

2016 Handgun Range Drills & Benchmarks List

Tom Givens Rangemaster Handgun Core Skills Test

Comstock Count

Use electronic timer and record the time for each stage.

3 yds Sidestep, draw, and fire 4 rds. _____

5 yds Sidestep, draw and fire 5 rds total , 3 to the chest,
2 to the head. _____

5 yds Start gun in dominant hand only, fire 4 rds. _____

5 yds Start gun in non-dominant hand, fire 5 rds. _____

7 yds Draw and fire 6 rds. _____

7 yds Start at Ready, 3 rds only in gun. Fire 3 rds, reload, and
fire 3 more rds. _____

10 yds Draw and fire 3 rds. _____

15 yds Draw and fire 4 rds. _____

25 yds Draw and fire 3 rds. _____

40 rds total. Total time _____ Target points _____

IALEFI-QP scored 5,3,0/RM-2 scored 5,3/VSRT scored 5,4,3

Score targets. Divide points by total time, for Index. Multiply Index X 20 for Final
Score. Par Score = 100.

80-100 = Very good. 100-124= Advanced 125+= Master

Score _____ divided by _____ X 20= _____

Tom Givens Rangemaster Bullseye Course



Use an NRA B-8 bullseye target, and score it as printed. All strings begin with the gun at low ready. The course uses 30 rounds total. The maximum possible score is 300 points. A score of 270 or above is pretty good shooting. Tom's personal goal as shared on TPI is 295 for each run.

25 yards: 5 shots in one minute

15 yards: 5 shots in 15 seconds

7 yards: Start with 5 rounds in the gun.

On signal, fire 5 shots, reload, and fire 5 more shots, all in 15 seconds

5 yards: Gun in dominant hand only, 5 shots in 10 seconds

5 yards: Gun in non-dominant hand only, 5 shots in 10 seconds

3M Test

One silhouette target, at 5 yards. For our purposes, we will use an Rangemaster-Q (scored 5/3), or a VSRT (scored 5/4/3), or an IDPA target (scored 5/3/0) for the Comstock Count version. If pass/fail scoring, only the highest value hit zone counts.

Shooter starts with handgun loaded with six live rounds (one in chamber, five in magazine) and one dummy round in the magazine. Dummy is not the top round nor the bottom round in the magazine. Someone else should load the magazine so the shooter does not know where in the magazine the dummy round lies. Shooter starts holstered, hands in interview stance. On signal, side step, draw, and fire until a malfunction occurs. On the malfunction, side step, fix it, and continue to fire. When the gun runs empty, side step, perform an emergency reload, and fire 3 additional shots. The shooter must move on the draw, move on the malfunction, and move on the reload. There is a ten-point penalty for any shot that misses the target on Comstock scoring. For pass/fail scoring, any round outside the highest value zone is a failure.

Tom: This drill is not intended to be shot over and over, trying to get an impressive score. Use this drill as a skill check, shot totally cold, at the beginning of a practice session. If you can pass this, or score above 125 on Comstock, on demand, you are probably an adequate defensive shooter.

Comstock Count Scoring:

Total Points Possible = 45 points Points Divided by Time = Index

Index Multiplied by 30 = Score

Example:

42 points, fired in 12.15 seconds

$42 \div 12.15 = 3.46$ (Index)

$3.46 \times 30 = 103.8$ (Score)

Par Score = 100, Any score over 100 (par) is very good work. Anything over 125 is extremely high skill.

Pass/Fail Scoring: The shooter fails if he/she:

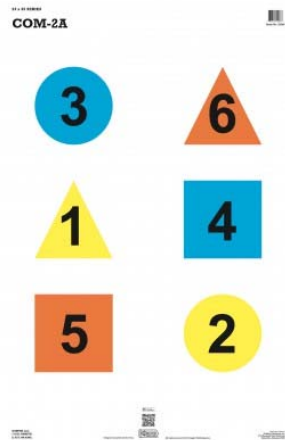
Does not move on the draw, the malfunction, and the reload

Does not tap the magazine before running the slide on the malfunction

Places a single hit outside the highest scoring zone on the target.

Time limit is 15 seconds for a Combative Pistol student and 12 seconds for instructors.

Casino Drill Rangemaster, Tom Givens



21 rounds, 3 magazines of 7 rounds each

Number of rounds on each target is the number (e.g. 3 rounds on the #3), vary the routine by using different array arrangements (different version of target), different starting points (e.g start on 3 and work your way up through 6 then back to 1 & 2), work up, work down, etc.

For malfunction clearance, put a dummy round in one or more of the magazines at random.

Tom: Goal is a clean run under 18 seconds

Rangemaster instructor course qualification CoF. rev 03/15

It is fired on a Rangemaster-Q target. This is the same outline as an FBI QIT target, but with a 7" wide X 9" deep chest box and a 3"X3" head box. The scoring rings are subdued, and not visible while firing. A score of 90% or above is required. Hits in the chest box or head box count 5 points; hits elsewhere are 3 points. All fired from concealment with carry type gear.

3 yards

Sidestep, draw and fire 3 rds in 3 secs, 2X

Start at Ready, sidestep, 3 rds in 3 secs, dominant hand only

Start at Ready, sidestep, 3 rds in 3 secs, non-dominant hand only

5 yards

Sidestep, draw and fire 3 rds in 3 secs 2X

Sidestep, draw and fire 3 rds to the chest and 1 rd to the head, all in 5 seconds 2X

7 yards

Draw and fire 4 rds in 4 secs

Start at Ready, chamber empty, loaded magazine. On signal, attempt to fire, remedy the malfunction and fire 4 rds, in 6 secs

Start at Ready, 3 rds only in handgun. On signal fire 3 rds, reload, and fire 3 more rds, all in 8 seconds

15 yards

Draw and fire 3 rds in 6 seconds 2X

25 yards

Draw and fire 2 rds Standing Position, drop to Kneeling Position, and fire 2 more rds from kneeling, all in 14 seconds

50 rounds total/ 250 points possible/225 (90%) required to pass

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

designed by Todd Green

Range: 7 yards

Target: 3×5 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

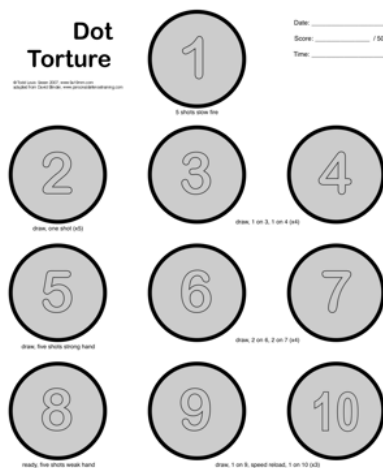
less than 7 seconds: Advanced

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.

Dot Torture from David Blinder at personaldefensetraining.com.

Start at 3 yards. You have to get all 50 hits to pass. Once you can shoot the whole drill without a single miss, either increase the distance or add time pressure. For instance, try to finish the entire drill in under 5 minutes while maintaining 100% accuracy.



(click on the target to bring up the full-size version which you can then print out)

- 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.
- Dots 3 & 4 – Draw and fire 1 shot on #3, then 1 shot on #4, holster and repeat X3, total 8 rounds.
- Dot 5 – Draw and fire string of 5 rounds, strong hand only, total 5 rounds.
- Dots 6 & 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.
- Dots 9 & 10 – Draw and fire 1 shot on #9, speed reload, fire 1 shot on #10, holster and repeat X3, total 6 rounds.

- # TDA Dot Torture
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- Date: _____ / ____ / ____
Score: _____
Distance: _____
- 1
- 2 years slow (DASA, DASA)
- 2
- draw, one shot (SA)
- 3
- draw, 1 DA (on 3), 1 SA (on 4-6)
- 4
- 5
- draw, 2 years (DASA),
along hand only
- 6
- draw, 2 on 6 (DASA),
2 on 7 (both SA) (SA)
- 7
- 8
- needs 3 years (DASA)
weak hand only
- 9
- draw, 1 DA (on 4), spaced repeat,
1 SA (on 10) (SA)
- 10

Hackathorn Standards

designed by Ken Hackathorn

Range: varies (see below)

Target: three IPSC (or IDPA) targets spaced 1yd apart at heights (from left to right) of 5', 6', 4'.

Start position: varies

Rounds fired: 60

The **Hackathorn Standards** have become a mainstay of practical pistol performance evaluation. Designed by Ken Hackathorn in 1993, the "Hack Standards" formed the blueprint from which the IDPA Classifier was developed.

Scoring of the targets:

- anywhere in the head, 5 points
- A-zone (-0 on IDPA target), 5 points
- C-zone (-1 on IDPA target), 3 points
- D-zone (-3 on IDPA target), 2 points
- miss, 0 points

Any time a head shot is required, a hit anywhere else on the target counts as a complete miss. Any time no target zone is specified, or body shots are specified, hits to the head box still score 5 points. Shots fired more than 0.30 seconds after the PAR time count as misses. (Ken grants a 0.30 second *grace period* on the PAR times. In other words, if a string calls for a 3.00 second PAR, any shot fired within 3.30 seconds counts for score.)

There is no concealment requirement. Strings of fire are shot from the holster unless specified otherwise.

No extra ("make up") shots are allowed. A score of 250 or more is considered **Excellent**. From 200-249 is **Acceptable**. Below 200 is **Needs Improvement**. There are thirteen strings of fire:

2H = two hands, freestyle

SHO = strong hand only

WHO = weak hand only

String	Distance	Hand(s)	Shots	PAR
1	5 yd	2H	draw and fire one to each head	3 sec
2	5 yd	SHO	draw and fire one to each head	4 sec
3	5 yd	SHO	draw and fire one to each body	3 sec
4	5 yd	SHO	draw and fire one to each body (repeat of string #3)	3 sec
5	8 yd	2H	draw and fire two rounds on LEFT target	2 sec
6	8 yd	2H	draw and fire two rounds on CENTER target	2 sec
7	8 yd	2H	draw and fire two rounds on RIGHT target	2 sec
8	10 yd	2H	<i>"El Presidente"</i> begin facing uprange w/exactly 6 rounds in pistol; on buzzer, turn, draw, and fire 2 rounds on each target then reload from slidelock and fire two rounds on each again	10 sec
9	10 yd	WHO	<i>"Weak Hand Pickup"</i> begin standing, strong hand in small of back; pistol is the ground, butt towards strong side; on buzzer, retrieve handgun, fire 1 on each target from standing or kneeling position	5 sec
10	12 – 8 yd	2H	draw and fire two on each while advancing from 12yd to 8yd	5 sec
11	15 yd	2H	<i>"Transition Drill"</i> begin with hands at shoulder level as if holding a rifle; on buzzer, draw and fire one on each target	4 sec
12	20 yd	2H	<i>"Prone Drill"</i> begin standing; on buzzer drop to prone, draw and fire 2 rounds on each target	10 sec
13	25 yd	2H	<i>"Barricade Drill"</i> begin standing behind barricade; on buzzer, draw and fire 2 on each from cover while standing then perform a tactical/retention reload then 2 rounds on each from cover while kneeling	24 sec

Langdon 9-second Standards

designed by Ernest Langdon

Range: varies (see below)

Target: three IDPA targets

Start position: from concealment

Rounds fired: 60

For this drill, you will need three IDPA targets placed at shoulder height with at least two feet of separation between each target. You will also need a shot timer, set to a 9-second PAR time. Each string has a 9-second PAR time. You must get all “-0” hits within the PAR time for each run. Dropping any points or going past the PAR time is considered a failure.

- **Vice Pres Modified:** 7yd
 1. two body on each; slidelock reload; two body on each Strong Hand Only.
 2. repeat
- **Vice Pres:** 15yf
 1. two body on each; slidelock reload; two body on each (freestyle).
 2. repeat
- **Speed at Distance:** 25yd
 1. two body on each (freestyle).
 2. repeat

At the end, you should have 20 hits to the “-0” zone of the body of each target. To get a passing score, Ernest requires the entire drill to be run twice with no misses and no shots fired past the PAR Time.

Werner 1

Neutralize the Threat Benchmark Course

Based on FEDERAL BUREAU OF INVESTIGATION Double Action Revolver Course

TARGET: IALEFI photo "Q" - AMMUNITION: 50 ROUNDS SERVICE AMMUNITION

Scoring: head circle, large body circle, and parrot – 2 points, balance of bottle – 1 point, outside bottle – 0 Each stage scored individually

STAGE I

STARTING POINT: 5 YARD LINE

TIME ALLOTTED: 5 STRINGS OF 2 ROUNDS IN 3 SECONDS

5 ROUNDS IN 20 SECONDS (15 rounds total – 30%)

A) Start with a loaded weapon. On signal, draw and fire 5 strings of 2 rounds (Head Shots only) in 3 seconds, holstering after each string and reloading when necessary.

B) Five shots on the parrot (small circle above left shoulder) in 20 seconds (Timed Fire) from Low Ready. Shots not cutting the circle score zero.

Upon completing Stage I, reload and holster a loaded weapon.

STAGE II

STARTING POINT: 7 YARD LINE

TIME ALLOTTED: 5 STRINGS OF 2 ROUNDS IN 3 SECONDS

5 ROUNDS IN 6 SECONDS

5 ROUNDS IN 4 SECONDS (20 rounds total – 40%)

A) On signal, fire 5 strings of 2 rounds in 3 seconds, holstering after each string and reloading when necessary. After 5 strings, reload with five rounds only and come to Low Ready.

B) On command, give verbal challenge. On signal, fire 5 shots in 4 seconds. Reload and holster.

C) On signal, draw and fire 5 rounds in 6 seconds.

Upon completing Stage II, reload and holster a loaded weapon.

STAGE III

STARTING POINT: 15 YARD LINE

TIME ALLOTTED: 3 STRINGS OF 2 ROUNDS IN 3 SECONDS

4 ROUNDS IN 6 SECONDS (10 rounds total – 20%)

A) Come to Low Ready. On signal, fire 3 strings of 2 rounds in 3 seconds, reload and holster.

B) On signal, will draw and fire 4 rounds in 6 seconds.

Upon completing Stage III, reload and holster a loaded weapon.

STAGE IV

STARTING POINT: 25 YARD LINE

TIME ALLOTTED: 1 STRING OF 5 ROUNDS IN 10 SECONDS (5 rounds total – 10%)

On signal, draw and fire 1 string of 5 rounds in 10 seconds.

Upon completing Stage IV, reload and holster a loaded weapon.

Claude: I devised this because I think it represents a reasonable balance of skills someone who considers themselves proficient should be able to accomplish.

Werner 2

NRA Defensive Pistol I - Sharpshooter

Sharpshooter Standard (Defensive Pistol I):

Pick up unloaded pistol from bench, load it, and fire 5 shots into the 8 ring (12 inch circle) of the D1/AP1 target at 7 yards in 18 seconds. Do it four times successfully.

Once with both hands, once SHO, once WHO. Once meaning 4 times in a row successfully. However, my standard is the 10 ring, which is 8 inches (-0 zone) in diameter.

I like this one because I consider it a minimum standard that some one who owns a pistol should be able to do. That with the caveat that for most people the accuracy standard is the 8 ring, which is 12 inches in diameter.

Another reason I like this is because of the 100% standard. I used Pro-Marksman in my Concealed Carry: Beyond the Basics class for a while and had to discontinue using it because most (80-90%) of the students could shoot an 80% (4/5 shots) consistently but not 100%. It's not that hard to learn to shoot like a police officer but going beyond that is more difficult than most people realize.

Defensive Pistol I

Rating	Position	Time	Number of Shots	Repetitions
Basic Practical	This Rating is achieved by completing the practical exercise conducted during an NRA Basic Pistol Course.			
Pro-Marksman	Two handed standing position; shoot 5 shots	15 seconds	5 shots	4 times
Marksman	Picking the loaded gun off the bench and shoot 5 shots	20 seconds	5 shots	4 times
Marksman 1st Class	Gun is unloaded on the bench; safely pick up gun, load and shoot 5 shots from standing with two hands.	20 seconds	5 shots	4 times
Sharpshooter	Gun is unloaded on the bench; safely pick up gun, load and shoot 5 shots from standing with two hands.	18 seconds	5 shots	4 times
Expert	1. Load pistol, safely move to cover, shoot 5 shots from two handed standing on right side of the cover; 2. Reload, safely move to cover and shoot 5 shots from two handed standing on left side of the cover	15 seconds per side	2 magazines 5 shots each	4 times each side of the cover
Distinguished Expert	Load pistol, move to cover, give verbal challenge, shoot 5 shots kneeling, reload and 5 shots standing (See Witness Requirements, page 3.)	25 seconds	2 magazines 5 shots each	8 times

Winchester/NRA Marksmanship Qualification Program

Werner 3

The dryfire benchmark I'm doing right now is my Dryfire regimen based on Federal Air Marshal Tactical Pistol Course v2

Two threats at a distance of 10 and 25 feet or equivalent reduced scale. One hostage at 8 feet.

Stage One

Starting position: concealed holster, fire one round to body (1.5 seconds)

Left target

Repeat, right target.

Stage Two

Starting position: Low Ready. Fire one round to body, then one round to head (1.0 seconds)

Start aimed below right target, shoot left target

Repeat, start aimed below left target, shoot right target.

Stage Three

Starting position: Low Ready. Fire one round each at two targets (1.0 seconds)

Start aimed below right target, shoot left target first

Repeat, start aimed below left target, shoot right target first.

Stage Four

Starting position: concealed holster, with back to targets.

180 degree pivot. Fire one round each at 3 targets. (3.0 seconds)

Turn left, shoot left target, then right target, then left target

Repeat, turn right, shoot right target, then left target, then right target.

Stage Five

Starting position: Low Ready. Fire two rounds to body, then one round to head, transition to other target and fire two rounds to body, then one round to head (2.5 seconds)

Start aimed below right target, shoot left target first

Repeat, start aimed below left target, shoot right target first.

Stage Six

Starting position: Low Ready. Fire one round, speed reload, one round on other target. (3.0 seconds)

Start aimed below left target, shoot left target first

Repeat, start aimed below right target, shoot right target first.

Stage Seven

Starting position: Low Ready with slide locked back. (Live fire: load with one round only)

Simulate firing one round, reload; fire one round on other target. (3.5 seconds)

Start aimed below right target, shoot right target, then left target

Repeat, start aimed below left target, shoot left target, then right target.

Stage Eight

Starting position: Low Ready. Fire two rounds at head (1.0 seconds) Left target

Repeat, right target.

End of exercise. Place your pistol in its storage area without reloading it. Do something to remove dryfire from your thoughts before reloading your pistol.
Song on my MP3 file: Big Iron from Marty Robbins' Gunfighter ballads.



Hackathorns "wizard drill".

Put 4" circle in center of an IDPA/IPSC head. Time for each string is 2.5 seconds

at 3 yards, one head shot strong hand only

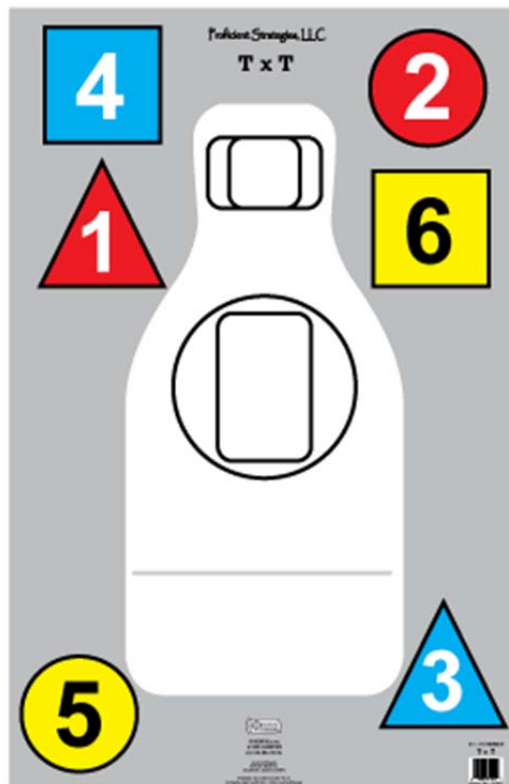
at 5 yards, one head shot both hands

at 7 yards, one head shot both hands

at 10 yards, two body shots both hands

You should now have 3 head shots and 2 body shots. A miss is a fail. If using pocket carry, you may start with hand on gun. If not, hands at side.

Appendix



Proficient Strategies Tom & Tom target can be used for Casino, FAST, and the various Q targets

Rangemaster Q:

