

# TPC HAMMER TIME 2.0



**OBJECTIVE:** Draw and First Shot Speed: Quick and efficient draw and delivery of an accurate first shot; Controlled Pair Execution: Maintaining precision and control with proper timing for rapid consecutive shots; Target-to-Target Transitions: Fast, efficient, and smooth transition between targets  
**Distance:** 7 yards from the target.

**Target Setup:** The target consists of 4 two-inch dots, each encircled by a larger 1.5-inch 'ghost ring.'

**Starting Position:** Handgun loaded and holstered, hands relaxed at your sides.

**Action:** At the audible signal from the timer, draw the handgun and engage all four targets with a controlled pair (two shots each). Start with the target of your choice

*Make-up shots are not allowed!*

## SCORING:

The overall time, recorded from the start signal to the last shot fired.

## PENALTIES:

Shots must be within or break the 2-inch dot line to avoid penalties.

If a shot breaks the light grey circle but not the 2-inch dot line, a penalty of **0.25 seconds** per hit will be added to the overall time.

Complete misses incur a **2.50-second** penalty for each missed shot.

- 4.30 sec. or less** - Grand Master
- 4.31 – 4.90 sec.** - Master
- 4.91 – 5.50 sec.** - Expert
- 5.51 – 6.50 sec.** - Distinguished Marksman
- 6.51 – 7.50 sec.** - Sharp Shooter
- 7.51 – 8.60 sec.** - Disciple
- 8.61 – 10.00 sec.** - Wish Master

