

TAC2

BASIC HANDGUN SKILLS TEST – INSTRUCTIONS

ALL DRILLS START WITH SHOOTER FACING DOWNRANGE, GUN FULLY LOADED, HOLSTERED, SAFETY ON, WITH HANDS RELAXED AT SIDES, UNLESS OTHERWISE STATED IN DRILL INSTRUCTIONS. TOTAL OF 98 RDS. REQUIRED.

Drill #1 – Initial Loading – 6 rds. only – 1 target, 5 yd. straight ahead. Gun, empty magazine, and 6 cartridges on table, with slide closed on empty chamber.

Shooter starts facing target, with hands relaxed at sides. At buzzer, shooter loads magazine with 6 rds., then loads gun, and performs a Press Check, and engages target with 1 rd. Freestyle. Failure to perform a Press Check adds 3 sec. to time.

Drill #2 – Strong Hand Only – 6 rds. only – 1 target, 5 yd. straight ahead.

Shooter starts facing target with gun in strong hand, and muzzle pointed 45 degrees to ground. At buzzer, shooter acquires and engages target with 6 rds. Strong hand only.

Drill #3 – Weak Hand Only – 6 rds. only – 1 target, 5 yd. straight ahead.

Shooter starts facing target with gun in weak hand, and muzzle pointed 45 degrees to ground. At buzzer, shooter acquires and engages target with 6 rds. Weak hand only.

Drill #4 – Double Tap – 2 rds. only – 1 target, 7 yd. straight ahead.

At buzzer, shooter draws and engages target with 2 rds. Freestyle.

Drill #5 – Failure Drill – 3 rds. only – 1 target, 7 yd. straight ahead.

At buzzer, shooter draws and engages target with 2 rds. to the body and 1 rd. to the head. Freestyle. Head shot must be in head to score, body shots must be in body to score.

Drill #6 – Bill Drill – 6 rds. only – 1 target, 7 yd. straight ahead.

Shooter starts facing target, with hands in surrender position (wrists above shoulders). At buzzer, shooter draws and engages target with 6 rds. Freestyle.

Drill #7 – Concealment Double Tap (concealment garment must cover holstered gun when both arms are extended straight out to sides), – 2 rds. only – 1 target, 7 yd. straight ahead.

At buzzer, shooter draws and engages target with 2 rds. only. Freestyle.

Drill #8 – Tac-Load – 2 rd. only – 1 target, 7 yd. straight ahead. Chambered rd. and partially loaded magazine in gun. (at least 3 rds. in magazine)

At buzzer, shooter must draw and fire 1 rd., then perform a true Tac-Load (retrieve full magazine from belt pouch, then switch magazines at gun, then place partially filled magazine in pocket), then engage target with 1 rd. Freestyle.

Drill #9 – Speed-Load – 2 rd. only – 1 target, 7 yd. straight ahead. Chambered rd. and an empty magazine in gun.

At buzzer, shooter must draw and fire 1 rd., then perform a true Speed-Load (retrieve full magazine from belt pouch while simultaneously dropping empty magazine from gun, then insert full magazine into gun and then engage target with 1 rd. Freestyle.

Drill #10 – Modified Bill Drill 15 – 6 rds. only – 1 target, 15 yd. straight ahead.

At buzzer, shooter draws and engages target with 6 rds. only. Freestyle.

Drill #11 – Modified Bill Drill 20 – 6 rds. only – 1 target, 20 yd. straight ahead.

At buzzer, shooter draws and engages target with 6 rds. only. Freestyle.

Drill #12 – Failure to Fire – 1 rd. only – 1 target, 7 yd. straight ahead. Slide closed on empty chamber with full magazine in gun.

At buzzer, shooter must “snap” on empty chamber to experience the malfunction, then perform an “Immediate Action Drill” (Tap-Rack) and then engage target with 1 rd. Freestyle.

Drill #13 – Stove Pipe – 1 rd. only – 1 target, 7 yd. straight ahead. Gun set up with a “stove pipe” malfunction with a rd. in the chamber and a full magazine in gun.

Shooter starts facing target, with gun aimed at target, with proper grip, etc. At buzzer, shooter must clear the malfunction and then engage target with 1 rd. Freestyle.

Drill #14 – Double Feed – 1 rd. only – 1 target, 7 yd. straight ahead. Gun set up with a “double feed” malfunction with a empty case in the chamber and a full magazine in gun.

Shooter starts facing target, with gun aimed at target, with proper grip, etc. At buzzer, shooter must clear the malfunction and then engage target with 1 rd. Freestyle.

Drill #15 – Standard El Presidente – 12 rds. only – 3 targets, 2 yd. apart, 10 yd. straight ahead.

Shooter starts with back to targets and hands relaxed at sides. At buzzer, shooter turns, draws and engages T1-3 with 2 rds. each. Shooter then performs a speed-load and engages T1-3 again, with 2 rds. each. Freestyle.

Drill #16 – IDPA style El Presidente – 12 rds. only – 3 targets, 2 yd. apart, 10 yd. straight ahead. 6 rds. only in gun at start.

Shooter starts with back to targets and hands relaxed at sides. At buzzer, shooter turns, draws and engages T1-3 with 2 rds. each to slide lock. Shooter then performs a speed-load and engages T1-3 again, with 2 rds. each. Freestyle.

Drill #17 – Corner Drill, Tactical Priority – 6 rds. only – 3 targets, 5 yd. T1 straight ahead, T2 90 degrees to left, T3 90 degrees to right.

Shooter starts facing T1 with hands relaxed at sides. At buzzer, shooter draws and engages T1-3 with 2 rds. each, starting with T1. Freestyle.

Drill #18 – Corner Drill, Tactical Sequence – 6 rds. only – 3 targets, 5 yd. T1 straight ahead, T2 90 degrees to left, T3 90 degrees to right.

Shooter starts facing T1 with hands relaxed at sides. At buzzer, shooter draws and engages T1-3 with 1 rd. each, then engages T1-3 again with 1 rd. each, starting with T1. Freestyle. Head shots must be in heads to score.

Drill #19 – Advancing Drill – 6 rds. only – 3 targets, 10 yd. straight ahead.

At buzzer, shooter draws and engages T1-3 with 2 rds. each, while advancing toward targets. Freestyle. All shots must be made while moving and all shots must be completed before crossing the 5 yd. line.

Drill #20 – Retreating Drill – 6 rds. only – 3 targets, 5 yd. straight ahead.

At buzzer, shooter draws and engages T1-3 with 2 rds. each, while retreating from targets. Freestyle. All shots must be made while moving and all shots must be completed before crossing the 10 yd. line.