

THE COMPLETE COMBATANT'S TESTED/SCORED DRILLS

The following courses of fire challenge the armed citizen to perform the most common technical skills from a concealed draw. A well-designed interlocking curriculum provides a platform for building and evaluating core skills, efficiency, effectiveness, and mental fortitude.

I use martial art belt ranks as the basis for the patch system. I have taught and developed this curriculum for four decades, and I have a deep understanding of the developmental process of athletes.

The Bullseye course checks shot calling, dot tracking, and accuracy using an extended prep and press to work on hand stopping (95-5, 90-10, 80-20) vision cues (flash, floating, focused), and trigger speed (quickly, carefully, precisely).

The Trifecta is a simple test to measure the shooter's ability to adjust hand, trigger, and vision speed relative to the target size with maximum efficiency.

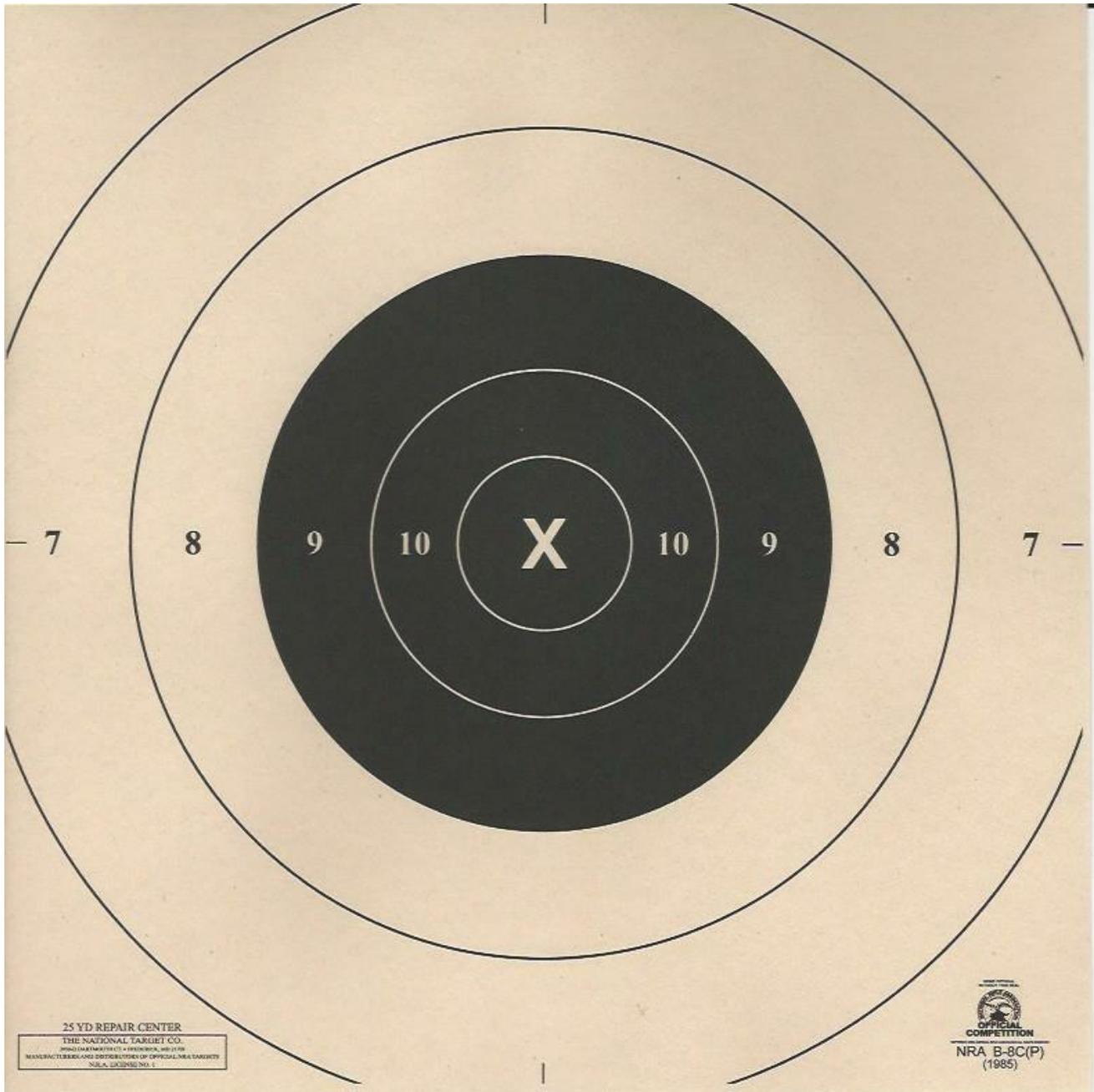
Mixed Six is a basic course of fire with par times to teach different hand position that armed citizen may need to employ.

The Core Four establishes a baseline for current level of skill in common shooting drills. It also provides a percentage rating for the belt test patch.

12-23-22 PLEASE MAKE NOTE:

- Target Changes: You can now use any USPSA target. Just add B8 and circles. You will see several targets as examples.
- Anything outside of the A or C ZONES are MISSES. You get 1 RETRY. If out = DQ
- Brian will allow 1 mulligan (bad draw, etc.) per stage. If you fire, it is NOT a mulligan
- NOT running the drills from concealment? ADD 1.0 second per stage
- SCORING STAYS THE SAME

The Complete Combatant Bullseye Course



Target: B-8 repair center

Distance: 5, 10, 15, 20, 25 yards

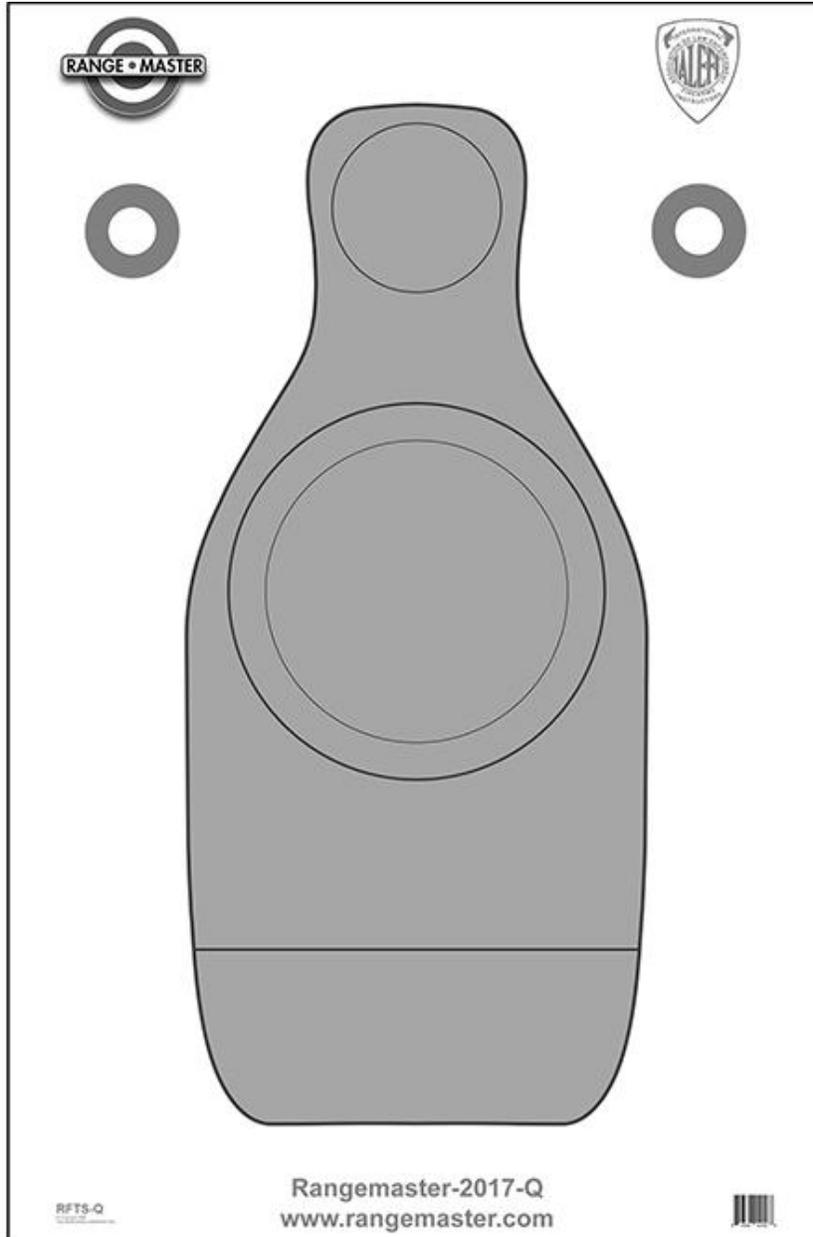
Untimed

Directions: Extended prep and press. Fire 1, 2, then 3 shots from the press out with no time limits at each distance above.

Scoring: 10,9,8,7,0 points

30 rounds total. Maximum possible score = 300 points. Goal 270 and above (90%)

The Trifecta Drill



Target: Rangemaster Q. 8, 4, 2-inch circles (Inner body circle, head circle, small gray & white circle)

Distance: 3 yards.

Timed

Directions: Draw and fire one shot on the timer individually to each of the circles. Add the three times together for the score. Line breaks count. The gray area counts on the smallest circle. Three misses total are allowed (1 ea., 2/1 mix, or 3 on one target)

3 rounds total.

Subtract total time from 103 for percentage value score. (i.e. 5.5 seconds = 97.5%)

The Trifecta Drill:

Master: 3 seconds or less

Body .8. Head 1.0. Parrot 1.2

Expert: 3.1 - 4 seconds

Body 1.0. Head 1.25. Parrot 1.5

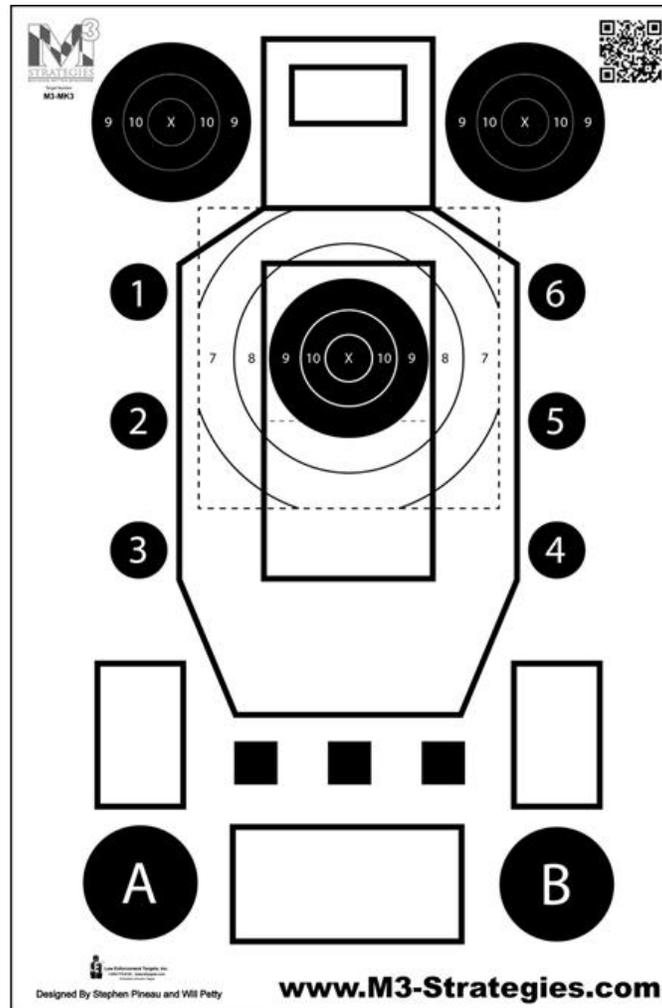
Advanced: 4.1 – 5 seconds

Body 1.25. Head 1.50. Parrot 1.75

Intermediate: 5.1 – 6 seconds

Body 1.50. Head 1.75. Parrot 2.00

Mixed Six



Target: B-8 repair center on IDPA, USPSA target, or the M3 strategies MK3

Distance: 7 yards

Par time.

Directions: All shots to the B-8 except for 1 head shot

Needs: 15 rounds. 2 magazines, or 3, if single stack. Simulated phone/ammo tray

1- Hands up (fence/frames) draw and fire 2 in 3 seconds

2-Primary hand only draw and fire 2 in 5 seconds

3- Support hand on the phone by the ear, draw and fire 2 in 3 seconds

4- Failure to neutralize. Draw and fire 2 to the body and 1 to the ocular cavity in 4 seconds

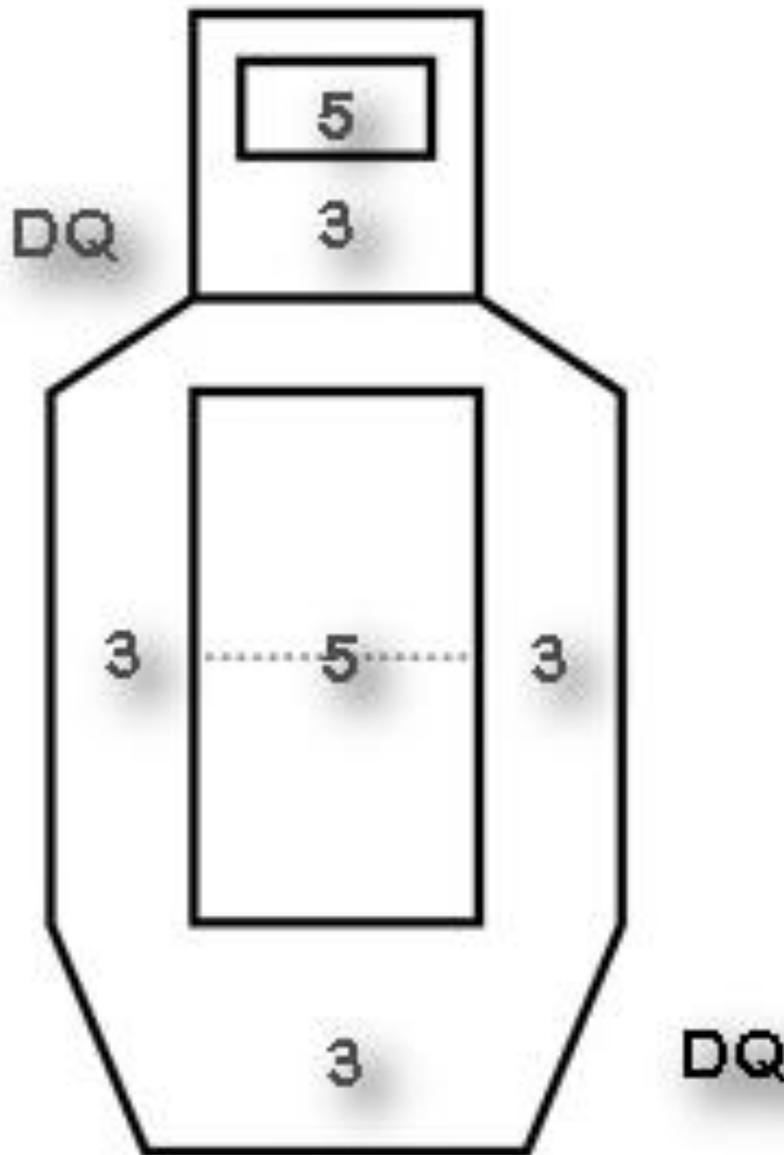
5- Low ready, issue verbal command, on the start signal fire 2 in 3 seconds

6- Start with 2 rounds in the gun. Draw and fire 2, reload fire 2 more in 9 seconds

Maximum score=150. Goal: 90% and above (135)

B-8 scoring: 10,9,8,7,0 points. Head shot: 10 points in the ocular box, 9 if in the head.

Core Four



Target: Rangemaster Q (IDPA or USPSA target will also work)

Distance: 7 yards

Hit Factor (points/seconds x multiplier)

Directions:

Needs: 15 rounds, 2 magazines

1-Hands Up (fence/frames). Draw and fire 2 rounds to the body (Goal: 1.25 and under)

2-Bill Drill. Draw and fire 6 rounds to the body. (Goal: 2.00 and under)

3-Failure to Neutralize. Draw and fire 2 to the body & 1 to the head. Goal: 1.5 and under)

4-Draw and fire 2 to the body perform a speed reload and fire 2 to the body (Goal: 3.25 seconds)

Scoring:

Add .8 second penalty if no concealment or retention (.20 x 4 draws)

Rangemaster Q scored 5,4,2 (Inner circle, outer circle, outside circles but above beltline.

Below beltline=0)

IDPA or USPSA target, scored 5,3,1

75 possible points:

Total Score: Divide points by total time. Multiply result by 11.

Shooters Qualify for:

90% Black belt test 8 seconds & 70 points = 96%

80% Brown belt test 9 seconds & 70 points = 85.5%

70% Purple belt test 10 seconds & 70 points= 77%

60% Blue belt test 12 seconds & 70 points= 64%

Talley scores for Top Shot

Total of the 4 tests combined for a possible 650 points possible