

CCW Handgun Drills (Part 3)

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Last Updated 9/24/10

Firearm Safety Rules

1. **ALWAYS keep the gun pointed in a safe direction.**

This is the primary rule of gun safety. A safe direction means that the gun is pointed so that even if it were to go off it would not cause injury to others or damage to property. The key to this rule is to control where the muzzle or front end of the barrel is pointed at all times. Common sense dictates the safest direction, depending on different circumstances.

2. **ALWAYS keep your finger off the trigger until ready to shoot.**

When holding a gun, rest your finger on the trigger guard or along the side of the gun. Until you are actually ready to fire, do not touch the trigger.

3. **ALWAYS keep the gun unloaded until ready to use.**

Whenever you pick up a gun, immediately engage the safety device if possible, and, if the gun has a magazine, remove it before opening the action and looking into the chamber(s) which should be clear of ammunition. If you do not know how to open the action or inspect the chamber(s), leave the gun alone and get help from someone who does.

4. **ALWAYS Know your target and what is beyond.**

Be absolutely certain you have identified your target beyond any doubt. Equally important, be absolutely certain the area beyond your target is clear. This means observing your entire area of fire *before* you shoot. Never fire in a direction in which there may be people or property that may be damaged. *Think* first. *Look* second. *Shoot* third.

Know how to use the gun safely.

Before handling a gun, learn how it operates. Know its basic parts, know how to safely open and close the action and remove any ammunition from the gun or magazine. Remember, a gun's mechanical safety device is never foolproof. Nothing can ever replace safe gun handling.

Be sure the gun is safe to operate.

Just like other tools, guns need regular maintenance to remain operable. Regular cleaning and proper storage are a part of the gun's general upkeep. If there is any question concerning a gun's ability to function, a knowledgeable gunsmith should look at it.

Use only the correct ammunition for your gun.

Only BB's, pellets, cartridges or shells designed for a particular gun and caliber can be fired safely in that gun. Most guns have the ammunition type stamped on the barrel. Ammunition can be identified by information printed on the box and sometimes stamped on the cartridge. Do not shoot the gun unless you know you have the proper ammunition.

Wear eye and ear protection as appropriate.

Guns are loud and the noise can cause hearing damage. They can also emit debris and hot gas that could cause eye injury. For these reasons, safety glasses and hearing protection should always be worn by shooters and spectators.

Never use alcohol or over-the-counter, prescription or other drugs before or while shooting.

Alcohol, as well as any other substance likely to impair normal mental or physical bodily functions, must not be used before or while handling or shooting guns.

□ **Store guns so they are not accessible to unauthorized persons.**

Many factors must be considered when deciding where and how to store guns. A person's particular situation will be a major part of the consideration. Dozens of gun storage devices, as well as locking devices that attach directly to the gun, are available. However, mechanical locking devices, like the mechanical safeties built into guns, can fail and should not be used as a substitute for safe gun handling and the observance of all gun safety rules.

Notes on Drills

The material on these pages is a collection of Drills submitted by Readers who want to share their knowledge with others.

Handgunlaw.us, Steve Aikens and Gary Slider assume no liability for the use off the material contained within.

There is no substitute for good firearms training and knowledge. You should know and practice all the laws of handgun safety at all times when shooting/practicing with any firearm. You should have a good quality holster that is made to carry the firearm you are using with it. Any holster used must be of good quality, cover the trigger guard and must not collapse when the firearm is drawn, allowing you to reholster with one hand.

If you wish to contribute your Drill/s Courses not listed here email us, and if appropriate we will add it, giving you credit for the listing.

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Targets

There are a lot of different targets out there. You can use any target you wish. The more life- like when training for self-defense the better. IDPA, B27 police targets or many other commercially made targets are very good for practice. Putting tee shirts on your targets will also make the targets look like what you would be facing in a life and death situation. You can also use almost anything else. A 3 X 5 Index card, ½ sheets of paper, full sheets of paper or just about anything else you can think of. We do not recommend using bottles, cans or other similar items. Paper works best and is easiest to clean up and leave the range area clean. Be aware of bullet splatter and ricochet when shooting steel objects or targets.

Law Enforcement Targets <http://www.letargets.com/> is a web site that sells targets but also has images of many of the targets that are used in many Drills and Qualifications. We are in no way endorsing this web site but list it here as a reference tool for our readers.

Cover

In any self-defense use of a firearm, avoiding getting shot is equally important as stopping the attacker. You should always practice moving to cover and shooting from cover when you practice with your firearm. You will react as you train and moving to cover during practice will lead to, in most cases, moving to cover when your handgun comes out in that self defense situation. If you practice that way you will react that way. *Perfect* practice makes perfect.

This is how everyone is training now. As we learn more and more about what happens in life and death situations, we are learning we react exactly as we have trained. Most Drills don't take cover into consideration. Do make changes to the standards listed here and use cover or move to cover at the start of your draw.

Dry Fire Safety

Pick one room for dry fire practice and remove any ammunition from that room. Do not allow any ammunition to come into that room. You can use snap caps if you are concerned about damaging your firearm while dry firing. Contact the maker of your firearm if you are concerned about dry firing your handgun. Do not dry fire a rim fire firearm like a .22 or .17 without snap caps. Dry firing those firearms without snap caps will damage the firearm.

Practicing reloading along with your dry fire Drills must be done *only* with snap caps. You cannot allow any ammo into the room and those few dollars for snap caps are a lot cheaper than putting holes in something in your home or worse, negligently shooting someone. Never forget that you are 100% responsible for all rounds that come out of your firearm.

Firearm Drills

#66 50 round PRACTICE EXERCISE

Clint Smith

Target: 18 x 30 inch cardboard. Primary zones are two 8-inch paper plates, aligned one above the other, and a 3x5 index card aligned above the plates. If using an IDPA or IPSC target as the backer, the 3x5 card is centered in the head. These simulate the three primary target zones on the human body, head, chest, and pelvis. The A-zone is the head, the B-zone is the chest, and the C-zone is the pelvis.

STAGE ONE: From the ready position, come on target and fire one round to the B-zone. Remember proper follow through, and get a follow-up sight picture after the gun fires. Sight picture -- one shot -- sight picture. 6x total of 6 rounds.

STAGE TWO: From the ready position, engage each zone A-B-C with one round. Change the order with which you engage the zones and repeat. Focus on accuracy. 2x total of 6 rounds.

STAGE THREE: From the ready position, engage each zone A-B-C with two rounds. Perform a mandatory reload and engage each zone again with two rounds each. Change the order with which you engage the zones. Total of 12 rounds.

STAGE FOUR: From the ready position, engage the target in the center zone with one round. Repeat firing two rounds. Repeat firing three rounds. Total of 6 rounds.

STAGE FIVE: From the ready position, strong hand only engage the target in the center zone with one round. Repeat firing two rounds. Repeat firing three rounds. Perform a mandatory reload with both hands and switch the gun to weak hand only. Engage the target in the center zone with one round. Repeat firing two rounds. Repeat firing three rounds. Total of 12 rounds fired.

STAGE SIX: From the ready position, fire 4 rounds slow fire at the A-zone (head), perform a mandatory reload, and fire another 4 rounds slow fire at the A-zone.

TOTAL OF 50 ROUNDS FIRED

These exercises can be performed at 5,7 or 10 yards. An 8-1/2 x 11 inch sheet of paper can be used instead of the paper plates. Perform the drill the first time from the ready position, the second time from the holster and the third time from the holster with concealment. Increase the distance as your proficiency increases.

67 100 round Practice Drill

Clint Smith

Stage One/5 or 7 yards: Warm up drills/Focus on Accuracy

Load 3 magazines with 10 rounds each

From the holster, draw and fire 10 sighted pairs. Focus on accuracy. (20 rnds)

From the ready position:

„« Strong hand only, fire 5 singles. Focus on accuracy. (5 rnds)

„« Weak hand only, fire 5 singles. Focus on accuracy. (5 rnds)

Stage Two/5 or 7 yards: The Mozambique Drill

Load 3 magazines with 10 rounds each

From the holster, draw and fire two rounds to the body and one round to the head (aka "The Mozambique Drill"). Be smooth. Focus on accuracy. Perform this drill 10 times. (30 rnds)

Stage Three/5 or 7 yards: Out of Battery Reloads

Load each of 3 magazines with 2 rounds each: Out-of-battery reloads:

From the holster, draw and fire two, reload, fire two, reload, and fire two. (2+2+2). Perform this drill 2 times. (12 rnds)

Stage Four/5 or 7 yards: Clearing failure to fire malfunctions

Load each of 2 magazines with 4 live rounds and one inert "dummy" round.

From the holster, draw and engage the target, clearing the malfunction with a "tap-rack-ready" malfunction clearance whenever necessary. (8 rnds)

Stage Five/10 and 15 yards: Accuracy at distance

Load each of 2 magazines with 10 rounds each

„« At 10 yards from the holster, draw & fire 5 sighted pairs (10 rnds)

„« At 15 yards from the holster, draw & fire 5 sighted pairs (10 rnds)

68 Mexican Defense Course

SWPL

(As Described by Ken Hackathorn)

6 targets

Par for each stage is 5 seconds.

Stage 1- Start walking away from targets. Sometime after crossing the 10 yard line, the signal will sound. Upon signal, turn, engage T1 with 6 rounds.

Stage 2- As in Stage 1, but shooter will engage T1 through T6 with 1 round each.

Stage 3- Walk toward targets starting from 15+ yards away. After crossing 10 yard line, and signal sounds, engage T1 with 6 rounds.

Stage 4- As in Stage 3, except engage T1 through T6 with 1 round each.

Stage 5- Start moving laterally at 10 yards out. At signal, engage T1 with 6 rounds while still moving.

Stage 6- As in Stage 5, except engage T1 through T6 with 1 round each while moving.

69 PRACTICE DRILLS

Based on The Central Texas Standards

The "Central Texas Standards" was originally developed as a practice drill by IPSC shooters Chip McCormick and Ronin Coleman. This practice drill is based on the skills tested in the Central Texas Standards. The original time limits were VERY tight -- shooters can adjust par times as necessary.

Set up three IPSC targets in an "El Presidente" configuration, side by side with one meter between targets. The left target is A, the center target is B, and the right target is C. The exercises are scored VIRGINIA COUNT -- misses and shots not fired incur no penalties. Overtime shots are -5 points each.

50 YARDS / 35 YARDS / 25 YARDS

STANDING: 2 rounds on each target. (3 individual reps) 3X

STANDING TO KNEELING 2 rounds on each target (3 individual reps)

STANDING TO PRONE: 2 rounds on each target (3 individual reps)

30 rounds fired per stage

15 YARDS

STANDING: 2 rounds on each target (3 individual reps) 2X

STANDING: 2 rounds on each target strong hand only. 2X

STANDING: 2 rounds on each target weak hand only. 2X

STANDING: "El Presidente Drill" 2X

60 rounds fired

10 YARDS / 7 YARDS

STANDING: 2 rounds on each target (3 individual reps) 2X

STANDING: 2 rounds on each target strong hand only. 2X

STANDING: 2 rounds on each target weak hand only. 2X

STANDING: "El Presidente Drill" 2X

STANDING: 2CM/1 headshot on each target (3 individual reps)(2X)

STANDING: 1 headshot on each target (2X)

OUT OF BATTERY RELOAD: 2+2+2

90 rounds fired per stage

TOTAL ROUNDS FIRED: 240

70 DOT DRILL (90 ROUNDS)

Ernest Langdon

Good all around practice drill

On a full IDPA, IPSC or other large target, draw 9 circles about 2 ½ to 3 inches in diameter. Spread the circles out so that there are at least 4 inches between them. Drill is shot at 7 to 10 yards.

0 0 0

0 0 0

0 0 0

On the top left hand circle, draw and fire one shot, repeat 6 times.

On the top middle and top right circle, draw and fire one shot to each, repeat 6 times.

On the center middle and center right, draw and fire two shots to each, repeat 6 times.

On the bottom middle and bottom right, draw and fire two to the middle, slide lock reload, and then two to the right. Repeat 6 times. Note: one round in magazine and one in the chamber as the start of each string.

On the middle left, draw and shoot two rounds, Strong hand only. Repeat six times.

On the bottom left, draw and transfer, shoot two rounds, weak hand only. Repeat 6 times.

The goal of the drill is to not drop any shots out of the circle.

71 THE DOT DRILL

Personal Defense Training, Inc

This is a marksmanship drill, fired at 3 yards or further. Targets are ten 2" dots numbered 1 through 10. A total of 50 rounds is needed. You will perform: 22 draws and holster, depending on magazine capacity 5-10 administrative or speed reloads, obtain 83 sight pictures and press the trigger 50 times.

- Dot #1- Draw and fire one string of 5 rounds for best group. One hole if possible, total 5 rounds.
- Dot #2- Draw and fire 1 shot, holster and repeat X4, total 5 rounds.
- Dot #3 and 4- Draw and fire 1 shot on #3, then 1 shot on 4, holster and repeat X4, total 8 rounds.
- Dot #5- Draw and fire string of 5 rounds, strong hand only, total 5 rounds.
- Dot #6 and 7- Draw and fire 2 shots on #6, then 2 on #7, holster, repeat X4, total 16 rounds.
- Dot #8- From ready or retention, fire five shots, weak hand only, total 5 rounds.
- Dot #9 and 10- Draw and fire 1 shots on #9, speed reload, fire 1 shots on #10, holster and repeat X3, total 6 rounds.

When you can do this clean on demand, extend the length or start timing and work on speed but maintaining accuracy. If a single shot is missed, you flunk. Only hits count and only perfect practice makes perfect.

The target that PDT uses has the #1 dot centered on the top row and then the other dots below in three rows of three dots.

1
2-3-4
5-6-7
8-9-10

72 THE DOT DRILL

Sierra Firearms Academy

This is a precision drill, fired at 10 yards without regard to time, only precision. The targets are 10 - 3" dots placed in the following sequence. 1 dot on top, then 3 rows of 3.

Dot #1: Draw and fire one continuous string of 6 rounds for your best group.

Dot#2: Draw and fire 1 shot, holster and repeat for a total of 6 shots.

Dot#3&4: Draw and fire one shot on 3, then one shot on 4. Holster and repeat 6 times.

Dot#5: Draw and fire 6 shots continuous fire, strong hand only.

Dot#6&7: Draw and fire 2 shots on 6, then 2 shots on 7. Holster and repeat 6 times.

Dot#8: Draw and fire 6 continuous shots weak hand only.

Dot#9&10: Draw and fire 2 on 9, reload, fire 2 on 10. Holster and repeat 6 times.

If the drill is too difficult with this target size or distance, reduce the distance or increase the target size and work down to 10 yards and 3 inch dots. Once you can do this on demand, your precision skills will be way above average. Practice with a goal of increasing your speed, while maintaining your accuracy. Just blasting at them will not help you a bit.. Perfect practice makes perfect performance. Remember... The only way you can be successful at this, is to have your sights clearly in focus for each and every shot. Shoot at the center of the dot, not the whole dot. Good luck!

73 Service Ammunition Testing Protocol

Jeff Gonzales

To test accuracy & reliability of service ammunition in handguns
(a good practice drill to develop accuracy)

This course was originally developed by The International Wound Ballistics Association (IWBA)

STAGE I 25 yards -- Slow fire standing fired in 5 shot groups. Total of 25 rounds.

STAGE II 25 yards -- Slow fire kneeling fired in 5 shot groups. Total of 25 rounds.

STAGE III 25 yards -- Slow fire prone fired in 5 shot groups. Total of 25 rounds.

STAGE IV 10 yards -- Timed fire standing fired in 5 shot groups. Total of 25 rounds fired.

STAGE V 7 yards -- Begin with all magazines loaded to capacity. From the standing position, fire a total of 50 rounds at a rapid fire pace, reloading as necessary. (This stage tests magazine function and how the weapon cycles at maximum speed). Try to keep all rounds fired in the primary scoring zone of your target.

STAGE VI 7 yards -- Begin standing. Timed fire strong hand only in 5 shot groups. Total of 25 rounds fired.

STAGE VII 5 yards -- Begin standing. Timed fire weak hand only in 5 shot groups. Total of 25 rounds fired.

Begin with a clean and lubricated weapon. Note any malfunctions. On the rapid fire stages, only shoot as fast you can go and still maintain good accuracy and control. You may go down and inspect the target in between strings of fire and between stages to check on your accuracy.

74 Defensive Handgun Practice Drill—Modified

Rick Miller

In Combat Handguns Magazine

(volume 28 number 1 / February 2007)

Page 94

Ammunition required: 40 rounds

Targets: Paladin, IPSC or IDPA targets scored 5-4-2

Time limits may be adjusted as required

Qualification standard: 200 points possible

160 points (80%) to qualify

Two targets, 18-24 inches apart (T1 and T2)

Each target engaged with 20 rounds

Stage 1 -- 1 yard -- Draw and fire two rounds at the left target (T1) in 1.5 seconds from the close quarter position. Repeat 3X for a total of 6 rounds.

Stage 2 -- 7 yards -- Draw and fire one round strong hand only at the right target (T2) in 2 seconds. Repeat 3X for a total of 3 rounds.

Stage 3 -- 7 yards -- Begin with the pistol in the weak hand at low ready. Fire one round weak hand only on the right target (T2) in 2.0 seconds. Repeat 3X for a total of 3 rounds. ALTERNATIVE: Perform a weak hand only draw from the holster and fire one round weak hand only on the right target in 4.0 seconds. Repeat 3X for a total of 3 rounds.

Stage 4 -- 7 yards -- Draw and fire two rounds on each target in 4.0 seconds. Repeat 2X for a total of 8 rounds.

Stage 5 -- 10 yards -- Draw and fire two rounds per target, perform a mandatory reload, and fire another two rounds on each target for a total of 8 rounds in 8 seconds.

Stage 6 -- 15 yards -- Draw and fire one round at the left target (T1) in 3 seconds. Repeat 6X for a total of 6 rounds.

Stage 7 -- 25 yards -- Begin standing with the weapon holstered. Draw and fire one round at the right target (T1) in 5 seconds. Alternate between braced kneeling and rollover prone positions. Repeat 6X for a total of 6 rounds.

75 60 Round Skill Drill

10-8 Consulting

IPSC or IDPA target scored 5-4-2

4 required headshots scored 5 pts each

Target at 5,7,10, or 12 yards

STAGE 1 -- At the signal, draw and fire two rounds to the body and one round to the head (Failure to Stop drill/aka "The Mozambique Drill"). 4X total of 12 rounds.

STAGE 2 -- At the signal, draw and fire two rounds strong hand only. 3X total of 6 rounds.

STAGE 3 -- Begin with the gun at low ready with the gun in the weak hand. At the signal, fire two rounds weak hand only. 3X total of 6 rounds.

STAGE 4 -- Load each of two magazines with 3 rounds. At the signal, draw and fire 3 rounds, perform a mandatory out-of-battery reload and fire another 3 rounds. Total of 6 rounds.

STAGE 5 -- Load each of two magazines with 6 rounds. At the signal, draw and fire 3 rounds, perform a tactical reload or reload with retention and fire another 3 rounds. Total of 6 rounds.

STAGE 6 -- Begin with a 3 round magazine loaded and a holstered weapon with an empty chamber. At the signal, draw strong hand only, rack the slide and chamber a round strong hand only and fire 3 rounds. (2x)Total of 6 rounds.

STAGE 7 -- Begin with a 3 round magazine loaded and a holstered weapon with an empty chamber. At the signal, draw weak hand only, rack the slide and chamber a round weak hand only and fire 3 rounds. (2x)Total of 6 rounds.

STAGE 8 -- Load each of 2 magazines with 3 rounds. At the signal, draw and fire 3 rounds, strong hand only reload strong hand only and fire another 3 rounds. Total of 6 rounds.

STAGE 9 -- Load each of 2 magazines with 3 rounds. At the signal, draw and fire 3 rounds weak hand only, reload weak hand only and fire another 3 rounds weak hand only. Total of 6 rounds.

#76 DRY FIRING/DRY PRACTICE

ROBBIE ROBINSON

Dry-fire is a generic term for practicing at home with an unloaded gun. It does not necessarily only mean pulling the trigger. It can refer to practicing reloads, drawing, or most any other skill you need.

I wholeheartedly recommend dry-fire practice. I attribute dry-fire to my ability to classify as master in several disciplines within a year after I first started shooting. When you dry-fire, you can practice just about any of the skills you can work on in live-fire without going to the range and paying for targets, ammo, or range time. Then when you do go to the range, you only have to verify the dry-fire practice has helped you to become proficient at the basic skills. Generally, after the first few weeks of practice, I recommend you dry-fire at least weekly and shoot live-fire at least monthly.

Do not dry-fire at an interior wall that a bullet could pass through. An interior wall with an outer brick wall on the opposite side or a stone fireplace works well. I have a friend who uses a cardboard target with a Kevlar vest on it. Never, under any circumstances whatsoever, dry-fire at anything you could possibly destroy. This includes people, pets, the TV set, or anything else a bullet could destroy. Other than being unsafe and irresponsible, you can be charged with a felony (in TN, specifically but in most other states as well) if you point a gun at a person, regardless of whether it is loaded, unless you have justification to take their life.

If there is nothing in your house at which you can safely dry-fire, do not dry-fire at home. Do not dry-fire at something unsafe because you "know the gun is unloaded." I reiterate, never, under any circumstances whatsoever, for any reason whatsoever, are you to dry-fire at something you could destroy. Do not dry-fire if you are tired, distracted, or your mind is on anything other than your practice time.

This type of practice should be done in the following setting:

1. Go off into a room by yourself and shut the door.
2. Turn off the TV, radio, computer, iPod, cell phone, and any other devices that could conceivably distract you.
3. Clear the gun, put the ammo across the room (in another room is even better) and check it to be sure it is clear.
4. Find a small target that is in a safe, bullet-proof place. (see above paragraph)
5. Get into position.
6. Check your gun again.
7. Check your gun again.
8. Take a deep breath and relax.
9. Check your gun again. Be absolutely, by God sure, the chamber and magazine well are clear!
10. Say out loud, "I'm beginning my dry-fire practice time."
11. Stop practicing before you are tired or distracted, as you tend to get sloppy in your techniques and build bad habits.
 - A. For the first two weeks, practice every day, 15-20 max.
 - B. For the next two weeks, practice 2-3 times a week, 15-20 max.
 - C. After that, practice 1 or 2 times a week, 15-20 max.
12. Vary your practice routines.
 - A. Start with slow presentations. Make them perfect, then speed up gradually.
 - B. If you have a double action gun, practice using the double action trigger.
 - C. Move on to other skills. Always start off slowly/perfectly.
13. If you are distracted for any reason, start over from step one or quit for the day.
14. Once finished, say out loud, "I'm finished for the day."
15. Put the gun away. Do not practice any more, not even once more!
16. Go on with your life until your next practice session.

Practice different skills. Multiple targets, shooting on the move, reloads (using dummy ammo), etc.

Don't dry-fire the following types of guns:

Cheap, crappy guns
.22 caliber or any rim-fire guns
Berettas (Beretta says it will crack the firing pin)
Any gun that the manufacturer says not to dry-fire

Most other high quality, well made sidearms can be dry-fired with no problem. I dry-fire my Sigs all the time, however, if there is any question, contact the manufacturer as in some cases, dry-firing may void the warranty. You can buy 'snap-caps' or other types of dummy cartridges, for any gun that you don't want to dry-fire.

77 MARICOPA COUNTY DRILL BASICS

From Handguns Magazine

Starting position: Ready position or holstered with gun loaded and charged. NRA TQ-21 target.

Stage 1

1. **3 yards**, 3 hits from holster (2 center-mass, 1 head), strong hand only, 4 sec.
2. **3 yards**, 3 hits from ready (2CM, 1 head), strong hand only, 3 sec.
3. **3 yards**, 3 hits from holster (2CM, 1 head), two hands, 4 sec.
4. **3 yards**, 3 hits from ready (2CM, 1 head), two hands, 3 sec.
5. **3 yards**, 2 hits from ready, weak hand only, 3 sec. (do three times)

Stage 2

(start with only three rounds in the gun)

1. **7 yards**, 3 hits from holster, 4 sec.
2. **7 yards**, 6 hits from ready (3 hits, tactical reload, 3 hits), 15 sec.
3. **7 yards**, 5 hits from ready, (3 hits, empty reload, 2 hits), 12 sec.

Stage 3

1. **15 yards**, 3 hits from holster, 5 sec.
2. **15 yards**, 3 hits from ready, 4 sec.
3. **15 yards**, 2 hits from holster, 4 sec. (do twice)
4. **15 yards**, 1 hit from ready, 2 sec. (do twice)

Stage 4

1. **25 yards**, 2 hits from holstered, 6 sec.
2. **25 yards**, 2 hits from ready, 5 sec. (do twice)

78 Old Time Drill

This method appeared in "The American Rifleman" some years ago.

- Sit or stand 20' from a vertical 2X4.

- With the strong hand, dry fire at it, 6 moving up and 6 moving down.
- When you can keep the sights on the board, live fire.
- If any of the 12 do not hit - go back to step 1 until they all do.
- If all are in, mount a 2X4 horizontal and repeat right to left, left to right.
- When you can keep 24 live fire hits on both boards (12 each V&H) back up another 20 feet and repeat process from step 1.
- Do this, always starting over, till you are at the distance you expect to shoot.
- This does 4 things for you, instinctive correct grip, sight picture, and trigger squeeze, as well as strengthen the shooting muscles.
- Next, repeat whole exercise with weak hand. If you've done this correctly, you don't really need the sight picture. You can become very accurate with minimum ammo expenditure. Don't try to do it all in one day.

79 Catch-22

Dave Sevigny

Target: MGM Auto-Popper or 8" plate

Start position: As per string description.

Rounds fired: 15 to ?

This Drill was developed by Dave to test draw speed and trigger control. A timer and steel target are all that you need to practice this drill

1. Freestyle - Draw and fire until you get a hit on the target. Record time. Repeat for a total of five draws.
2. Strong Hand Only - Draw and fire until you get a hit on the target. Record time. Repeat for a total of five draws.
3. Weak Hand Only - Draw, transfer gun to weak hand and fire until you get a hit on the target. Record time. Repeat for a total of five draws.

You keep shooting on each round till you score a hit on the target. When you have finished you should have 15 times recorded. Add these together and you have your score. No do over's. You take your 15 times and add them all up. You have to use steel targets

Dave states that less than 23 seconds is the Grand Master Level. If you use concealment 26 seconds or better is the Grand Master Level.

80 F.A.S.T. (Fundamentals, Accuracy, & Speed Test)

Todd Green

Range: 7 yards

Target: 3x5 card (head), 8" plate (body)

Start position: weapon concealed or in duty condition with all holster retention devices active; shooter

facing downrange in relaxed stance with arms down at sides

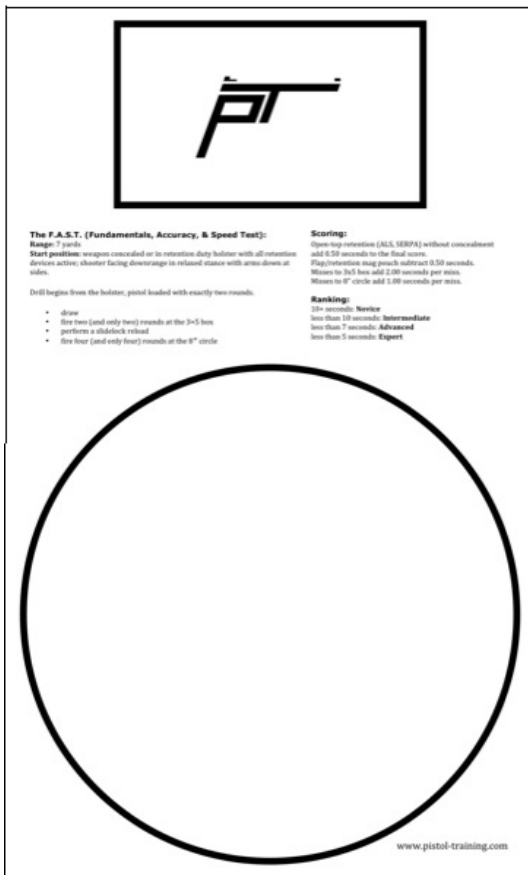
Rounds fired: 6

Shooter loads gun with a total of two rounds. On start signal, shooter draws and fires two rounds at the head target; performs a slidelock reload; and fires four rounds at the body target.

Ranking:

- 10+ seconds: **Novice**
- less than 10 seconds: **Intermediate**
- less than 7 seconds: **Advanced**
- less than 5 seconds: **Expert**

If shooter is using a retention holster **and** flap (covered) magazine pouches, subtract 0.5 seconds from the recorded time. If shooter is using an open-top retention holster (e.g., Blackhawk SERPA or Safariland ALS) with no concealment, add 0.50 seconds to the recorded time.



81 Gunsite Practice Drill—Modified
(50 rounds)
(procedure modified for use on a 50 ft indoor range)

Gunsite

Based on the practice exercise found in the

STAGE ONE – 7 yards
6 single shots. 1 second time limit. (6)

STAGE TWO – 7 yards
3 pairs . 1-1/2 second time limit. (6)

STAGE THREE – 7 yards
The Mozambique Drill. Two shots to the body followed by one shot to the head.
3 rnds. 4 second time limit. 2X (6)

STAGE FOUR – 10 yards
6 single shots. 1-1/2 second time limit. (6)

STAGE FIVE – 10 yards
3 pairs. 2 second time limit. (6)

STAGE SIX – 10 yards
In Battery Reload. Two shots – speed reload – two shots. Total of 4 rounds and a reload. 5 second time limit. 2X (8)

STAGE SEVEN – 15 yards
3 pairs. 4 second time limit. (6)

STAGE EIGHT – 15 yards
Standing to Kneeling. Begin standing, drop to high kneeling, fire 2 rnds in 4 seconds. 3X (6)

Fired on the Gunsite Academy Silhouette target or the IDPA Target. Only hits in the 8 inch A-zone are counted for score

To pass, 40 rounds must be in the A zone, and both headshots must be on target.

(The original version of this course had a 25 yard stage involving shooting from kneeling, and a 50 yard stage involving shooting from prone. In both cases, the shooter began standing with the weapon holstered. I modified this drill to accomodate shooting on a 50 ft indoor range. I think the time limits may be unrealistically tight for most shooters not using an open-top kydex speed rig. However, I still think it's a good practice drill)

82 45 Round Practice Session

Ken Hackathorn

Paste target(s) after each drill.

3 yards: Close-in retention. Fire 2 rounds. Perform 3x 6 rounds total.

5 yards: Strong hand only. Fire single rounds, or doubles. 6 rounds.

3 yards: Back away from target at least 3 yds, shooting 3 rounds while moving. Try to get at least to seven yards by third shot. Perform 2x 6 rounds.

7 yards: Double taps. Perform 3x 6 rounds

7 yards: Step a few paces to one side. Draw and fire 3 rounds while moving to other side. Perform 1x 3 rounds

7 yards: As above, except opposite direction. Perform 1x 3 rounds

6-10 yards: Put up three targets from 6-10 yards out. Engage 1-1-2-1-1 Perform 1x 6 rounds

6-10 yards: As above, but engage all targets with double taps. Perform 1x 6 rounds

7 yards: Place gun on ground. Put strong hand in belt behind back. Pick up gun with weak hand, fire 1 round. Perform 2x 2 rounds

15 yards: Draw and fire 1 precise shot in 2.5 seconds. Perform 3x 3 rounds



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