

Purpose

These are not challenge drills. This is an assessment designed to measure a critical minimal skill set for anyone who carries concealed. Put your skills to the test and get a realistic understanding of your capabilities grounded in data, performance and experience. You'll work multiple skills, under stress, from a fast draw, maintaining a durable grip, putting multiple rounds on target with speed, accuracy and accountability, to faster visual processing, shooting at distance and movement.

Measure your performance

You'll need a shot timer and a USPSA style target. Run each course of fire twice. Note your par times and hits for each. Plot your position on the continuum taking into consideration both speed and accuracy, measuring your ability to shoot both aggressively and with accountability. Only A zone hits are acceptable. Performance expectations for speed and accuracy are based on actual class performance and recognized standards in draw speeds, splits and transitions.

Drill 1: Concealed Draw (12 rds) Each string is run 2x

String 1: On beep, draw from concealment, fire 3 rds from 7 yds into A zone
String 2: On beep, draw from concealment, fire 3 rds from 10 yds into A zone

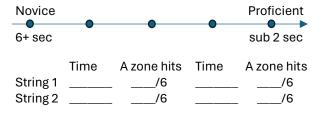
Novice				Proficient
5+ sec	•	•	•	sub 2 sec
	Time	A zone hits	Time	A zone hits
String 1		/3		/3
String 2				

Drill 2: Retreating Bill Drill (24 rds)

Each string is run 2x

String 1: At 3 yds, head down, arms crossed, on beep, draw from concealment and fire 6 rds into A zone while retreating

String 2: At 3 yds, facing side berm, arms at side, on beep, turn 90°, draw from concealment and fire 6 rds into A zone while retreating



Drill 3: Transitions (24 rds, 2 targets, 1 yd apart) Each string is run 2x

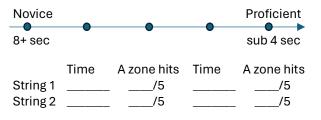
String 1: On beep, draw from concealment, fire 2 rds from 5 yds into T1 A zone, T2 A zone, T1 A zone **String 2**: On beep, draw from concealment, fire 2 rds from 10 yds into T1 A zone, T2 A zone, T1 A zone

Novice			Proficient
6+ sec	•	•	sub 3 sec
String 1 String 2	Time 	 Time 	A zone hits /6 /6

Drill 4: Distance (20 rds) Each string is run 2x

String 1: At 15 yds, facing up range, on beep, turn 180°, draw from concealment, and fire 5 rds into A zone

String 2: At 25 yds, facing side berm, on beep, turn 90°, draw from concealment, and fire 5 rds into A zone



Notes