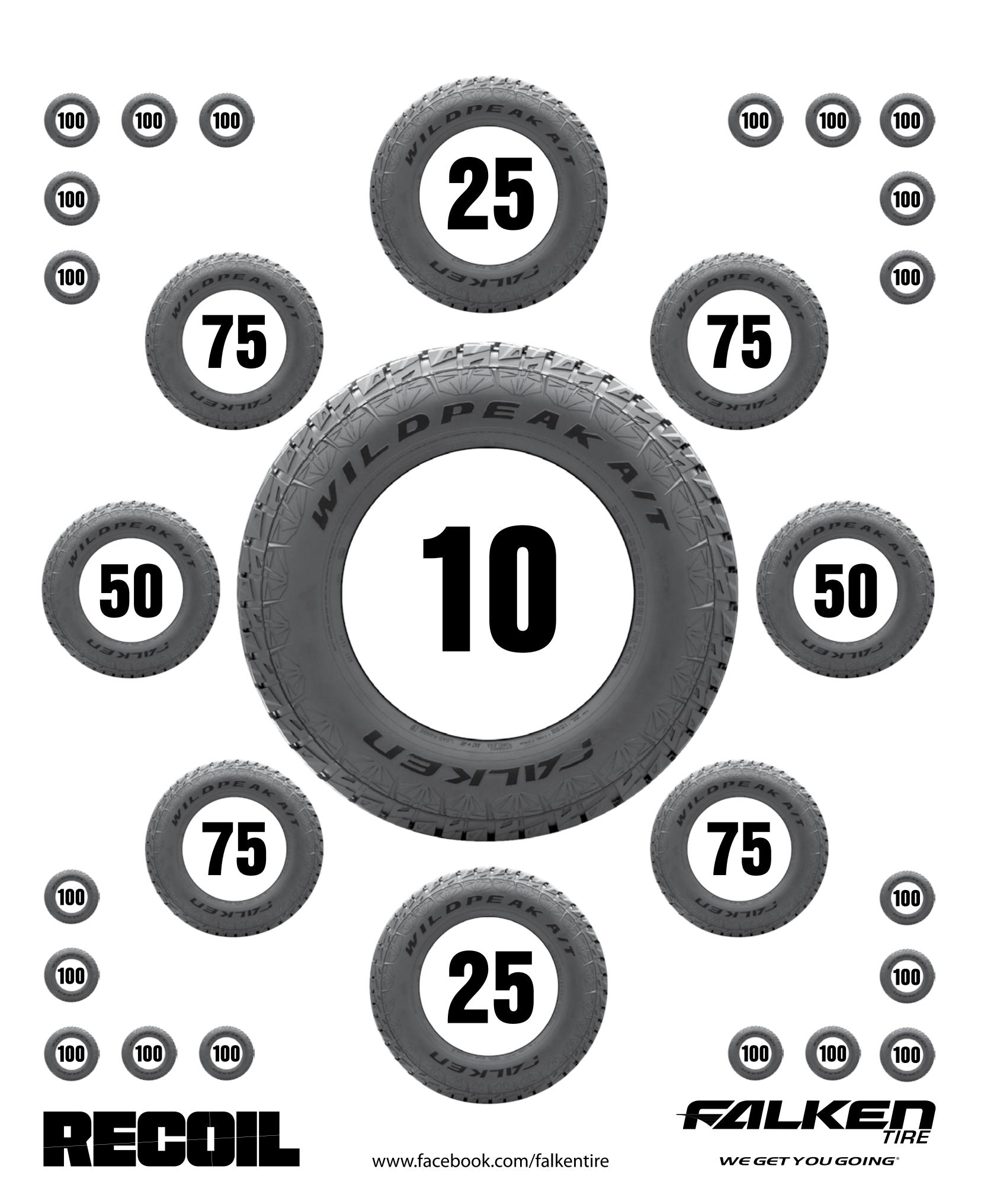








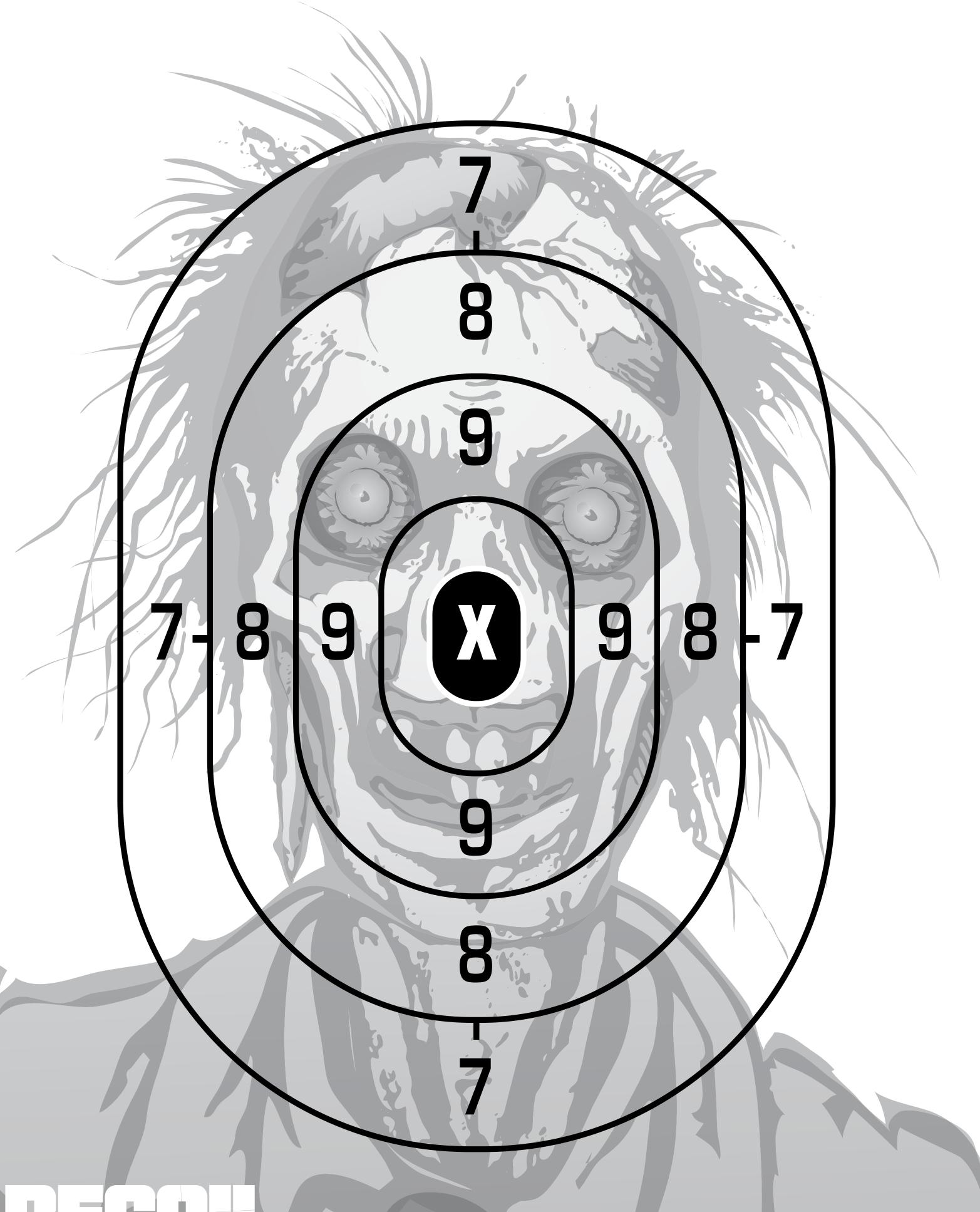












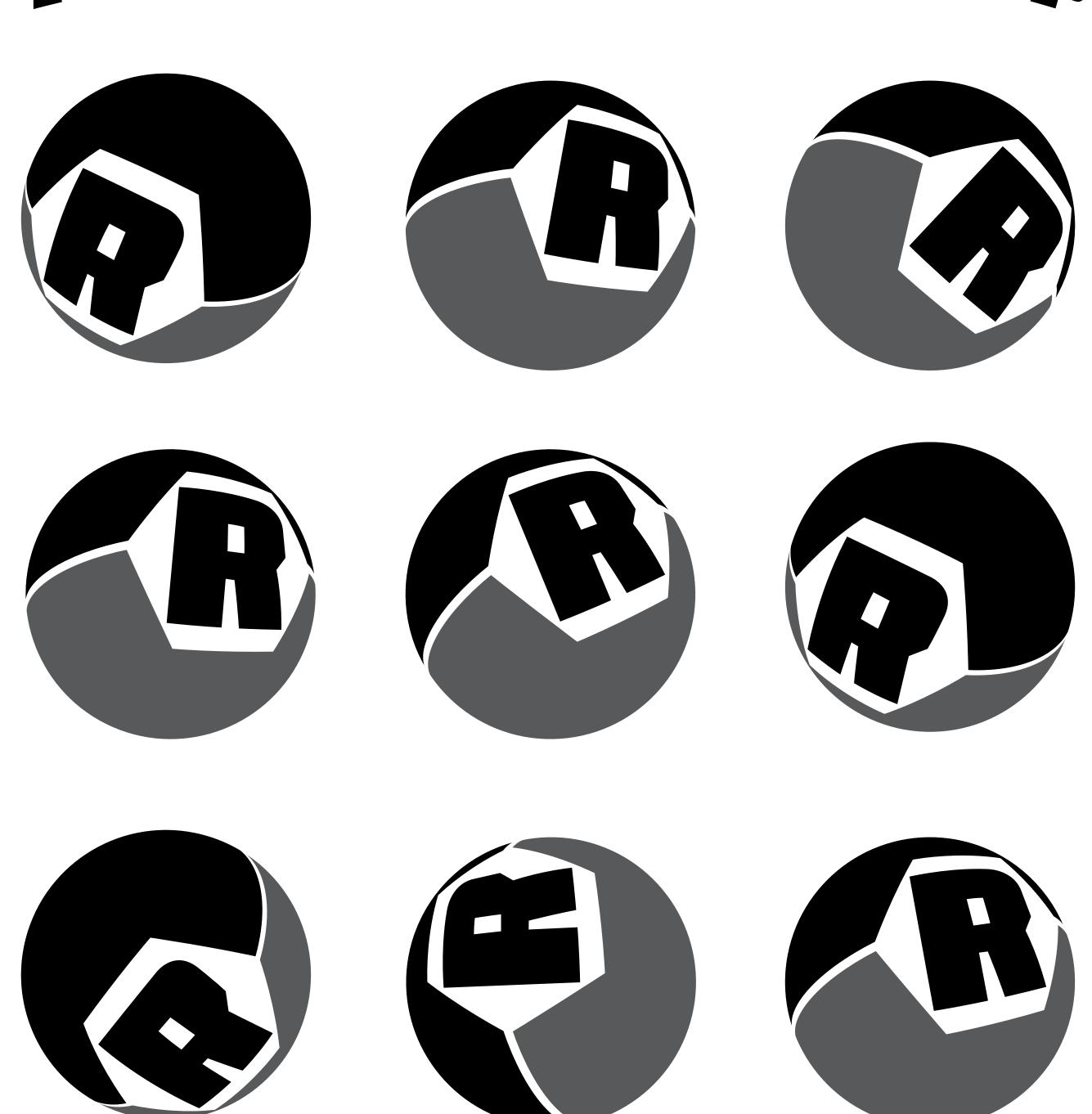
www.recoilweb.com





WWW.RECOILWEB.COM

# cotta shoot em all!



## WWW.RECOILWEB.COM



# #getyourslingon

DRILL 1





- 1. Set up your target at a distance of 25 yards. Load 15 rounds into your magazine.
- **2. Engage the top bullseye** with your rifle unslung, attempt three five-shot groups in the following positions: standing, kneeling, and prone
- 3. Score the target with each shot being worth up to 10 points. If a shot lands on a line, give yourself the higher score. Maximum score possible is 150 points (i.e. 15 times 10).



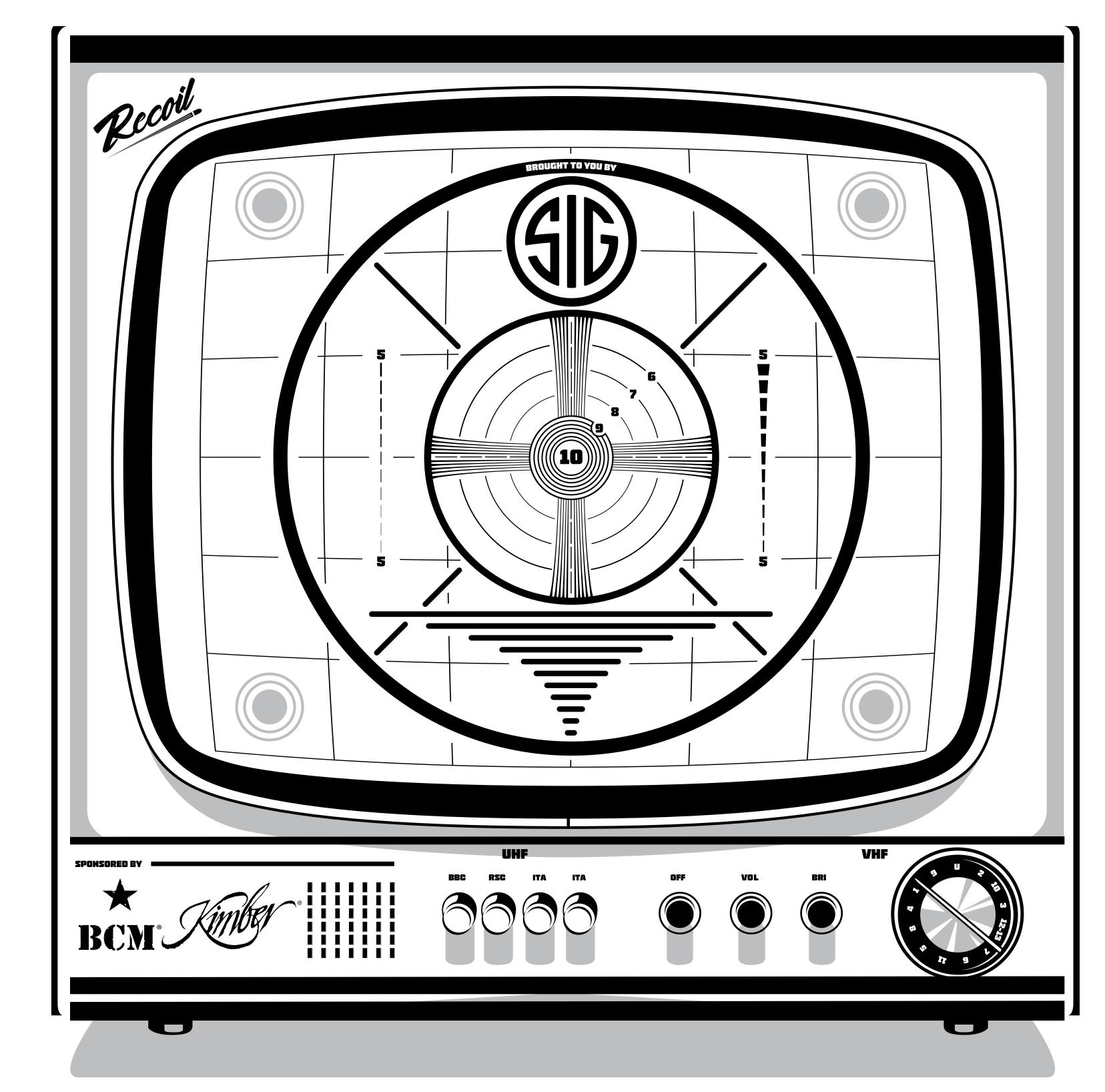




- 1. Repeat the same drill with a second bullseye using the sling as a support. Specifically, adjust the closed loop on the front of the sling so you can cinch it tight around your bicep, then tightly grip the fore end using the sling to lock the front of the rifle into place. The sling will most likely need to either hang loose or be detached from its rear attachment point (like other military-style slings that are used as shooters aids, such as the M1907 sling). You may need to experiment with the sling in order to acquire the most comfortable and stable position.
- **2. Then compare your score** between the two drills you should see improved scores in all three positions.



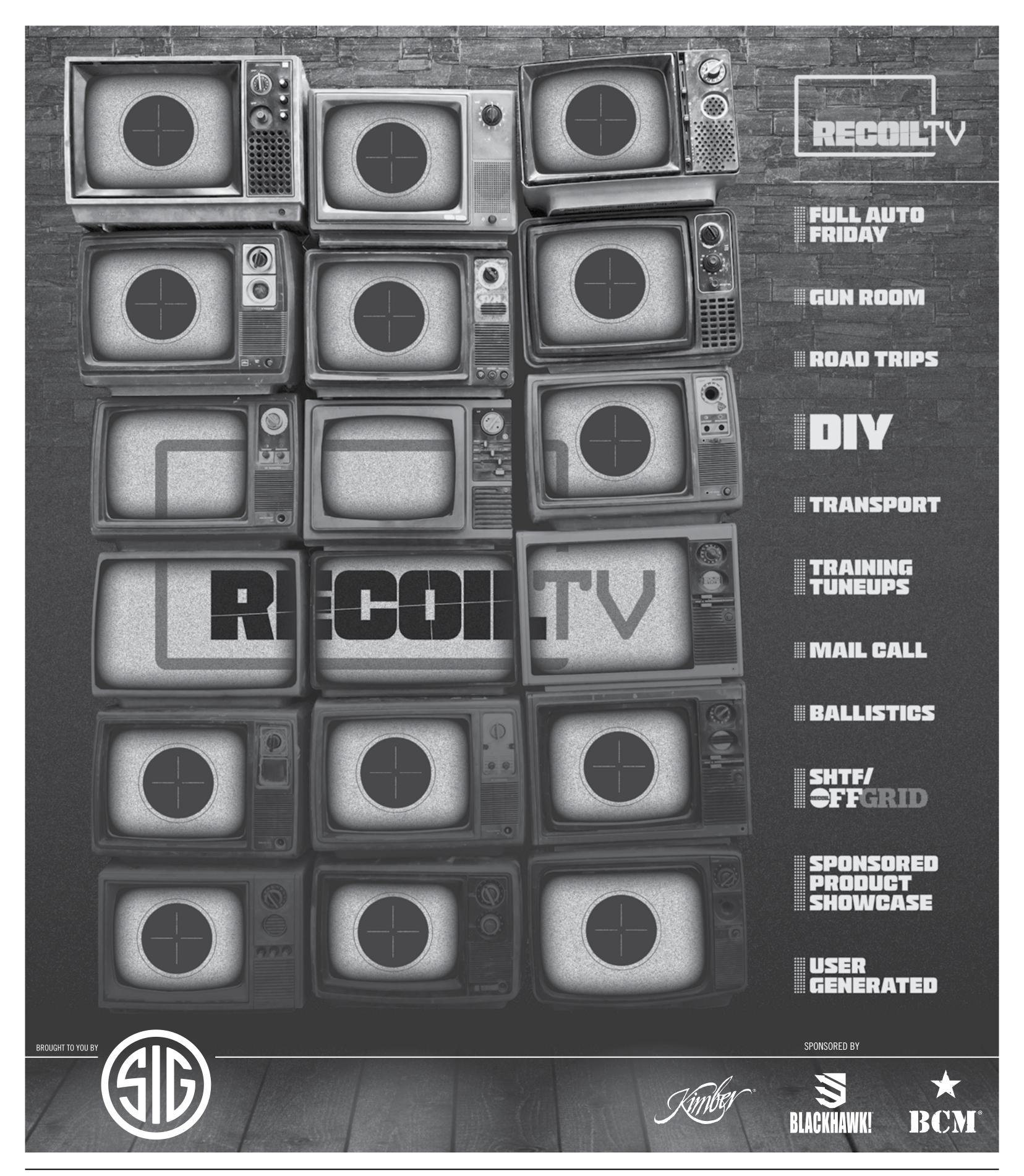




Just as RECOIL magazine made a name for itself giving you the no-holds-barred insight on firearms, we're bringing that same trusted expertise to video. From testing the latest guns, giving in-depth product reviews and expert tutorials, showing you some top-notch vehicles, user-generated content, and lots more, RECOILtv is the premier authority for the content you want and deserve.



W.RECOILWEB.COM





Just as RECOIL magazine made a name for itself giving you the no-holds-barred insight on firearms, we're bringing that same trusted expertise to video. From testing the latest guns, giving in-depth product reviews and expert tutorials, showing you some top-notch vehicles, user-generated content, and lots more, RECOILtv is the premier authority for the content you want and deserve.



WATCH NOW AT:

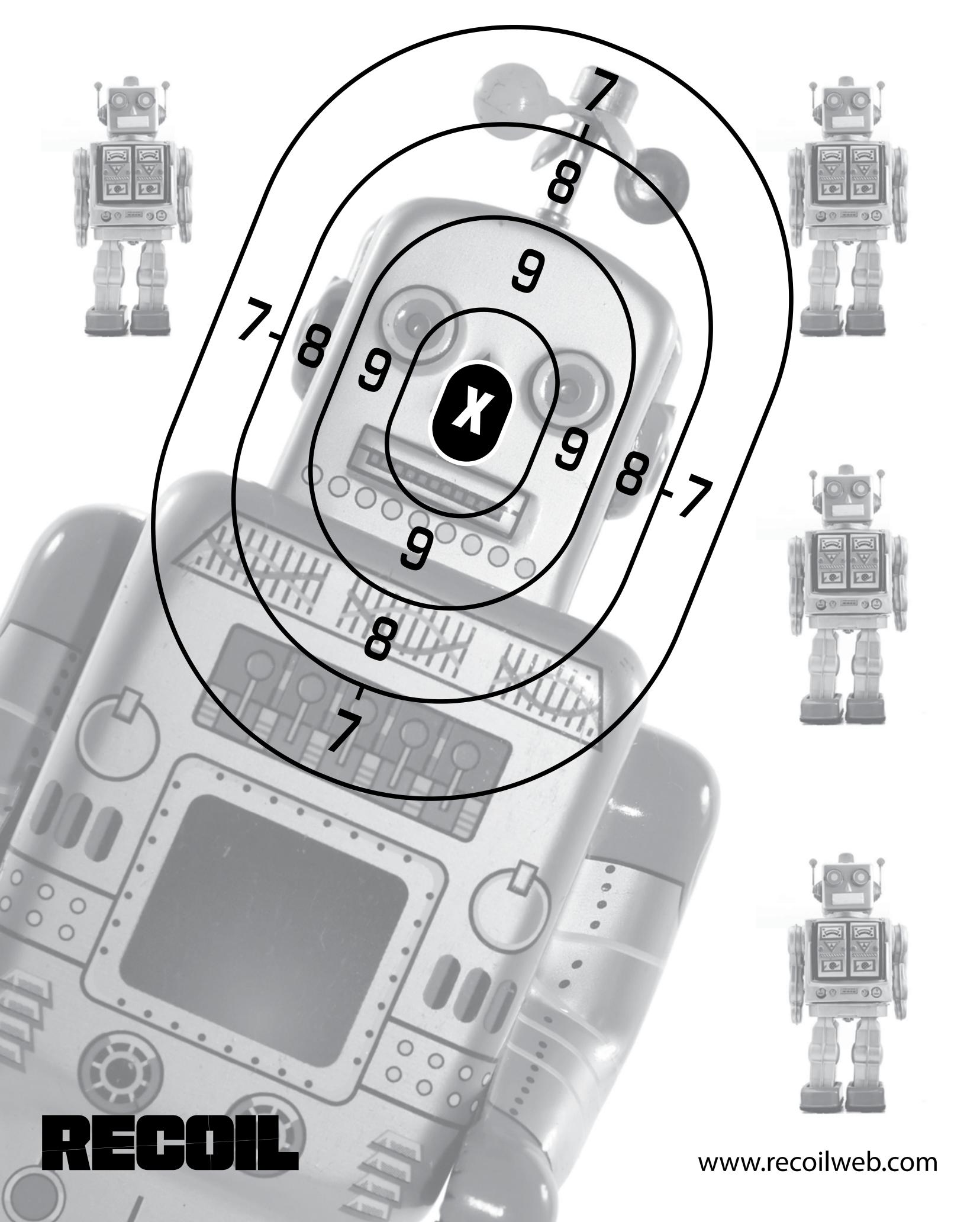
**RECOILWEB.COM** 

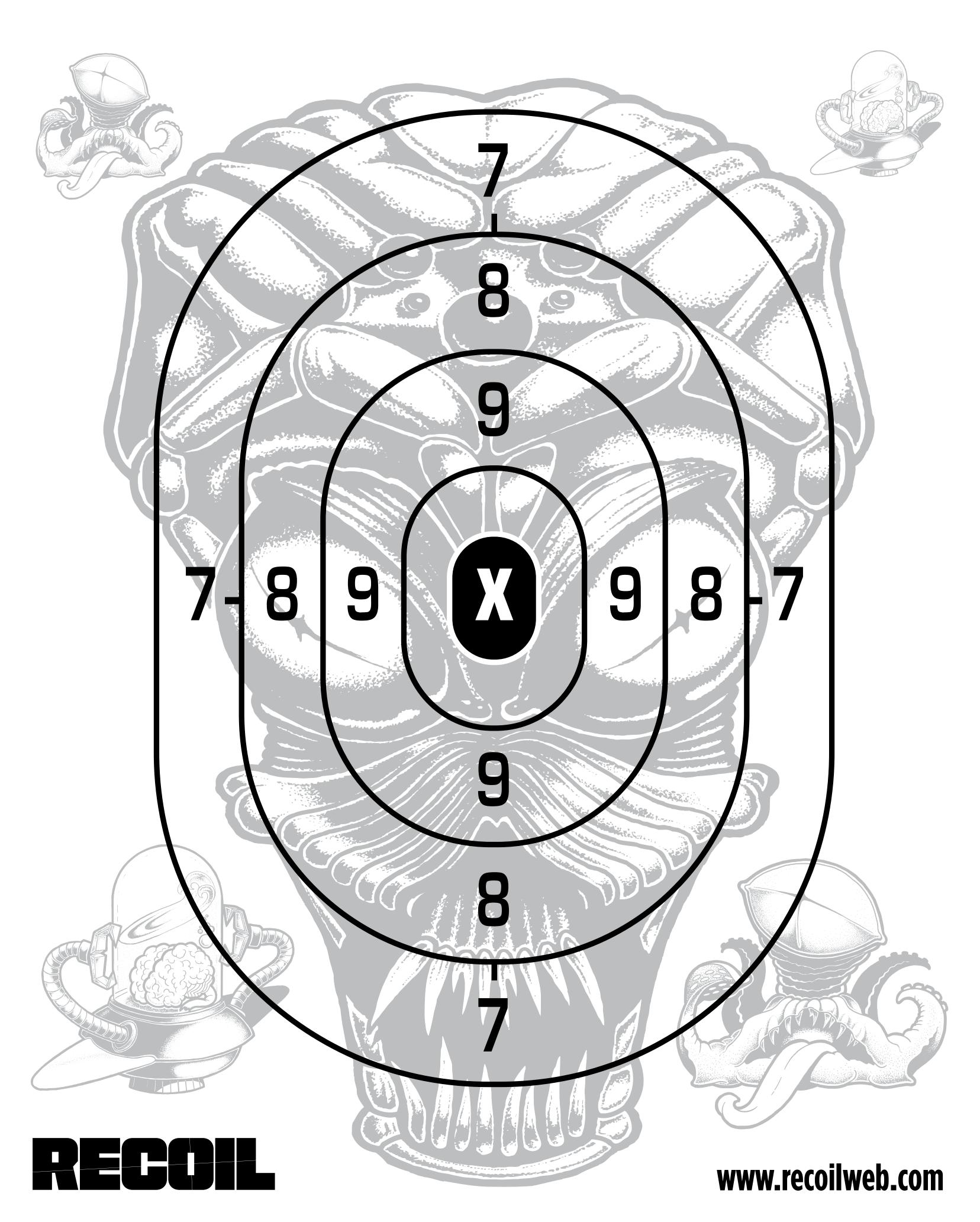




Carnivore is a new publication dedicated to the modern outdoor sportsman with an emphasis on field-to-table hunting and traditions. Every issue focuses on respecting natural food and its origins through features on the latest guns, personality profiles, wild game recipes, and gear reviews.

CARNEVORE





## THE OFFSET RIFLE DRILL

The purpose of this drill is to train the operator to account for the sight-line offset from the bore on an AR-15® rifle when engaging targets at close range. This is an important skill because at short range, accuracy of shot placement is critical. The drill is run at five yards to achieve maximum offset in this powerful drill.

Offset Shape 1

COMBAT UNIT TM
OFFSET RIFLE DRILL

### THE COURSE OF FIRE

Distance from target: 5 yards
Firearm condition: Loaded with fifteen rounds
Start position: Down ready
Round count: 15 rounds total

### **Procedure:**

- 1. On the beep signal, fire 2 rounds into the body in the smaller chest square followed by 1 round to one of the five 2" offset shapes.
- 2. Repeat this sequence until all five 2" offset shapes have been engaged.

At the end of the course of fire there should be 10 rounds in the smaller chest square, and 1 round in each of the five offset shapes.

### **Scoring:**

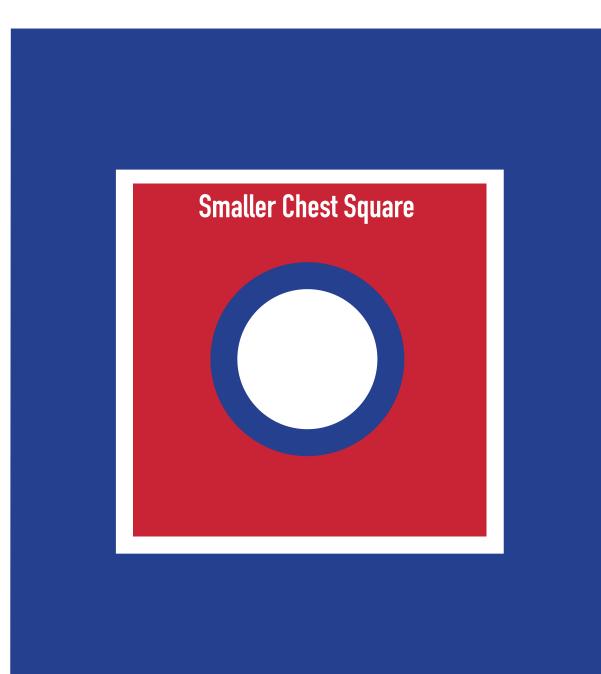
7.50 seconds or under = Expert
7.51 - 8.50 seconds = Sharpshooter
8.51 - 10.00 seconds = Marksman

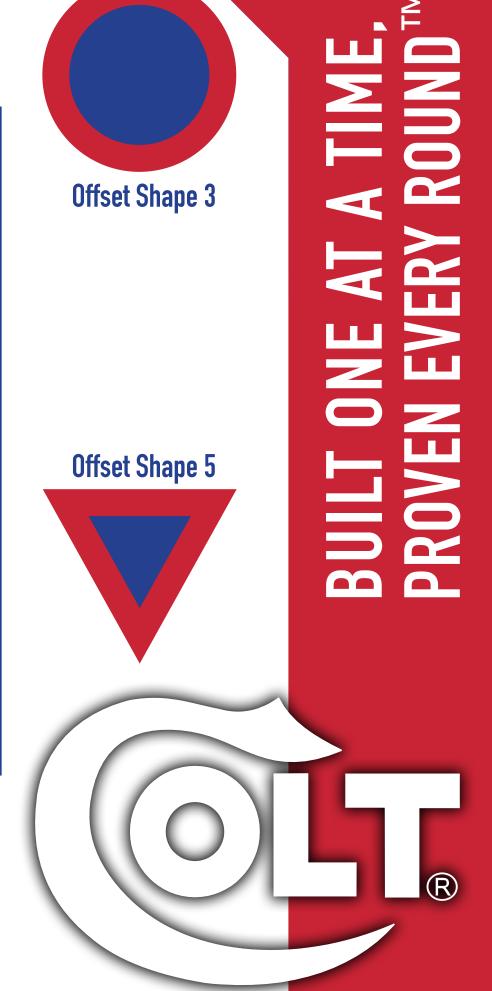
Hits outside the white outline of the smaller chest square or outside the red outlines of the five offset shapes, add 1 second.

Do you have what it takes to pass the class with the Colt Combat Unit™ Offset Rifle Drill? This drill was outlined by Mike Pannone to help you hone critical skills so they're sharp when you need them most.









Offset

SOLUTIONS Rifle Drill

courtesy of Mike Pannone of Colt Combat Unit™

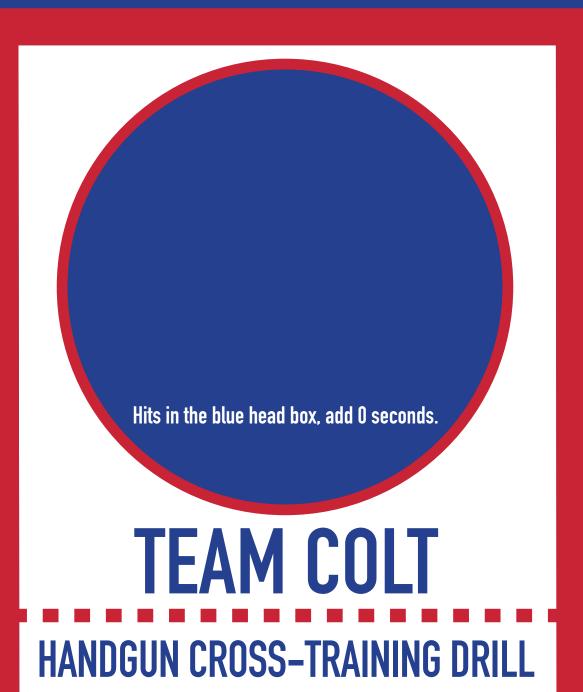
### THE BFM DRILL

Bill Drill, Fast Drill, Mozambique Drill

This target was designed using the harder-scoring areas of both the IDPA target and the USPSA target, combining them both into a more difficult, productive training target.

The BFM Drill is designed to combine the benefits of three standard training drills that you may be familiar with, to offer a well-rounded cross-training exercise. This drill combines all of the techniques you need to practice to excel at both competitive and defensive shooting.

Hits in the blue field outside the target, add 3 seconds.



### THE COURSE OF FIRE

Distance from target: 7 yards

Firearm condition: Loaded with eight rounds

Start position: Handgun holstered, hands relaxed at sides

Round count: 15 rounds total

### Procedure:

- 1. On the beep signal, draw and engage the target with 6 rounds to the body box.
- 2. Engage the head box with 2 rounds, then perform an emergency slide lock reload.
- 3. Engage the body box again with 4 rounds.
- 4. Transition to the head box and fire 1 round.
- 5. Transition back to the body box and fire 2 rounds.

### Scoring:

10.00 second or under = A rating
10.01 - 13.00 seconds = B rating
13.01 - 16.00 seconds = C rating
16.01 - 20.00 seconds = D rating
20.01 seconds and over = Fail

Hits outside the blue of the designated head or body box, but still in the red or white body of the target, add 1 second. For all rounds outside the body, add 3 seconds.

Hits in the blue field outside the target, add 3 seconds.

you have what it takes to pass the class with the m Colt Handgun Cross—Training Drill? This drill was outlined

Team Colt Sponsored Shooter Mark Redl to help you hone iteal skills so they're sharn when you need them most

Hits in the blue body box, add 0 seconds.

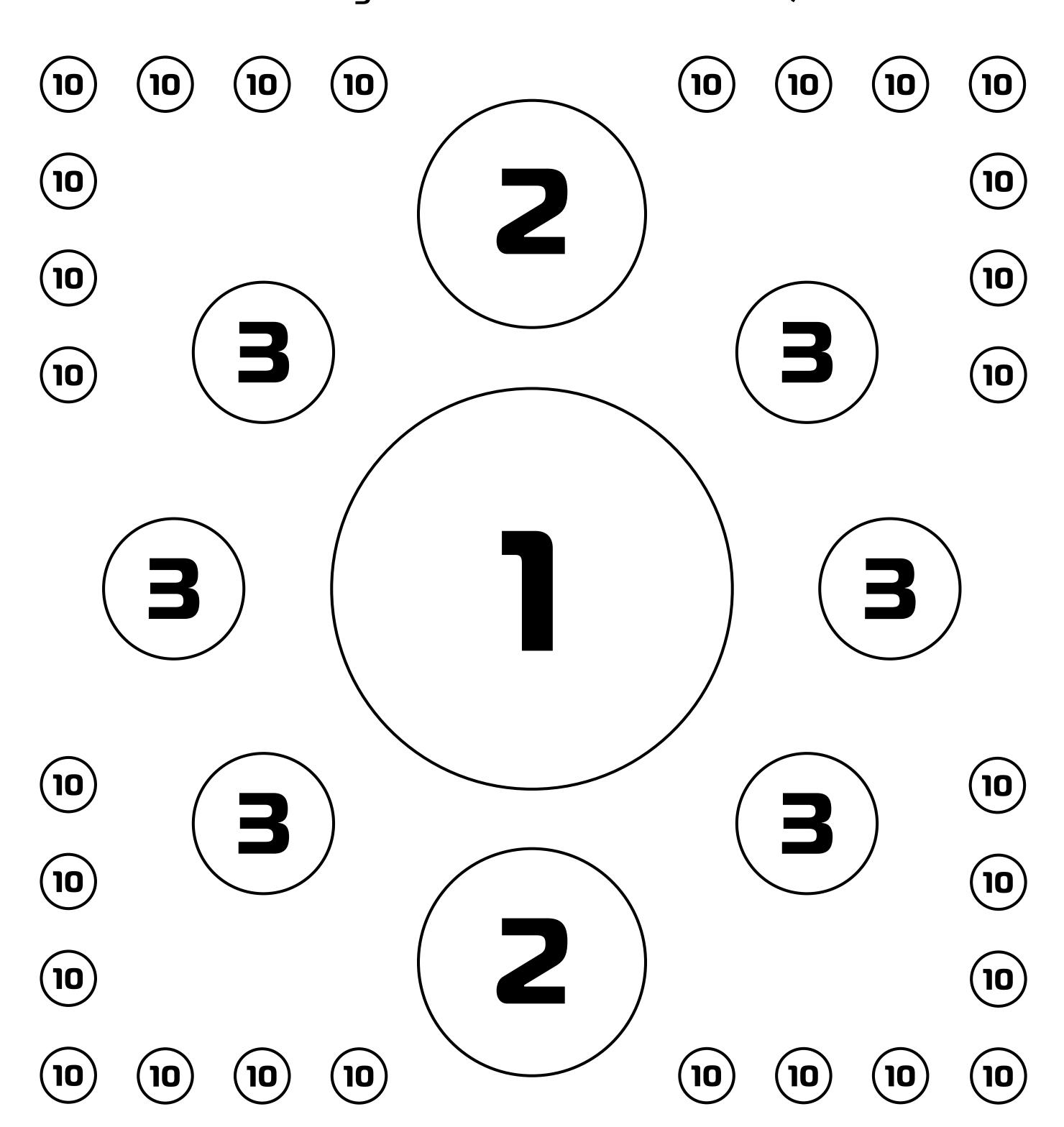
Hits in the white or red of the target body, add 1 second.



Hits in the white or red of the second secon

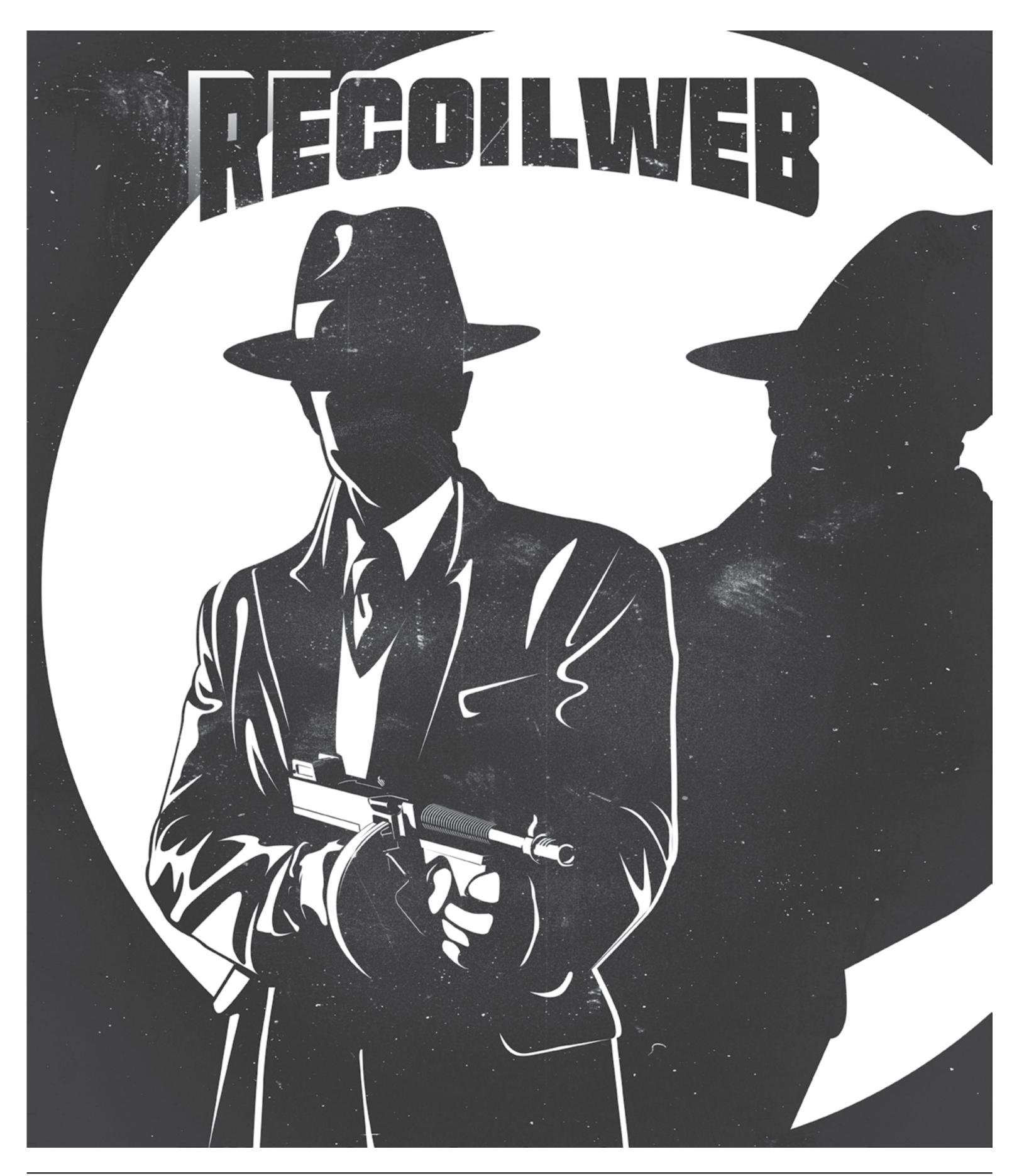
# TM HITHETMFOR ANINSTANT WIN FILE (SAME)

The first to get to 33 in the fewest shots, wins.











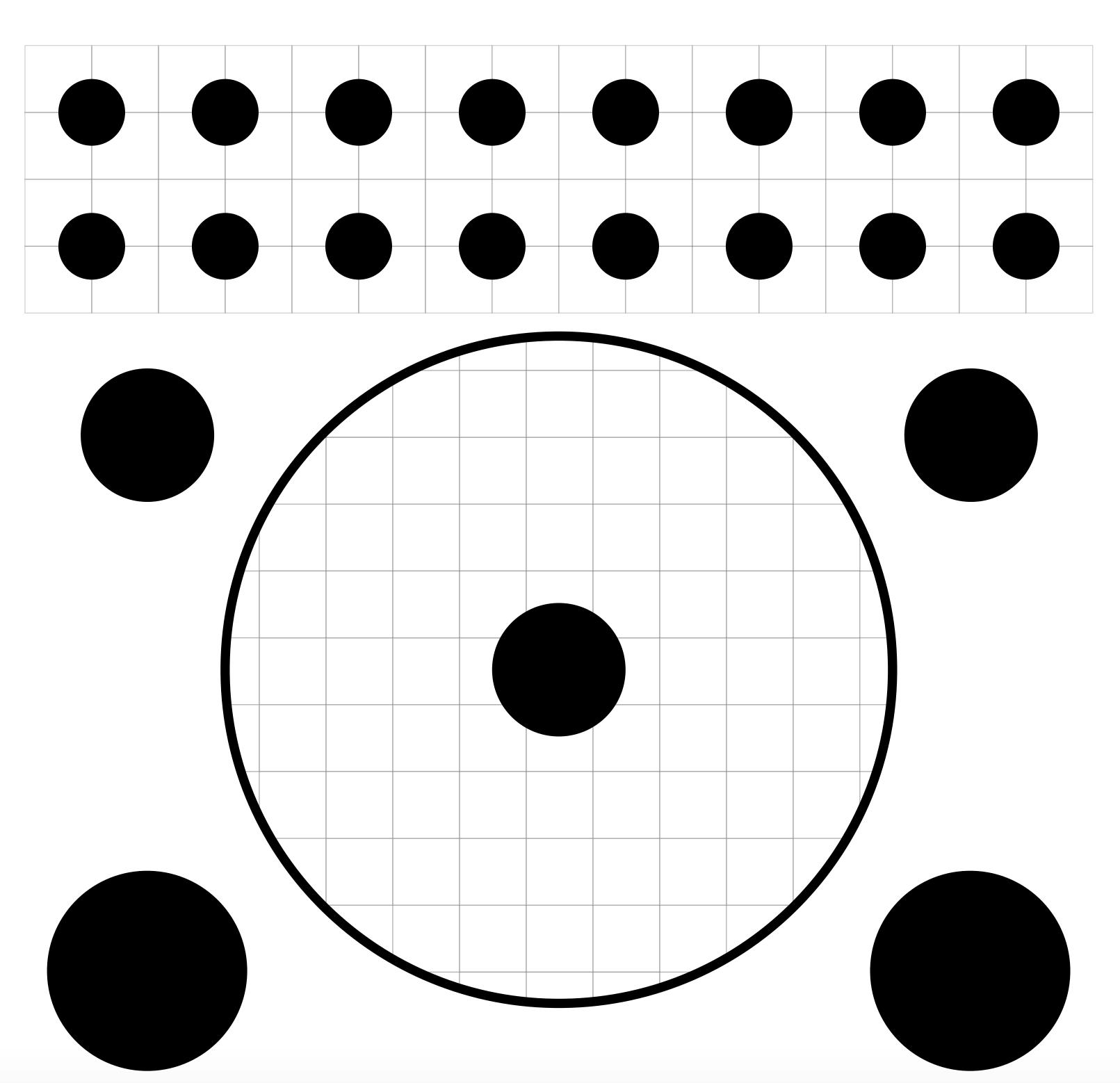
Looking for the latest news and product releases in the gun industry? Stay up to date by signing up for the Recoil Newsletter by visiting www.recoilweb.com/newsletter-signup. This weekly newsletter is packed with information on new issue releases, RECOILtv videos, and current events in the firearms world. For more web-exclusive content, head to Recoilweb.com, like our page at www.facebook.com/Recoil.gun.lifestyle, or follow us on Instagram at @recoilmagazine.

SIGN UP NOW AT: **RECOILWEB.COM** 









### **CET ZERO DATA**

ZERO AT 50M FOR RED DOT. MOVE BACK TO 100, HOLD CENTER THEN CONFIRM, MOVE BACK TO 200, HOLD CENTER THEN CONFIRM, MOVE BACK TO 300, HOLD CENTER THEN CONFIRM. FIND THE CENTER OF YOUR GROUP AND DRAW A LINE OUT TO THE SIDE TO FIND THE STORY OF YOUR BULLET. ADJUST THE 50M UP OR DOWN TO BRING YOUR 300 UP OR DOWN.

**50 METERS = 55 YARDS | 100 METERS = 109 YARDS** 

### **50 YARD ZERO HOLD OVERS**

0-100= HOLD CENTER 200= HOLD CENTER **300= HOLD CENTER - HEAD 400= HOLD JUST ABOVE HEAD** 500= HOLD HALF BODY ABOVE HEAD

### **BACK-UP IRON SIGHTS**

WINDAGE: 1 CLICK 100 YD : 1 CLICK = 1/2" 50 YD : 1 CLICK = 1/4" FRONT SIGHT ELEVATION 100 YD: 1 CLICK = 1" 50 YD: 1 CLICK = 3/4" REAR ELEVATION 100 YD: 1 CLICK = 3/4" 50 YD : 1 CLICK = 1/2"

### **AIMPOINT - EOTECH**

25 YD: 1 CLICK=1/8" 50 YD: 1 CLICK=1/4" 100 YD: 1 CLICK=1/2" 200 YD : 1 CLICK=1" 300 YD: 1 CLICK=1.5"

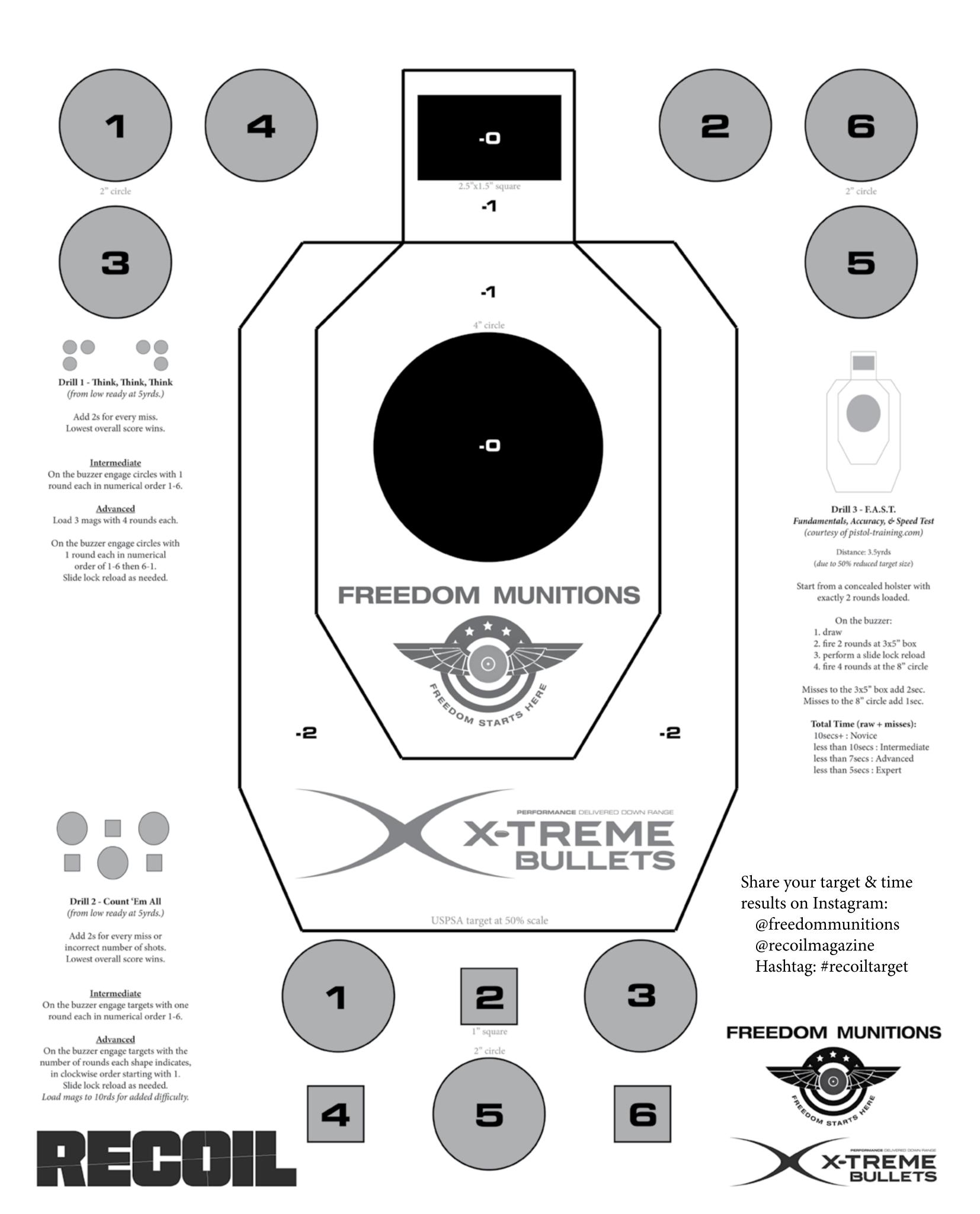
VORTEX SPARC 25 YD : 1CLICK=1/4" 50 YD: 1CLICK=1/2" 100 YD: 1 CLICK=1" 200 YD: 1 CLICK=2" 300 YD: 1 CLICK=3"

**TRIJICON** 100 YD : 1x OPTICS : 1 CLICK= 1" 100 YD: 1.5X OPTICS: 2 CLICKS = 1" 100 YD : 2X OPTICS : 2 CLICKS = 1" 100 YD : 3X OPTICS : 4 CLICKS = 1" 100 YD : 4X OPTICS : 2 CLICKS = 1"











REGUL

WWW.RECOILWEB.COM



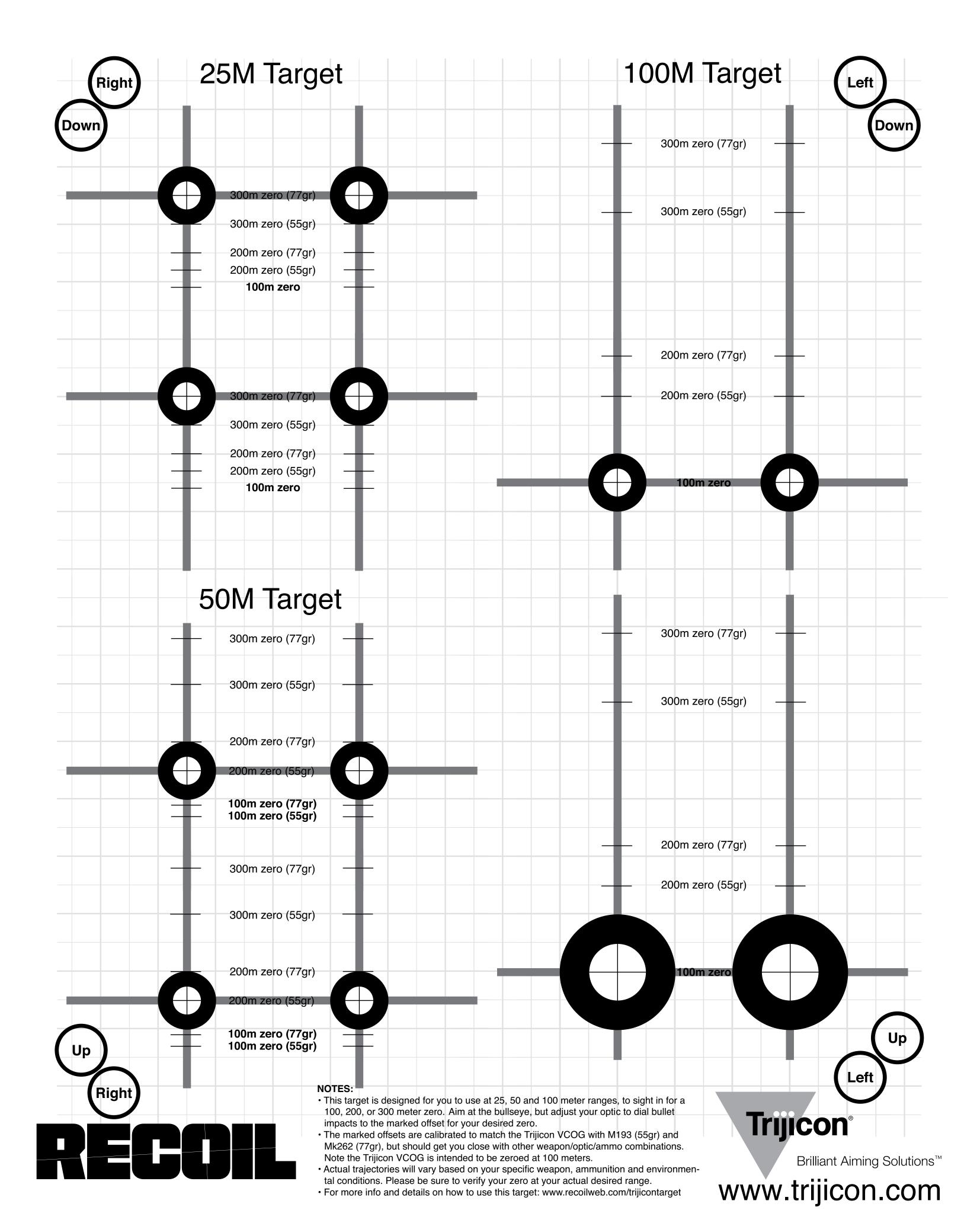
# WHAT ALL GUNS SHOULD BETT





aguilaammo.com

A CONTRACTION TO THE STATE OF T

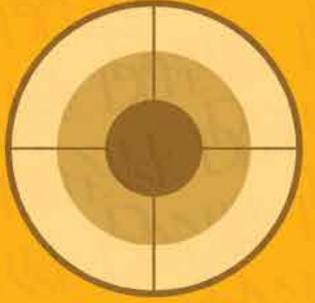




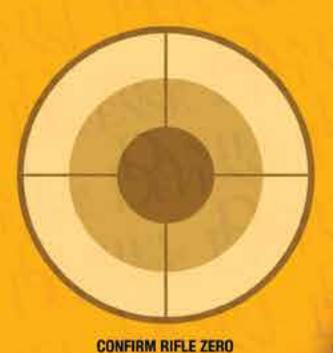
ALIGHTER, STRONGER, BETTER...

DANIELDEFENSE.COM > 866.554.GUNS

# **>>> DEFENDING YOUR NATION, DEFENDING YOUR HOME.™**



**CONFIRM PISTOL ZERO** 



### Dom Raso's **CQB HIGH LOW DRILL**

WEAPONS Daniel Defense DDM4V5

Sig Sauer 226 Tac Ops with VZ Grips

TARGET Silhouette at 5 yards

2" square on head (in front of the Pons Medulla)
4" square on chest (in front of heart/chest plate)

CONDITION

High Ready (Weapon Slung)
Carbine: 1 round in the chamber and 3 in the mag
Pistol: 1 round in the chamber and a full mag

(Holster used was Serpa with retention)

ON BUZZER

WITH CARBINE:

1 shot to the head

2 shots to the body

1 shot to the head (gun goes dry)

### TRANSITION TO PISTOL:

2 shots to the body

1 shot to the head (scan for targets)

**END DRILL** 

Goal time: 6.00, Time to beat 4.85

### POINTS OF PERFORMANCE

1. Working your high ready

Pushing out and hitting your first round accurately
 Changing levels with your shots with both primary & secondary
 Transition to your secondary in the middle of the drill

» DANIELDEFENSE.COM » 866.554.GUNS

5. Balancing accuracy and speed

Watch Dom shoot the drill at http://youtu.be/uJQa95PPjQE

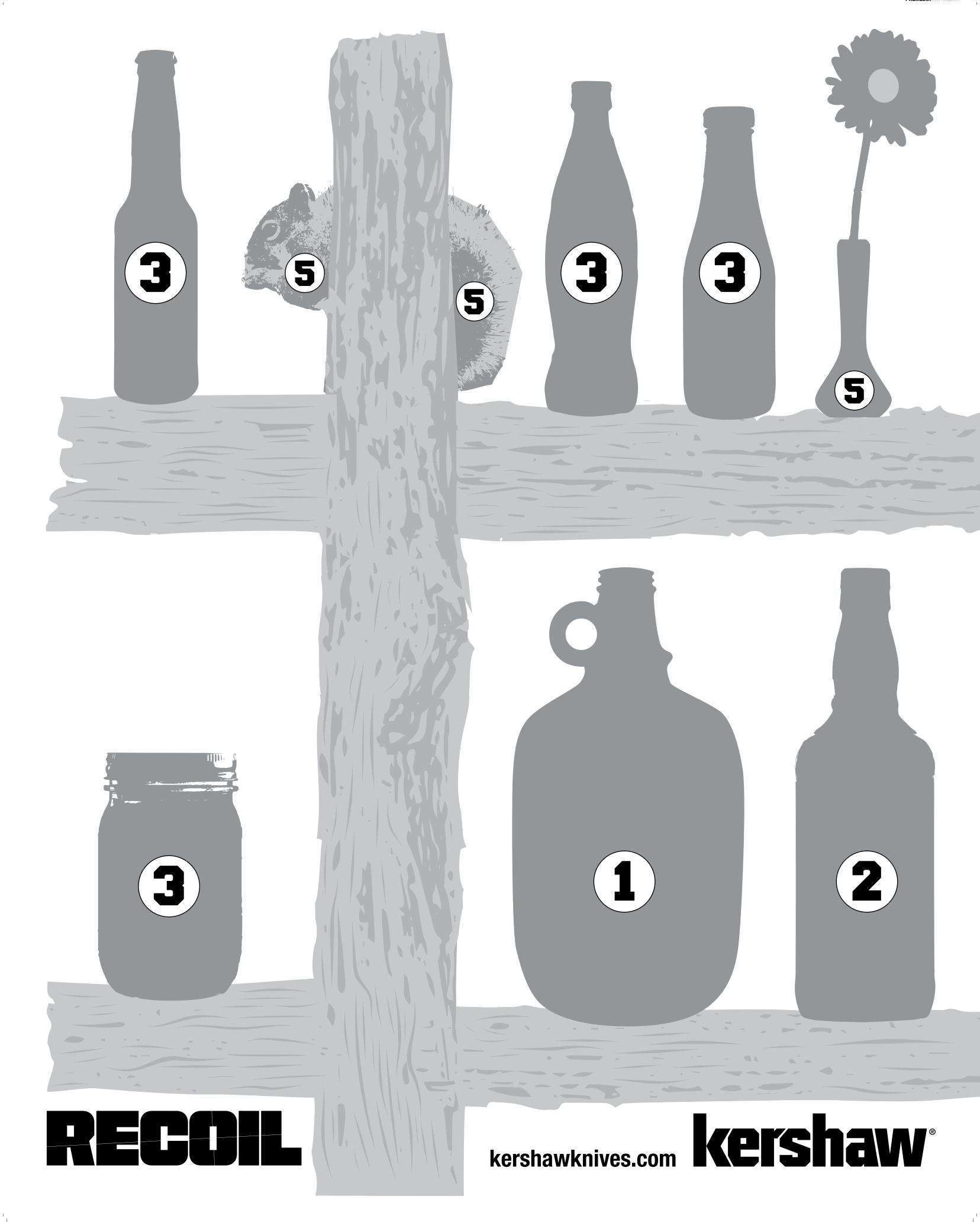


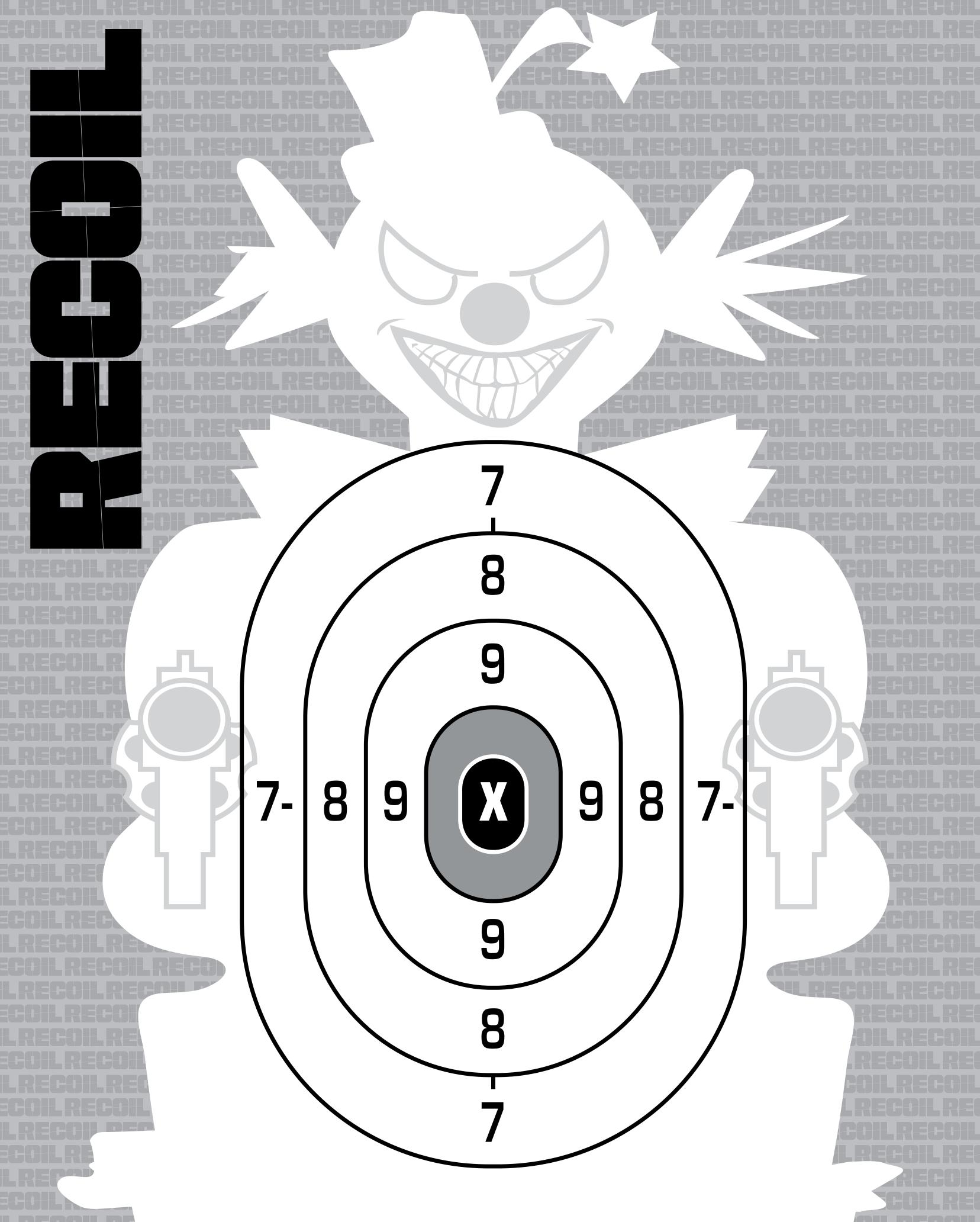
Find and follow Dom at Domrasojr on Twitter and Facebook!

RECOIL



www.midwestindustriesinc.com





LOI											EVEL 1						
	+			1						or	e a pin o weighted	string					
SE'	FII								3	pe	rfectly ve	ertical					
				- O M	T. 6									MTIG			•
2				2 1	ILS >								2	MILS			3
									_								
								S									
								5 MIL									
								2			ZER	O ANI	CON	FIRM A	ALIGNI	VIENT	
											From	100 yar	ds, zero	your rifl	e and opt	ic on	WILS
											vertica	al alignr	nent. Ke	eep aimi	ng at circ		W C
													_	his exerc knob up	cise: o 2.5 mils	and	
											sho		shot grou		ey should		
											<b>)</b> Dia	l down	5 mils a		t another	3 shot	
														ıld hit ci 2.5 mils	rcle C. and sho	ot a 3	
											sho	ot group	on circl	e A.			
OTE: THE																	
RID IS L									$\vdash$								
ВОХ	DRILL																
This d	rill tests l	now accu			-	1 -											
100 ya	ments are ards. Duri	ng this o	rill, alwa	ays aim a													5
	of this tall your tur				2 mils, t	hen sho	ot a 3										<del>\</del>
sho	t group – I up 4 mi	it shou	ld impac	t in squa	re 1.												
sho	uld hit so	uare 2.							MILS								
sho	l right 4 i uld be or	square	3.						. 5								
	I down 4 are 4.	mils and	l shoot a	3 shot g	roup —	they sho	uld hit		2								
Final	ally, dial					ot one n	ore 3										
sno	t group –	+ triis sh	ouia imp	DACL IN CI	rcie A.												
									$\vdash$								4
											<b>GLE SI</b> 00 yard:						
										reticle	at circle at the o	B. Verif	y that yo	our 5 mi	+		
			I	1	I	1			1	mark is	י מנ נוול (	JOHNER OF		٠.			
											_						
												SIN				<b>I-I</b> w.fnł	







FPREIDIEFR GUNSHOP

REGIL

#### 1. The Test

10 yards, ten shots, & ten seconds.

#### Course of fire:

Shooter starts at the ready gun position (high or low). On signal, fire 10 rounds at the bullseye target, ceasing fire on the 10 second signal.

#### Scoring:

10 ring 10 points 9 ring 9 points 8 ring 8 points 7 ring 7 points

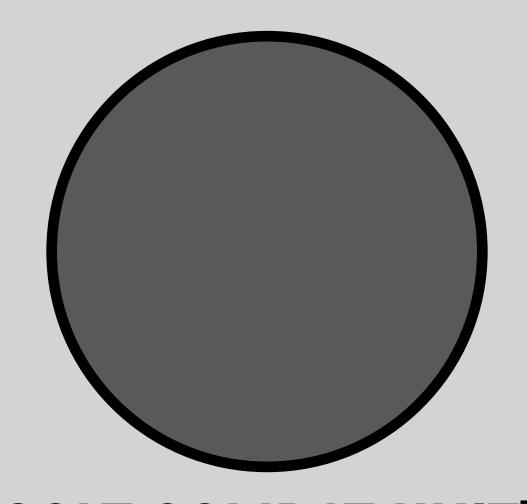
#### **Evaluation:**

For ten shots the passing score is 90 points.

If using a pistol with only 9 rounds (1911 .45 auto) possible is 90 points, passing score is 80.

If only 8 round capacity, possible is 80, 70 points is passing.

NOTE: If the pistol holds less than ten rounds, the start position will be from the holster.



COLT COMBAT UNIT™ HANDGUN SHOOTING DRILLS

#### 2. The Wizard Drill

5 rounds total. Target is the 4.5" circle in the head and the complete bullseye target in the body.

#### Course of fire:

Shooter starts with hands normal at side, with firing hand not touching the firearm.

- 1. At 3 yards, draw and fire one round on signal at the head, STRONG HAND ONLY. Time is 2.5 seconds.
- 2. At 5 yards, draw and fire one round on signal at the head. (Both hands allowed) Time is 2.5 seconds.
- 3. At 7 yards, draw and fire one round on signal at the head. (Both hands allowed) Time is 2.5 seconds.
- 4. At 10 yards, draw and fire two rounds at the bullseye target. (Both hands allowed) Time is 2.5 seconds.

#### Scoring:

**Rounds 1, 2, and 3**:

Hits in the head zone 4.5" circle, subtract 0 points
Hits outside the circle, but still in the head, subtract 1 point

Round 4:

Hits inside the 7 ring, subtract 0 points
Hits outside the 7 ring, but still in the body, subtract 1 point. For all rounds

Complete miss, subtract 5 points.

#### Evaluation:

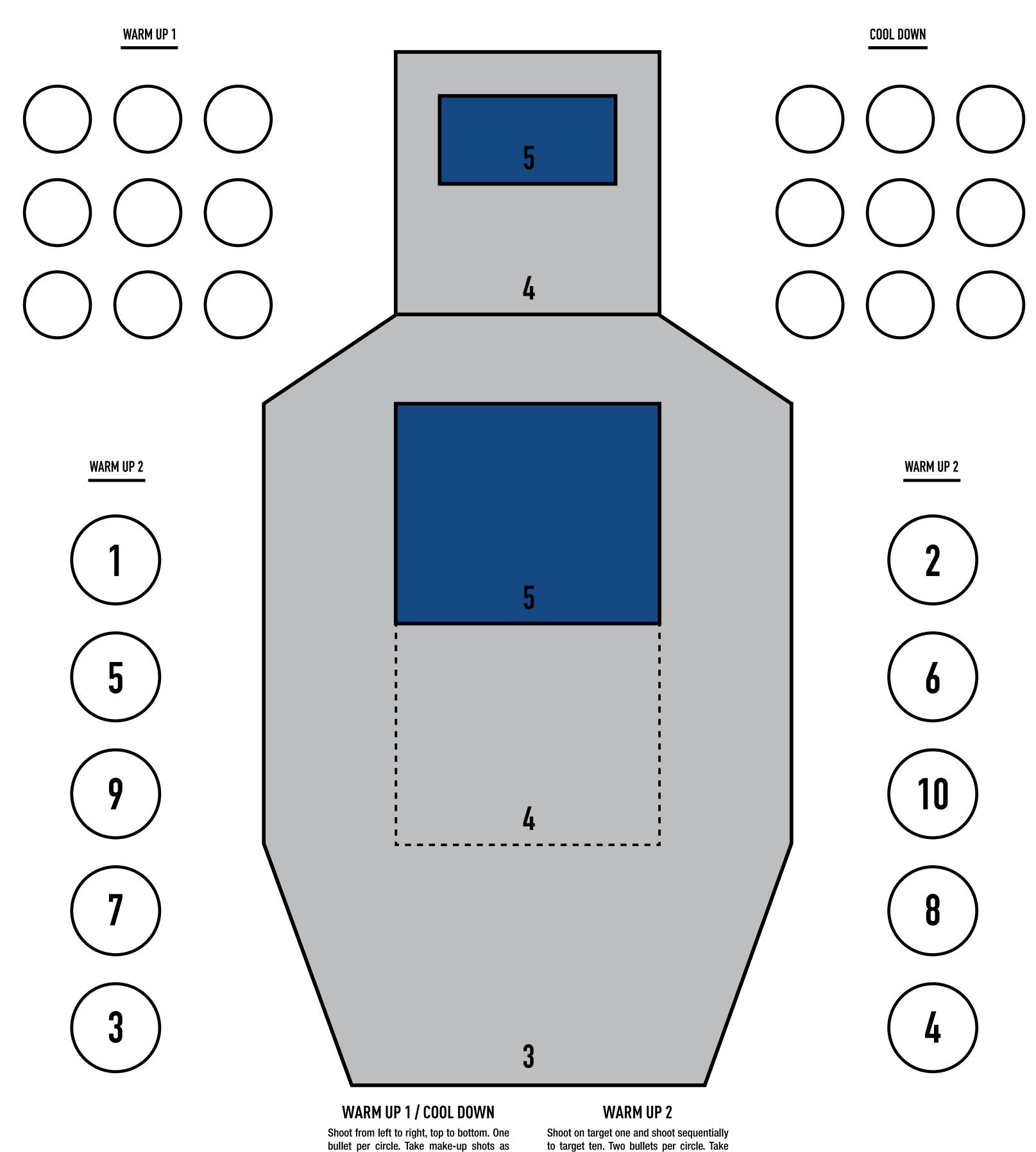
- -2 points or less is a Pass
- -3 points or more is a Fail

The goal is to pass from concealed carry or duty rig.

drills were outlined by Ken Hackathorn to hel critical skills so they're sharp when you nee Do you have what it takes to successfully Colt Combat Unit™ Handgun Shooting X 9 8 8 10 9

BUILT ONE AT A TIIN PROVEN EVERY ROU

## CONSISTENCY SILHOUETTE







make-up shots as necessary. Shoot at a

minimum distance of three yards.

necessary. Shoot at a minimum distance of

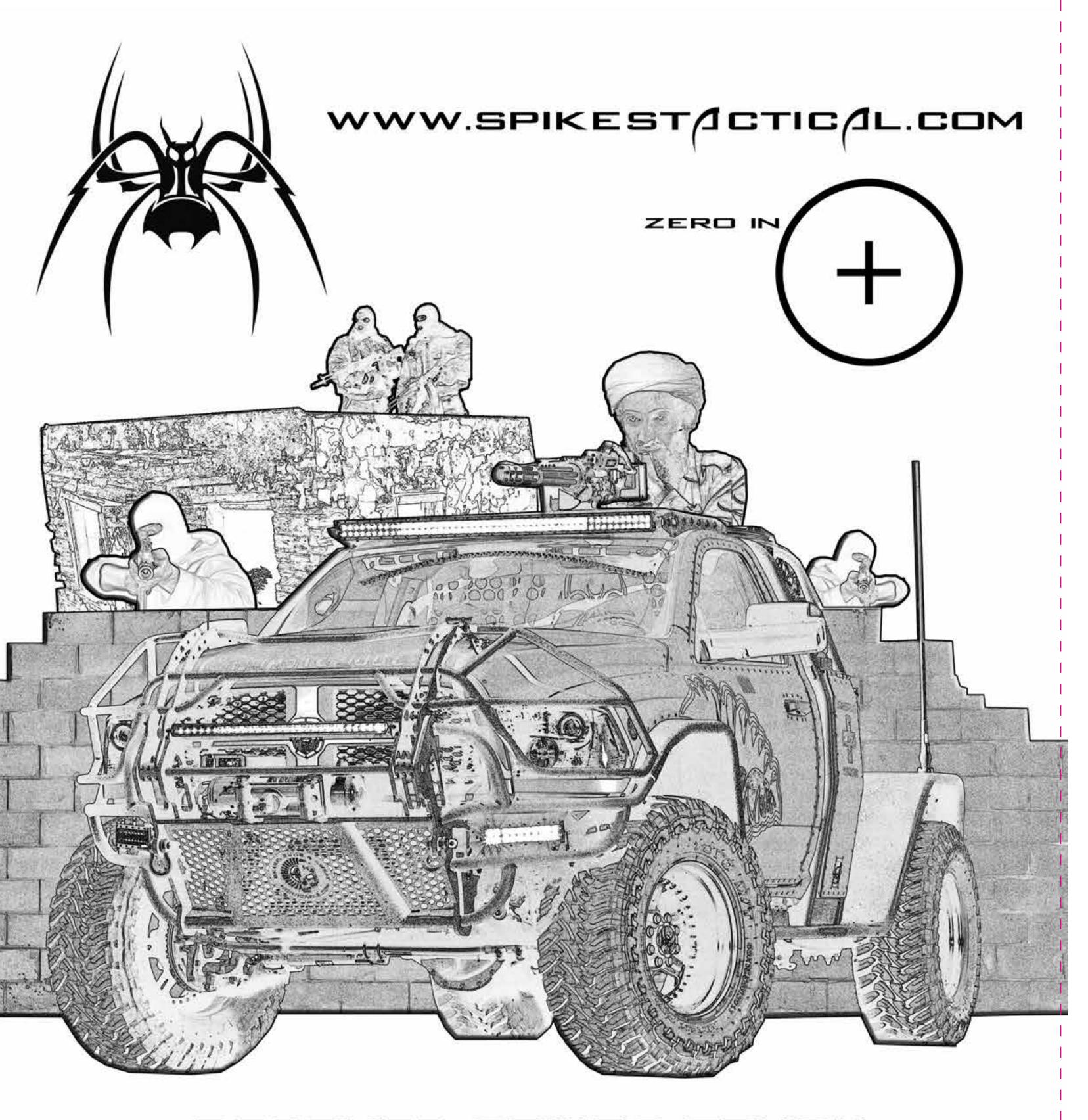
three yards.





REGUL

SPIKES T/IC/IL/COM



RECOVER SPIKES TRUCK WITH HEAD SHOTS









Don't become an online zombie reading the same old same old. Check out the lively OFFGRIDweb.com. This new site is packed with tips and tutorials to help you prepare for any disaster, whether manmade or natural. It takes a fresh look at urban survival by providing first looks at the latest gear, honest hands-on product reviews, and in-depth techniques from the experts — all bought to you by the same team who produces RECOIL.

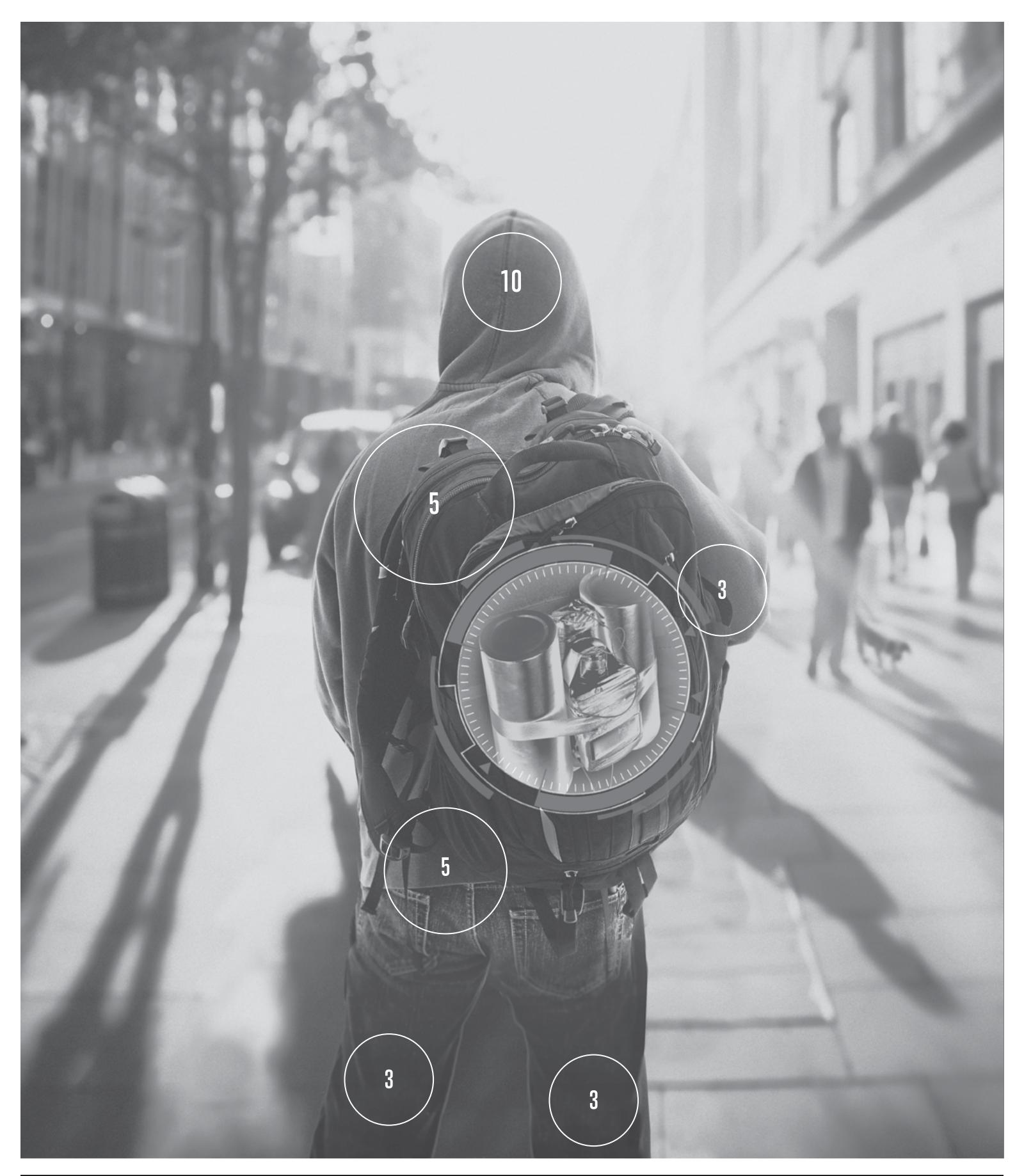




WE FOCUS ON THE FUNDAMENTALS.







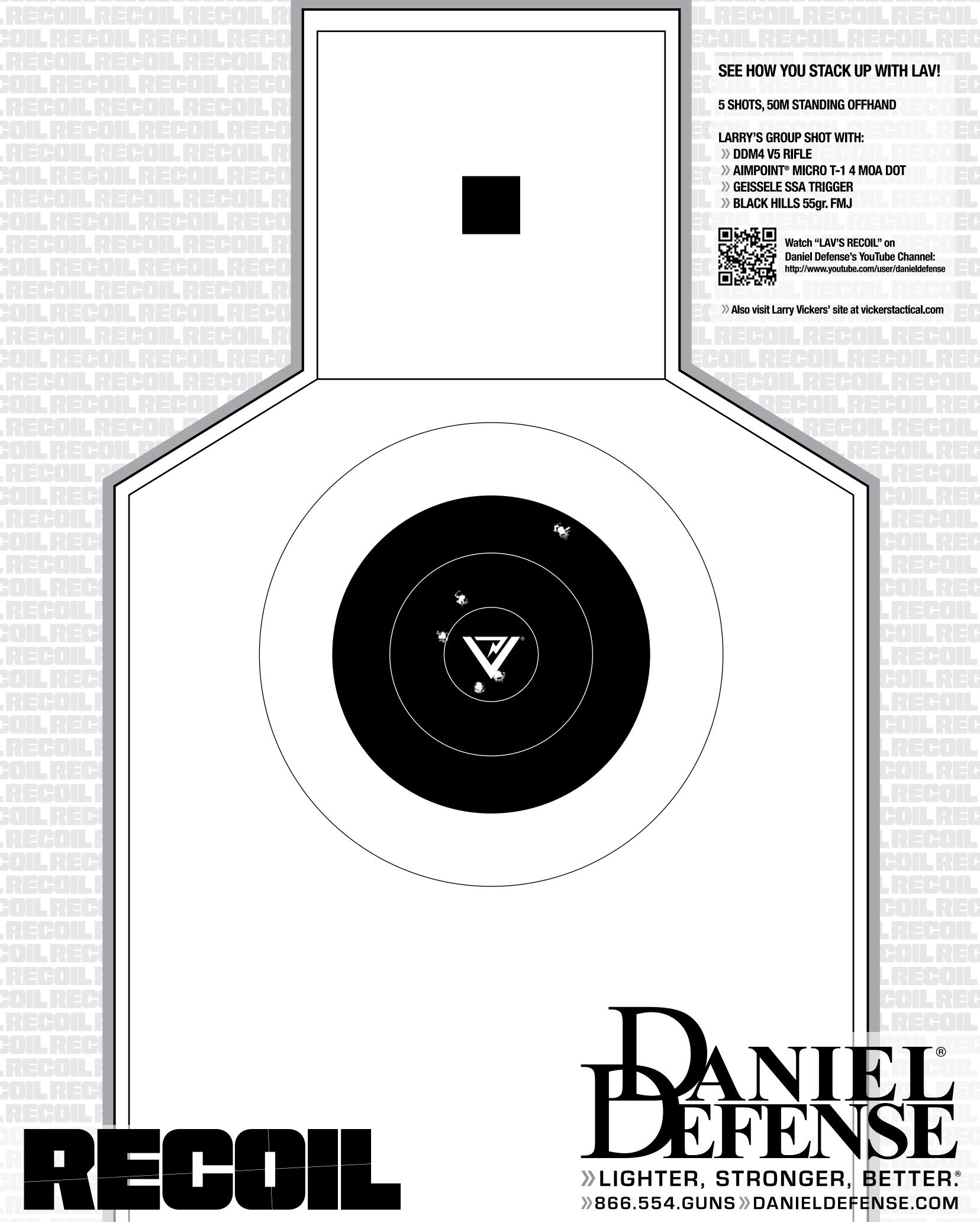


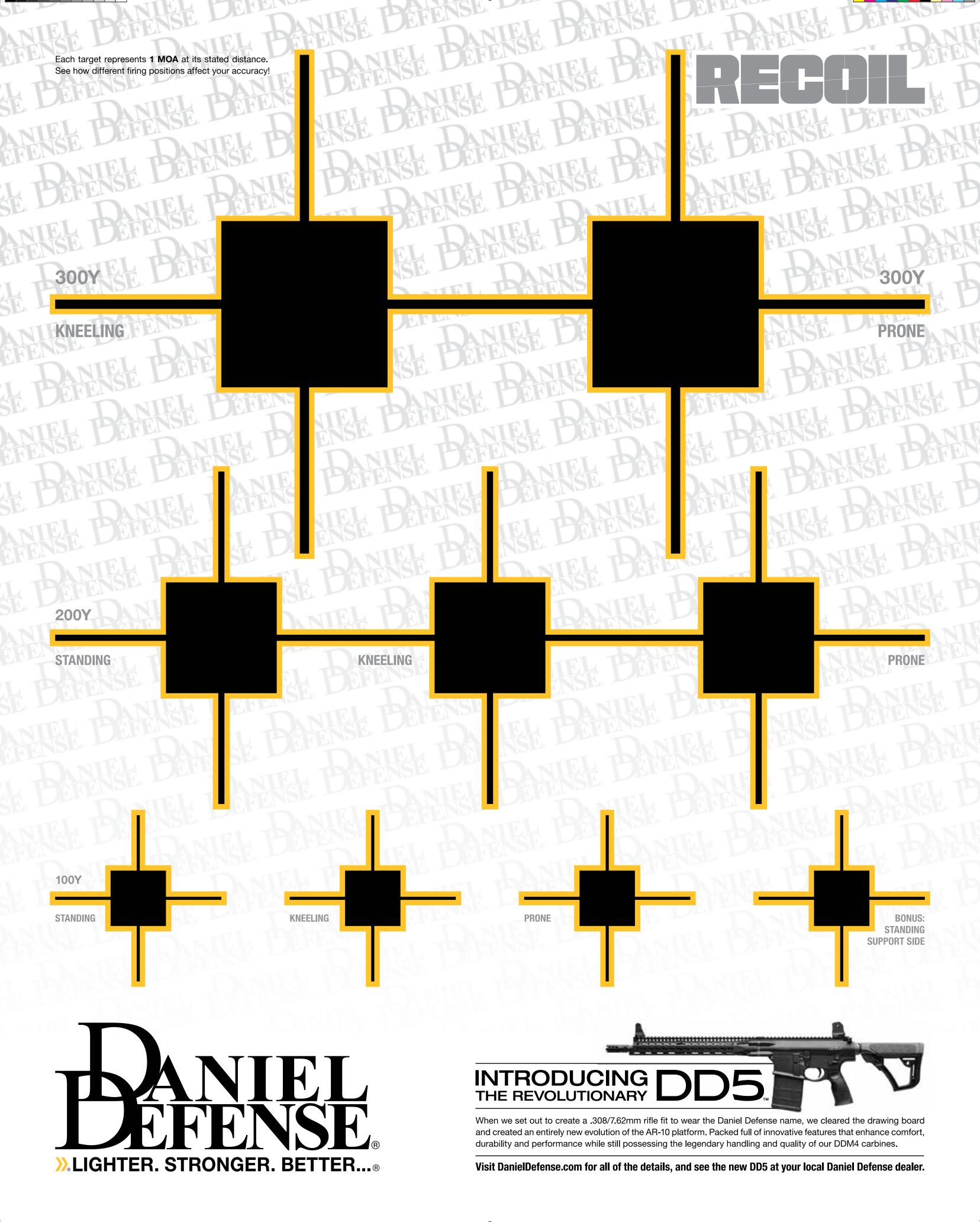
Don't become unprepared by reading the same old same old.

Check out OFFGRIDweb.com. Our site is packed with tips and tutorials to help you prepare for any disaster, whether manmade or natural.

It takes a fresh look at urban survival by providing first looks at the latest gear, honest hands-on product reviews, and in-depth techniques from the experts — all brought to you by the same team that produces RECOIL.







5.11 **E** 

# TPD DRIL

TIME, PRECISION, DISTANCE.
CONCEALED CARRY SKILL BUILDER

3

### DRILL INSTRUCTIONS

- Dots are numbered for distance.
   Shoot the 3 dot from 3 yards,
   5 dot from 5 yards, etc.
- Fire 2 rounds at each target from the prescribed distance.
- Par times are the same for all distances.
- From concealed holster: 4 seconds.From low-ready: 2.5 seconds

Complete this drill for a chance to win \$511 dollars worth of gear - details below.

10

15

5

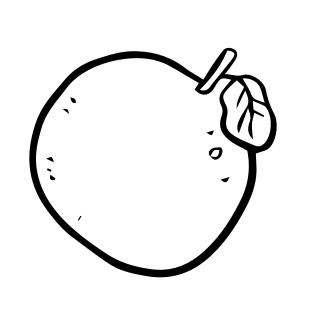


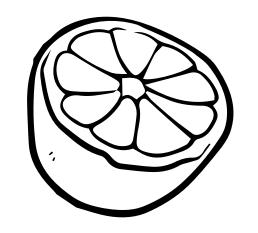
ALWAYS BE READY.

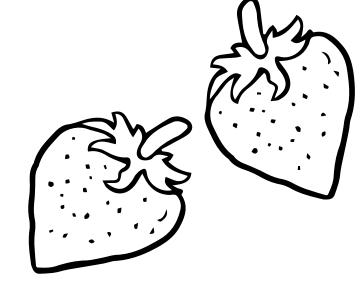
Shoot the drill and post a picture of your target on Instagram.

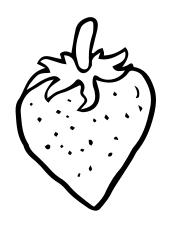
Tag @511tactical and use the hashtag #alwaysbeready for a chance to win.

We'll give away \$511 dollars in 5.11 gear to three lucky winners.

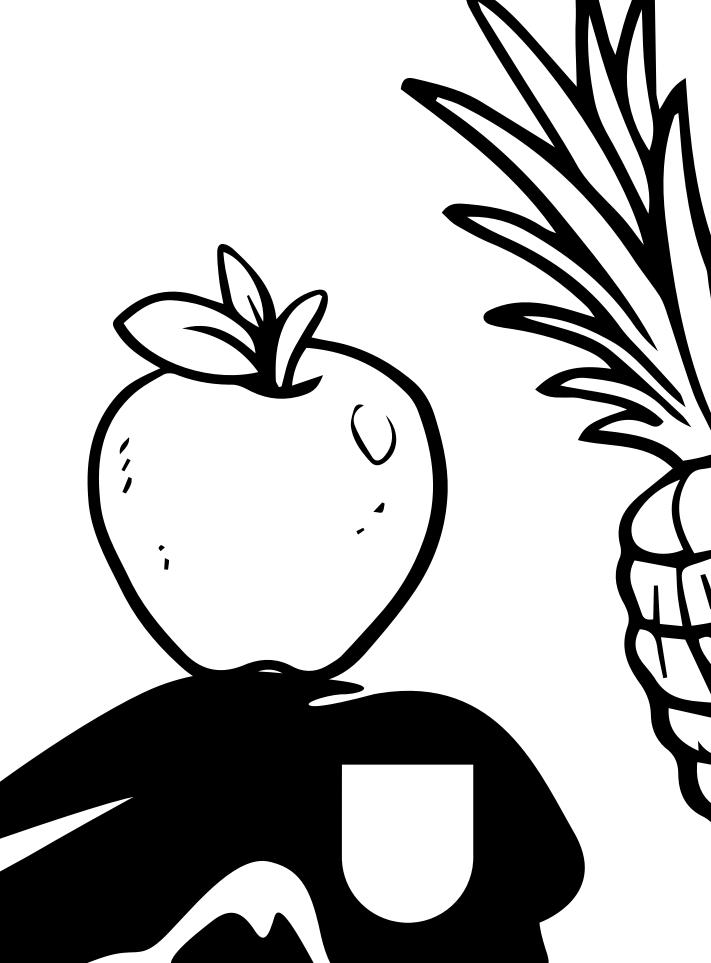




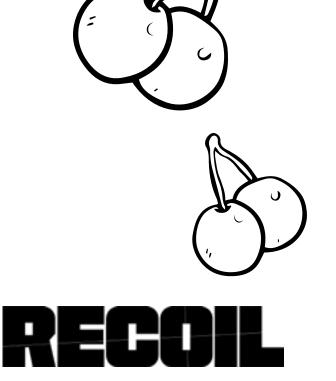




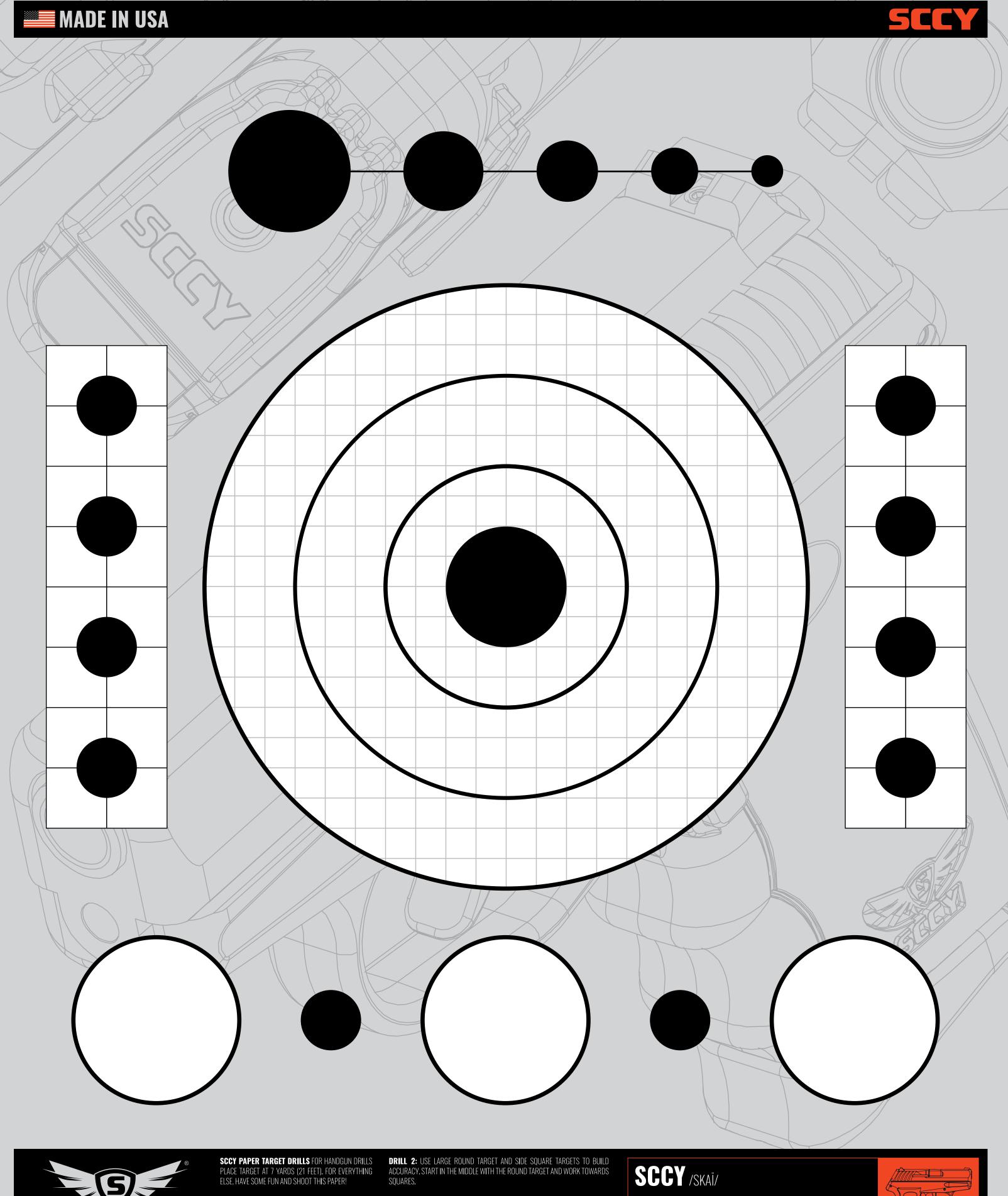














**DRILL 1:** FIRE CONSECUTIVE SHOTS AIMING AT THE CIRCLES LARGEST TO SMALLEST, LEFT TO RIGHT, AT THE TOP OF THIS TARGET. IF YOU MISS ONE OF THE CIRCLES, TARGET AND FIRE AGAIN. COMPLETE WITH THE FEWEST ROUNDS POSSIBLE.

**DRILL 3:** FIRE CONSECUTIVE SHOTS, PLACING TWO ROUNDS PER LARGE CIRCLE AND ONE ROUND PER SMALL BLACK CIRCLE. ONLY MOVE TO THE NEXT CIRCLE ONCE YOU HIT THE TARGET WITH THE PROPER NUMBER OF ROUNDS. IF YOU MISS, TARGET AND FIRE AGAIN, DON'T MOVE FORWARD UNTIL YOU HAVE PLACE THE PROPER NUMBER OF ROUNDS. COMPLETE WITH THE FEWEST ROUNDS POSSIBLE.

NOUN

1. A MANUFACTURER OF SUBCOMPACT HAND GUNS. 2. FIND OUT MORE @ www.sccy.com



## WWW.BLADE-TECH.COM

