



## Active Shooter Square

### **Application:**

To test the shooter's ability to shoot on the move, perform combat magazine changes and transitioning to the pistol when necessary.

**Rounds:** 21 rifle, at least 7 rounds of pistol. Targets: 7 – B27.

**Load:** 3 rifle magazines with 7 rounds each and at least 7 pistol rounds (can carry more for transitioning if rifle goes sideways).

### **Course:**

- With rifle loaded, and round chambered, shooters will start at the one-two corner of the square.
- The shooter will advance down range on the 2 side and on command; twice engage the two targets with 2 rounds each. Total of 8 rounds, he has only 7 rounds in his rifle. He must either transition to pistol for the last round or do a magazine change.
- When the shooter reaches the 2-3 corner he moves down the 3 side and on command will engage 3 targets with 2 rounds each. Pistol or rifle.
- At the 3-4 corner, the shooter must move backwards and on command engage the two targets in that lane twice with two rounds each.
- At the 4-1 corner the shooter will move down the 1 side and on command engage the three targets in front of the square (same ones engaged on the 3 side) with two rounds each.
- The shooter may utilize the rifle rounds at any stage he wishes as long as all rifle rounds are expended.
- If the rifle stops working, the shooter has the option of conducting an immediate action drill or transitioning to the pistol to complete the event.

### **Scoring:**

Time and accuracy. Each miss will add 5 seconds to the shooter's time.