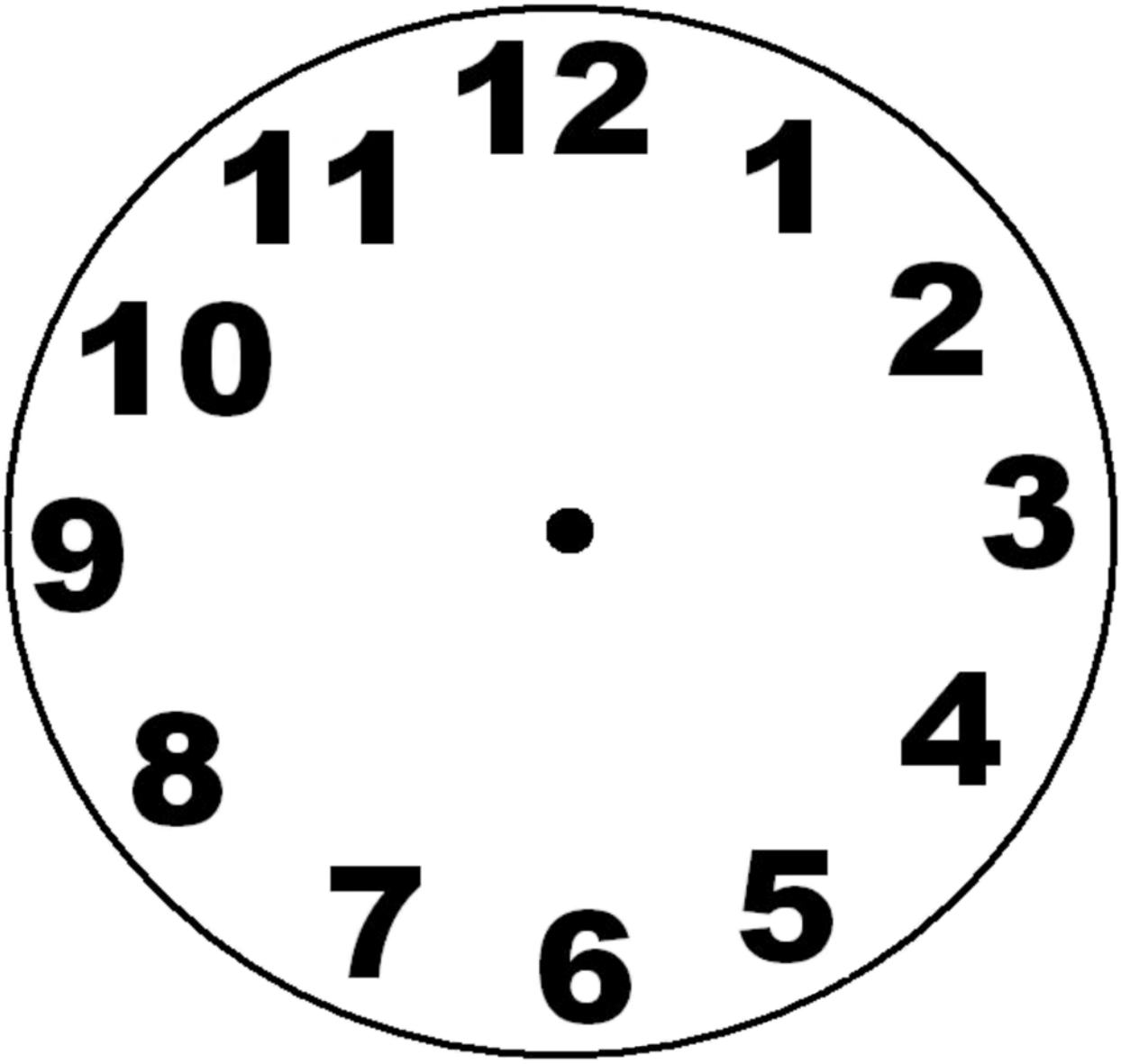
TIMED ACTIVITIES – BEAT THE CLOCK

BEAT THE CLOCK
Objective: To fire pellets into the designated hours (numbers) within a time limit.
Scoring: One point is awarded for each correct hour (number) hit by a pellet within the time allotted.
Equipment Required: Mandatory: • Beat the Clock Target (one per cadet), and • A stopwatch. Optional aids to firing are limited to the following: • Cadet air rifle sling, • Marksmanship jacket, • Shooting glove, and • Hat.
Activity Instructions: 1. Distribute one Beat the Clock Target to each cadet. 2. Have the cadets write their name and date on the target and attach it to the target frame. 3. Have the cadets fire in relays following the commands given by the RSO. 4. Have the RSO using the 12-hour clock, call out one number every 20 second for a total of six numbers. 5. Give the cadets six pellets to fire, one pellet at each hour (number) as it is called. 6. Score the targets awarding one point for each correct number hit on the target. 7. Allow the cadets to review and keep their targets. The following is prohibited: • Alterations made to the rifles. • Supports used as a rest for the rifle or the forearm. • A spotting scope. • Use of sights not provided with the cadet air rifle. • Coaching.
Note: To make this activity more difficult, shorten the time allowance.

Unofficial convenience copy of A-CR-CCP-803/PF-001, cached 2026-11-08 from https://app.cadets.gc.ca/cadet-publications/A-CR-CCP-803-PF-001/A-CR-CCP-803-PF-001.pdf.
Verify against the official publication.

BEAT THE CLOCK TARGET



Name: _____ Date: _____

Director Cadets 3, 2007, Ottawa, ON: Department of National Defence

Figure H-1 Clock Target

Unofficial convenience copy of A-CR-CCP-803/PF-001, cached 2026-11-08 from https://app.cadets.gc.ca/cadet-publications/A-CR-CCP-803-PF-001/A-CR-CCP-803-PF-001.pdf.
Verify against the official publication.