

 **SHEPHERD  
DEVELOPMENT  
METRICS**

**RULES:**

**TWO METERS**

**TWO 10 ROUND MAGAZINES**

**EACH STAGE STARTS FROM THE HOLSTER**

**EACH MISS ADDS 2 SECONDS**

**REMOVE 2 SECONDS FROM TOTAL WITH LVL 3 HOLSTER**

**REMOVE 1 SECOND FROM TOTAL WITH LVL 2 OR CONCEALED HOLSTER**

**REMOVE 1 SECOND FOR CLOSED TOP MAGAZINE POUCH**

**[1] 3 ROUNDS TO ALPHA**

**[2] 2 ROUNDS TO BRAVO THEN 1 ROUND TO CHARLIE**

**[3] 1 ROUND TO DELTA THEN 2 ROUNDS TO INDIA**

**[4] 1 ROUND TO ECHO - RELOAD - 5 ROUNDS TO JULIET**

**[5] 2 ROUNDS TO HOTEL - WEAK HAND ONLY**

**[6] 2 ROUNDS TO GOLF - STRONG HAND ONLY**

**[7] 1 ROUND TO FOXTROT**

**TIME [1]: \_\_\_\_\_**

**TIME [2]: \_\_\_\_\_**

**TIME [3]: \_\_\_\_\_**

**TIME [4]: \_\_\_\_\_**

**TIME [5]: \_\_\_\_\_**

**TIME [6]: \_\_\_\_\_**

**TIME [7]: \_\_\_\_\_**

**PASS:**

**UNDER 30 SECONDS**

\_\_\_\_\_ **TOTAL TIME**

**A**

**B**

**C**

**D**

**E**

**F**

**G**

**H**

**I**

**J**