

PISTOL WIZARD

Beginner Skills Test Overview

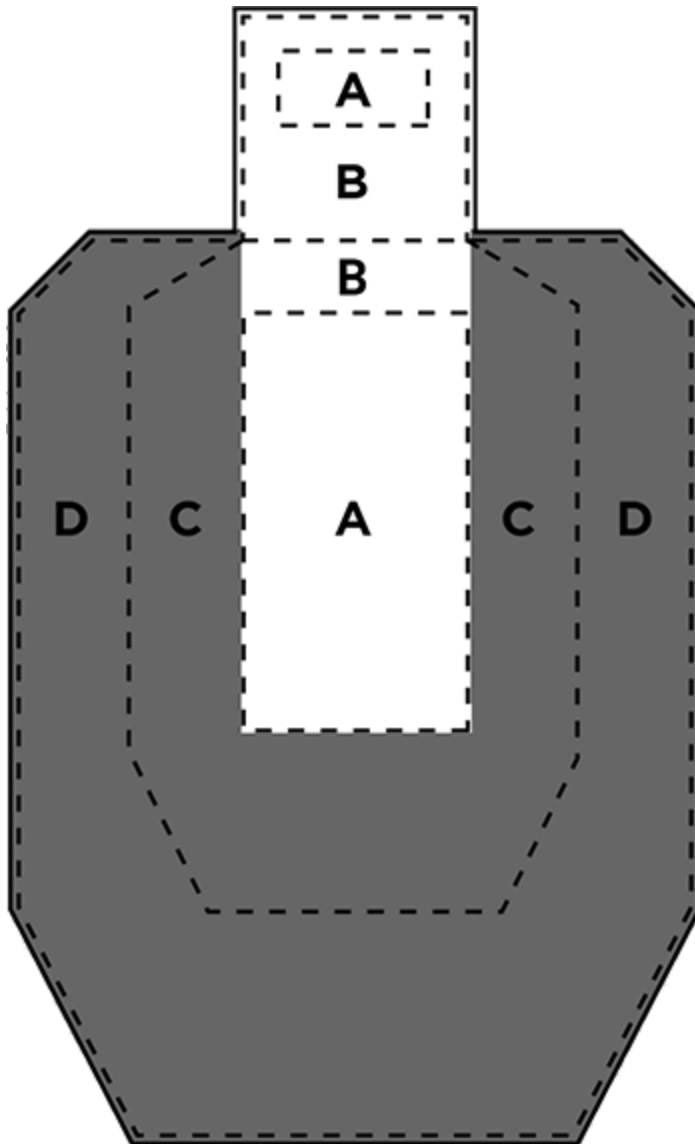
There are 6 drills in this test. They are each pass or fail. You must pass at least 4 of the 6 drills to pass the test.

You may retry the test. The test is 23 rounds total, so bring at least 46 rounds.

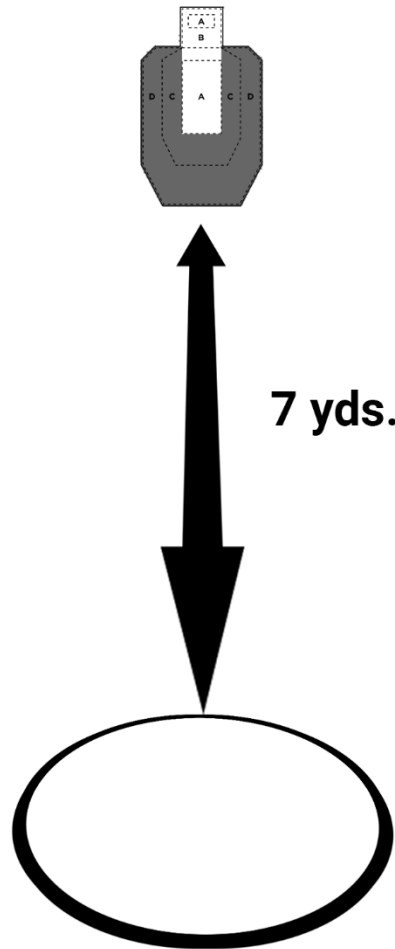
Tests are held no more than monthly. If you pass, you earn a Blue Belt, and may take Intermediate Classes and the Intermediate Skills Test.

Target Scoring Note

Anytime a drill says "only A or B hits count", score the zone between the A and B zones as a B zone:



Zed Drill (7-yards)



Zed Drill is a 3-round drill. There is 1 USPSA metric target (T1).

Start position is standing in Circle A (7 yds. From Target), facing downrange, wrists above shoulders. Your gun will be loaded and holstered, clear of concealment.

Only A or B hits will count. The best 3 hits will score, but **at least 1 hit must be in the head box.**

If there's no hit in the head box on this string, count it as a miss.

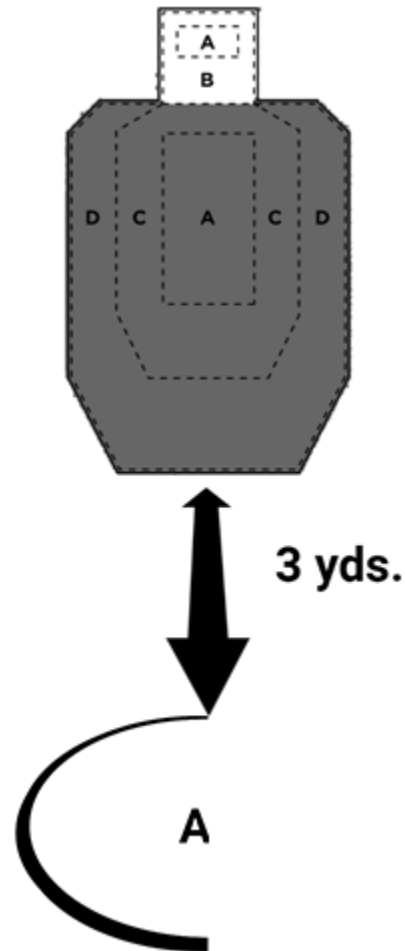
On the start signal engage T1 with at least 3 rounds. You have **3 seconds** to complete the drill.

Hint: You did this drill in Class 19 (Draw 3). This tests your draw and grip. Your dry draw at 7 yds. (including getting sights on target and pressing the trigger) should consistently be 1.5 seconds or faster for a body A-zone shot, and 1.9 or faster for an immediate head shot. See Classes 5 & 6 notes for drills and times breaking down the draw to get there. Class 8 notes on sight pictures can help with speed on draw and shots on recoil.

If your holster is jamming up Step 1 of the draw, see <https://pistolwizard.com/guides/concealed-carry-holsters/#conclusion> for recommended concealment holsters.

People often shoot low on follow-up shots, so aim at the head box for all shots. If you pull low from trying to manage recoil, you'll probably still get A hits in the body.

Counter-Ambush (3 yards)



Counter-Ambush (3 yards) is a 2-round drill. There is 1 USPSA metric target (T1).

Start position is standing in Circle A (3 yds. from Target), facing downrange, wrists above shoulders. Your gun will be loaded and holstered, under concealment.

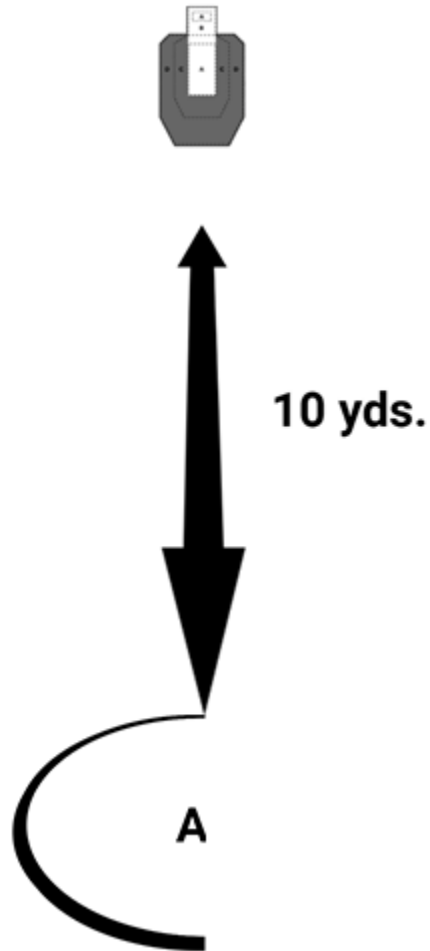
The best 2 hits will score, but **hits must be in the head box** to count.

Any shots outside of the head box count as a miss.

On the start signal, draw, **side step right** out of Circle A, and engage T1 with at least 2 rounds. You have **3 seconds** to complete the drill.

Hint: This simulates response to an armed robbery or similar. You did this in Class 18 (Terminal Ballistics) in 1.5 seconds without concealment and stepping. Start and end your side step with an athletic stance (feet shoulder width apart, knees bent) so you can move in a way that doesn't mess with your aim. See Class 12 (Mobile Shooting) notes for pointers.

Counter-Ambush (10 yards)



Counter-Ambush (10 yards) is a 2-round drill. There is 1 USPSA metric target (T1).

Start position is standing in Circle A (10 yds. from Target), facing downrange, wrists above shoulders. Your gun will be loaded and holstered, under concealment.

Only A or B hits will count. The best 2 hits will score.

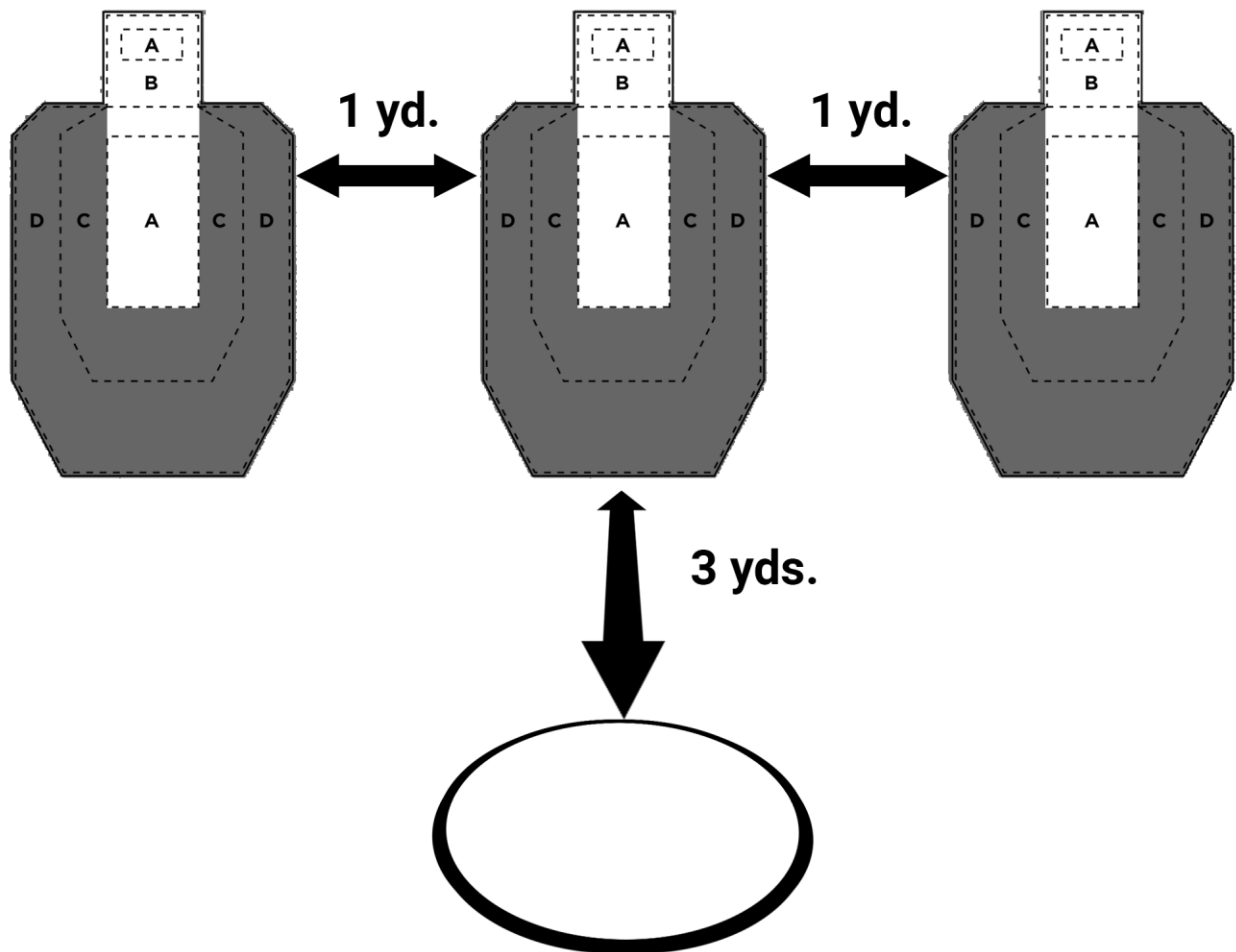
On the start signal, draw, **side step right** out of Circle A, and engage T1 with at least 2 rounds. You have **3 seconds** to complete the drill.

Hint: This simulates response to a non-hostage attack on a third party, like a robbery or rampage. People often shoot low on follow-up shots, so aim at the top of the body A zone, or middle of the head box for all shots. If you pull low from trying to manage recoil, you'll probably still get A hits in the body. Start and end your side step with an athletic stance (feet shoulder width apart, knees bent) so you can move in a way that doesn't mess with your aim. See Class 12 (Mobile Shooting) notes for pointers.

Instructors: Score/paste targets (7 hits, 3 headshots)

Students: HOLSTER and RELOAD MAGS

Blake Drill (3 yards)



Blake Drill is a 6-round drill.

There are 3 USPSA metric targets (T1, T2, T3), placed 1 yd. apart side to side.

Start position is standing in Circle A (3 yds. From Targets), facing downrange, wrists above shoulders. Your gun will be loaded and holstered.

Only A or B hits will count. The best 2 hits per target will score, but at **least 1 hit per target must be in the head box.**

If there's no hit in the head box on this string, count it as a miss.

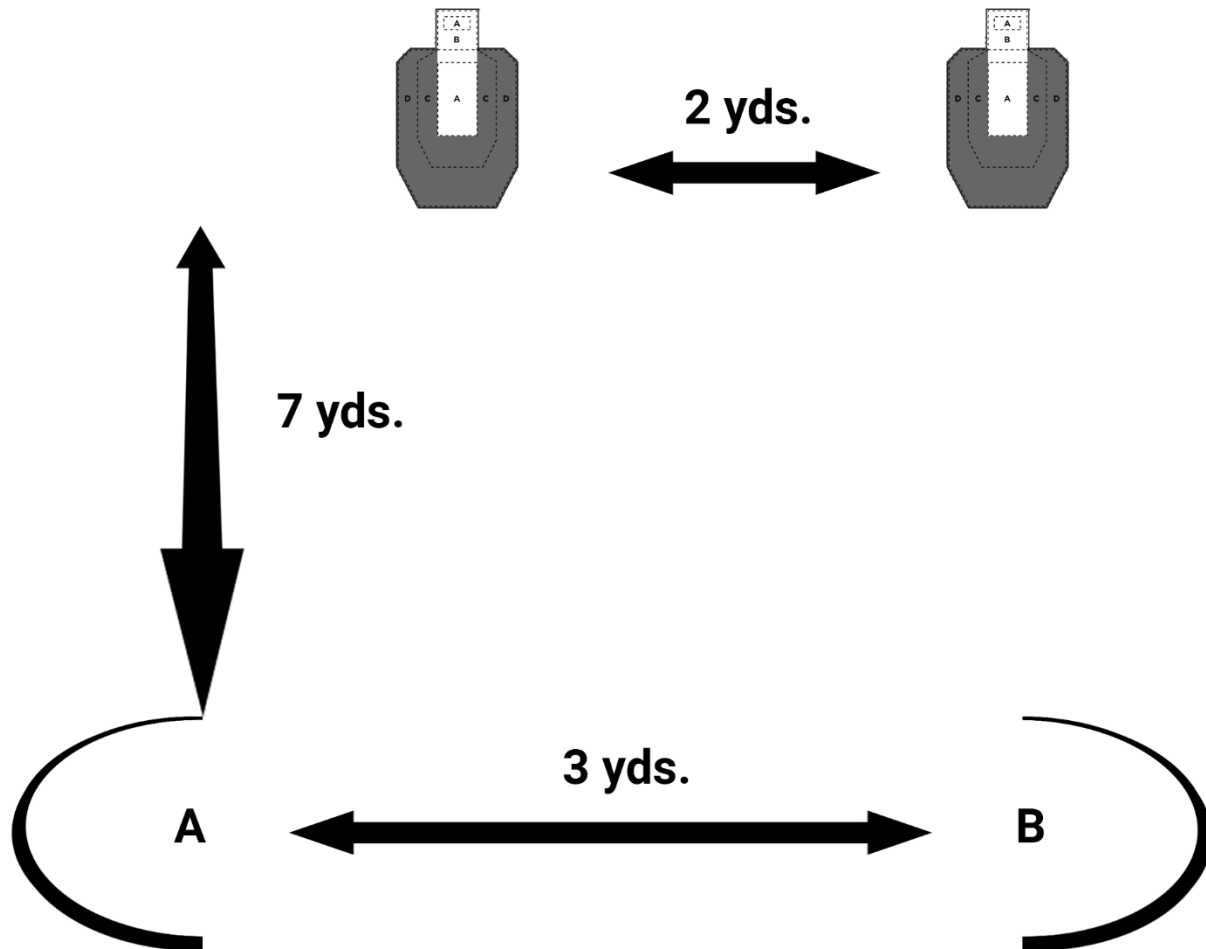
On the start signal engage T1-T3 with at least 2 rounds per target. You have **4 seconds** to complete the drill.

Hint: This is a test of your transitions and smart choice of sight picture (Class 8). You also did this drill in Class 19 (Draw 3). People often shoot low on follow-up shots, so aim at the head box for all shots. If you pull low from trying to manage recoil, you'll probably still get A hits in the body.

Instructors: Score/paste targets (6 hits, 3 headshots).

Students: HOLSTER and RELOAD MAGS

Short Mobile Shooting (7 yards)



Short Mobile Shooting is a 4-round drill.

There are 2 USPSA metric targets (T1, T2), placed 2 yds. apart side to side.

Half-circle A is placed 1 yd. left of T1, 7 yds. back from T1-T2.

Half-circle B is placed 3 yds. to the right of Half-circle A.

Start position is standing in Half-circle A, facing downrange, hands at sides. Your gun will be loaded and holstered.

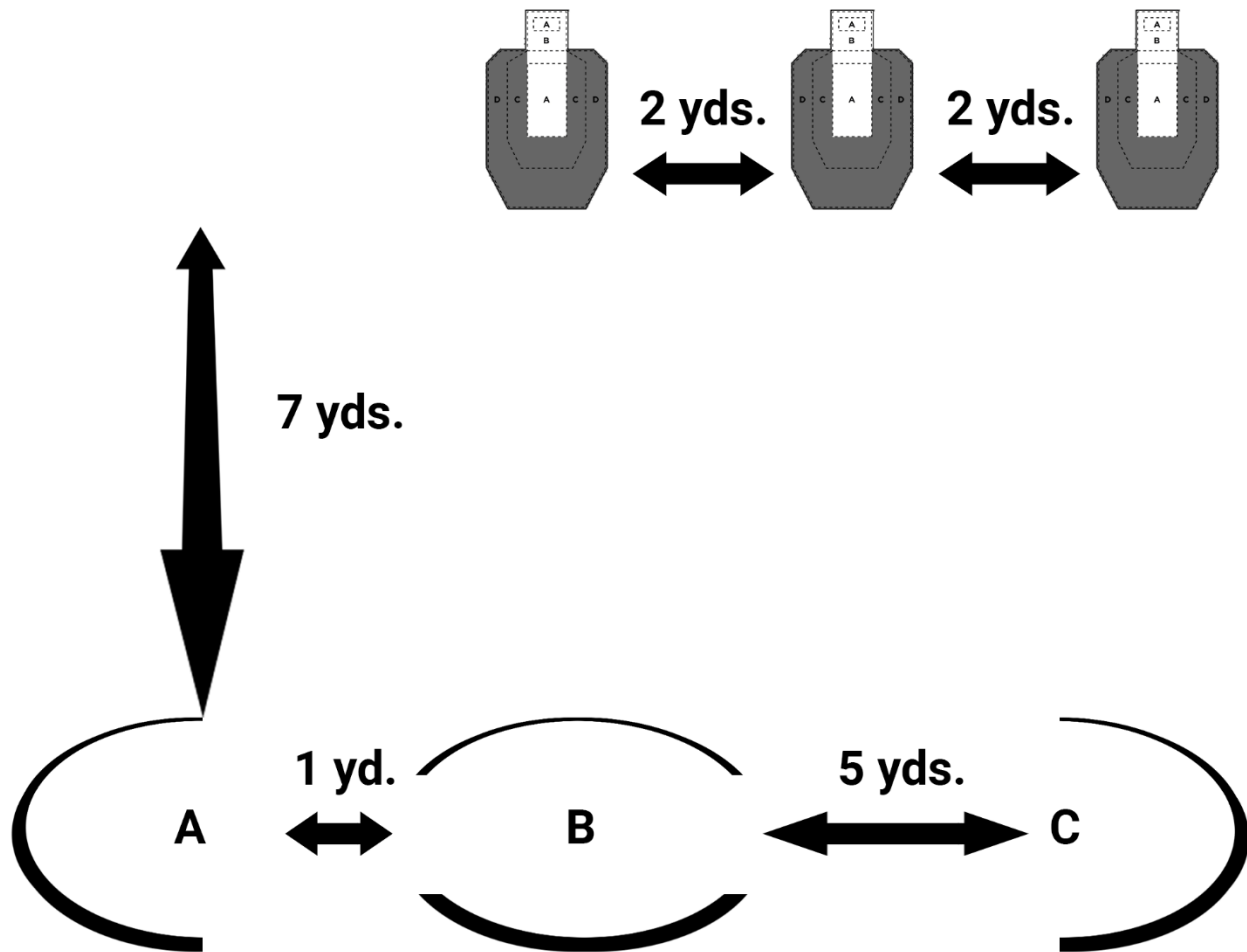
Only A or B hits will count. The best 2 hits per target will score.

On the start signal move to engage T1-T2 with at least 2 rounds per target. You can't start shooting until you have left Half-circle A. You must have at least one foot inside of Half-circle B before the timer expires. You have **4 seconds** to complete the drill.

Hint: This simulates moving to cover while in a gunfight with two attackers. Practice drag step and position entry/exit (Classes 11 & 12). On the beep, start moving immediately, draw, get your grip dialed in, and then start shooting.

Instructors: Score/paste targets (4 hits). Students: HOLSTER and RELOAD MAGS

Long Mobile Shooting (7 yards)



Long Mobile Shooting is a 6-round drill.

There are 3 USPSA metric targets (T1, T2, T3), placed 2 yds. apart side to side.

Half-circle A is placed 1 yd. left of T1, 7 yds. back from T1-T3.

Half-circle B is placed 1 yd. to the right of Half-circle A.

Half-circle C is placed 5 yds. to the right of Half-circle B.

Start position is in Half-circle A, facing downrange, hands at sides. Your gun will be loaded and holstered.

Only A or B hits will count. The best 2 hits per target will score.

On the start signal, engage T1 and T2 with at least 2 shots each after leaving Half-circle A. Engage T3 after leaving Half-circle B. You must have at least one foot inside of Half-circle C before the timer expires. You have **6 seconds** to complete the drill.

Hint: This simulates a complex gunfight with multiple attackers, where you have to move to maintain your cover advantage. Practice roll-step, cross-step and position entry/exit (Classes 11 & 12). On the beep, start moving immediately, draw, get your grip dialed in, and then start shooting.