

Defensive Handgun Skills Test

Purpose: To test core handling and shooting skills.

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General Description: This skills test will have multiple stages of fire. Each stage will normally be repeated more than once. Most allow as many hits as possible. If using a timer, time will be set on PAR time (start and stop beep), but we strongly recommend using a turning target. IF PAR time is used on a timer, time each shooter individually and mark down extra shots (more on this in scoring).

General Information:

- There are limitless points available, and theoretically no maximum score. The better and faster you shoot, the higher your score!
- The point of this test is to measure your skill at any given time, and then have a consistent way of re-testing that skill in the future. Keep track of the score you shoot, and all other details. Also, if you skill any stages such as the one handed shooting and manipulation stage (requires higher level of skill), then make sure when you take the test the next time you only count the score for the stages you shot previously so you have a comparison. For consistent measurement, skills will be tested from concealment, duty gear (police officer or full time security professional), or open carry for those who are legally allowed to carry this way. Whichever way you shoot the test, keep it consistent so you can track and compare scores to the last test.
- A Pact or similar type timer will be required for this skills test, but turning targets are recommended if available. PAR times for each stage are listed. The PAR time listed is the EXPERT time for those that have a higher level of skill. If this PAR time is too fast for your current skill, add .5 seconds to each PAR, and go through the test with the NOVICE PAR times. Keep track of which PAR times you are using.
- Start positions are documented in each stage of fire.

- All reloads will be emergency or tactical reloads (dictated reloads). You may perform tactical loading processes during the course to keep gun hot. If you fail to keep it hot, and lose points because of it, that will not incur an alibi. The rule is to know the status of your weapon at all times.
- If a malfunction is experienced, and you attempt to clear it an alibi will be given. If no attempt to clear the malfunction is made, no alibi will be given. You are allowed one alibi for a malfunction per course, as more than that demonstrates that you have a firearm that is not reliable enough to carry.
- Scanning and general after-action tactics should be used for each string of fire.
- Each skill should be shot at a speed that is best described as: “As fast as you can execute the skill under control.”
- Required Gear:
 - Handgun
 - Magazines (4)
 - Holster and Magazine Pouches
 - Eye and Ear Protection
 - 150 rounds of ammunition (use the same ammunition each time you shoot this course, for consistency, it is recommended that you use your defensive ammunition)
 - IDPA targets or West Metro Swat Photo Target (2) per shooter

Target setup:

- IDPA targets set with the shoulder of the target the same height of the shoulder of the shooter. Scoring zones, 0/1/5 (IDPA) on IDPA target
- An alternate target: http://www.letargets.com/estylez_item.aspx?item=WM-SWAT

Scoring:

- General:
 - Each shooter will have 2 targets unless otherwise specified in the individual course of fire
 - Target one (1) will be used for the first half of the course, and target two (2) for the second half (for ease of scoring).

➤ Hits:

- At course completion, count total 0, and 1 hits on all targets. The 3 scoring zone does not count for any points. Multiply the total 0 and 1 hits by the factors below and figure out what the raw score is. Now subtract total penalties and the final score will be assessed.
 - 0 = 2 Points
 - 1 = 1 Points
 - 3 = 0 Points

➤ Penalties:

- **Late shots .30 or more over time (example 2.0 seconds is time, you can have up to 2.30 on the timer):** -2 points per late shot
- **Failure to follow stage instructions.** -2 points per infraction, or course failure. If you are running this course for a group, failure to follow instructions will result in disqualification if the course proctor determines the failure was intentional (to increase score).
- **Misses off the primary threat target (a clean backer will be used).** - 5 points per miss.
- **Tactical Errors:** -2 points each (more than 5, earns an automatic failure)

Details	Commands/Actions
<p>Instructions: You are about to be tested on all of your handgun skills. You will prepare magazines and load in the beginning of the course, and after that you will be responsible for the condition of your firearm at all times. Certain stages require certain set up before the stage, so ensure you pay attention to those instructions. This course consists of 10 stages of fire. During each stage of fire you should use your tactics such as post event scanning. Employ all of the skills learned during your handgun training. Most stages allow you to fire as many rounds as you can, which will increase your score. Ensure you fire only at a pace where you control the impact of your shots, and are safe. After you have finished your scanning process on each stage, take the time you need to top off, or re-prepare your magazines.</p> <p>Course Beginning Instructions: At this time go ahead and prepare all of your magazines but one to full capacity. Leave one empty. It is your responsibility to keep magazines fully prepped between stages. Now mount two targets with the shoulder of the target equal to your shoulder and centered on a white backer. Paper IDPA targets with a white background are also acceptable for this test. Move to the 7-yard line and ensure you have all of your gear accessible. Load your handgun.</p>	

<p><u>STAGE 1</u></p> <p><u>Skill:</u> Draw</p> <p>Distance: 7 yards</p> <p>Start Position: Hands in front of body in a defensive fence position.</p> <p>Skill Details: Draw and fire as many shots as possible in <u>2.0 seconds.</u></p> <p>Repeat: 3 times.</p>	<p>Stage Instructions: On the sound of the timer, draw and engage the target with as many rounds as possible in the allotted time.</p>
<p><u>STAGE 2</u></p> <p><u>Skill:</u> 90-180 degree Turn and Draw</p> <p>Distance: 7 yards</p> <p>Start Position: Hands relaxed at sides facing left or right.</p> <p>Skill Details: Turn, draw and fire as many shots as possible in <u>2.0 seconds.</u></p>	<p>Stage Instructions: The next stage will test your pivoting draw skills.</p> <p>Since the threat is appearing from the unknown, you start command will be the timer, or sound of the targets facing. On the sound of the timer, draw and engage the target with as many rounds as possible in the allotted time.</p> <ul style="list-style-type: none">- Face to the left, perform one repetition- Face to the right, perform one repetition- Face uprange (180 degree pivot), perform one repetition

<p><u>STAGE 3</u></p> <p><u>Skill:</u> Reload</p> <p>Distance: 7 yards</p> <p>Start Position: Hands in front of body in a defensive fence position.</p> <p>Skill Details: Draw and fire one shot, perform an emergency reload, and as many shots as possible in <u>4.0 seconds</u>.</p> <p>Notes: This drill we will measure the emergency reload, so set up the gun with at least one round in the chamber, an empty magazine, and one magazine with 10+ rounds in the magazine pouch.</p>	<p>Stage Instructions: The next stage will test your reloading skills.</p> <p>Set the gun up like described to the left. On the sound of the timer draw and fire one shot (you will have to perform a reload then if the gun is set up right), and fire as many shots as possible during the par time.</p> <p>Set the gun back up and repeat this drill two more times, for a total of three repetitions for the stage.</p>
<p>AT THIS TIME CHANGE TARGETS AND BEGIN USING TARGET 2</p>	
<p><u>STAGE 4</u></p> <p><u>Skill:</u> Recoil control + Malfunction Clearance</p> <p>Distance: 7 yards</p> <p>Start Position: Hands in front of body in a defensive fence position.</p> <p>Skill Details: Draw and fire as many shots as possible in <u>3.0 seconds</u></p>	<p>Stage Instructions: The next stage tests your recoil control skills and ability to fix a weapon malfunction.</p> <p>Gun/Magazine setup: Set up with one live round in the chamber, and a magazine inserted with one dummy round as the first round and the rest live ammunition. This will force you to have to clear a malfunction.</p> <p>You will have 3.0 seconds draw and engage the threat target with as many rounds as possible. You will be facing the targets. On the sound of the timer draw and fire as many shots as possible during the par time.</p>

<p><u>STAGE 5</u></p> <p><u>Skill:</u> Strong Hand operation</p> <p>Distance: 7 yards</p> <p>Start Position: Hands relaxed at sides support hand on chest or out of the way.</p> <p>Set up: Gun loaded with 1 round total, spare magazines topped off. (this will induce a reload)</p> <p>Skill Details: Draw and fire as many shots as possible in <u>8.0 seconds</u> with the strong hand only.</p>	<p>Stage Instructions: The next stage tests your strong hand shooting and manipulation skills. This stage requires one handed manipulation skill, so if you are a novice shooter it is recommend that you DO NOT attempt those skills.</p> <p>Set the gun up as described on the left: On the sound of the timer draw fire as many shots as possible during the par time.</p>
<p><u>STAGE 6</u></p> <p><u>Skill:</u> Support Hand operation</p> <p>Distance: 7 yards</p> <p>Start Position: Hands relaxed at sides strong hand on chest out of the way.</p> <p>Set up: Gun loaded with 1 round total, spare magazines topped off. (this will induce a reload)</p> <p>Skill Details: Draw and fire as many shots as possible in <u>10.0 seconds</u> with the support hand only.</p>	<p>Stage Instructions: The next stage tests your support hand shooting and manipulation skills. This stage requires one handed manipulation skill, so if you are a novice shooter it is recommend that you DO NOT attempt those skills. On the sound of the timer draw fire as many shots as possible during the par time.</p> <p>Set the gun up as described on the left: On the sound of the timer draw fire as many shots as possible during the par time.</p>

<p><u>STAGE 7</u></p> <p><u>Skill:</u> Failure to Neutralize/ <u>Handgun</u></p> <p>Distance: 7 yards</p> <p>Start Position: Hands relaxed at sides.</p> <p>Set up: Gun fully loaded, spare magazines topped off.</p> <p>Skill Details:</p> <ul style="list-style-type: none">– Draw and fire as many rounds as possible in 4.0 seconds. <p>Notes: Shooter should transition to the head after the first three rounds.</p>	<p>Stage Instructions: The next stage tests your ability to transition to an alternate target area. Three shots are required in the body before transitioning to the head. On the sound of the timer draw fire as many shots as possible during the par time with into the body and head (3 required hits in the body before you can transition to the head)</p> <p>Once you transition to the head, you will continue to shoot for additional hits in that target area.</p> <p>For testing purposes and consistency, the pelvic girdle target area will not be allowed in this test (it is easier to hit).</p>
<p><u>STAGE 8</u></p> <p><u>Skill:</u> Close Quarters Position/ <u>Handgun</u></p> <p>Distance: 2 yards</p> <p>Start Position: Two Handed High Ready</p> <p>Set up: Gun fully loaded, spare magazines topped off.</p> <p>Skill Details: Fire as many shots as possible in <u>1.0 second</u> from the close quarters position.</p> <p>Notes: Rounds fired at extension will be deducted/penalized.</p>	<p>Stage Instructions: The next stage tests your ability to shoot from a high ready position. Begin from the high ready position. On the sound of the timer from the high ready position, fire as many shots as possible in the par time.</p>

<p><u>STAGE 9</u></p> <p><u>Skill:</u> Shooting while moving</p> <p>Distance: 10-5 yards</p> <p>Start Position: Hands relaxed at sides on the 10-yard line.</p> <p>Set up: Gun fully loaded, spare magazines topped off.</p> <p>Skill Details:</p> <ul style="list-style-type: none"> - Begin moving and fire 10 rounds while moving forward. Forward line of advance is the 5-yard line. - Repeat, moving to the rear, starting at the 5 yard line 	<p>Stage Instructions: The next stage tests your ability to shoot while moving. This is not a timed stage, and the stage requires that you shoot ONLY while moving. Make an honest attempt to move at a realistic pace</p> <p>On the sound of the timer:</p> <ul style="list-style-type: none"> - Shoot and move from the 10 to the 5 yard line (stop shooting if you stop moving). - Shoot and move from the 5 to the 10 yard line (stop shooting if you stop moving). - You will only fire 10 rounds per string!
<p><u>STAGE 10</u></p> <p><u>Skill:</u> Use of Cover/ Handgun</p> <p>Distance: 10 yards</p> <p>Start Position: Hands relaxed at sides.</p> <p>Set up: Gun fully loaded, spare magazines topped off.</p> <p>Skill Details: Begin on step to the rear and one step to the left or right for each string.</p> <ul style="list-style-type: none"> - String 1 (4.0 seconds) - String 2 (4.0 seconds) <p>Notes: Shooter should use cover from the distance they are at. Penalize yourself if you expose more than you deem correct.</p>	<p>Stage Instructions: The next stage tests your ability to use cover. Set up a barricade or simulated piece of cover on the 10-yard line. To find your start position stand behind your piece of cover with you nose touching it. Take one giant step to the rear, and one to the right. One the sound of the timer step to cover and fire as many shots as possible in the PAR time.</p> <p>Repeat one more time while starting from one step to the rear and left.</p>
<p>Final Verbal Instructions: This concludes your course of fire. At this time, unload and show clear, or reload for duty or concealed carry. If you reload, remember, you're carrying a loaded firearm.</p>	