

# **PISTOL WIZARD**

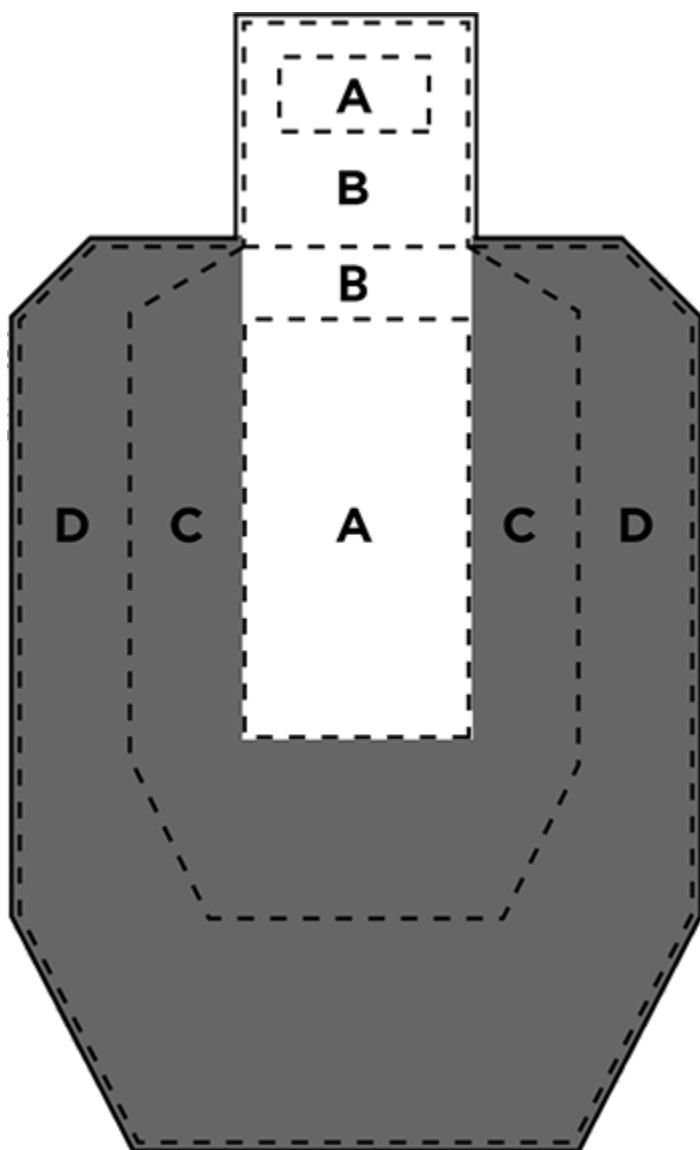
## Purple Belt Skills Test Overview

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.

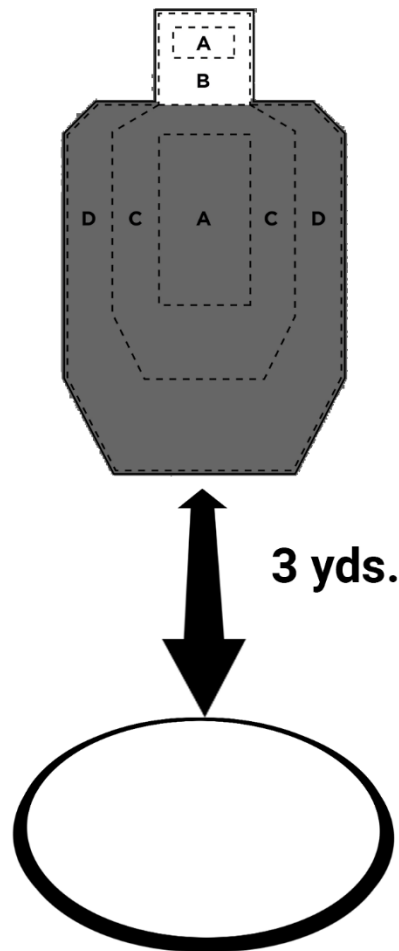
You may retry the test. The test is 26 rounds total, so bring at least 52 rounds.

## 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:



## Close Counter-Ambush (3 yards)



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

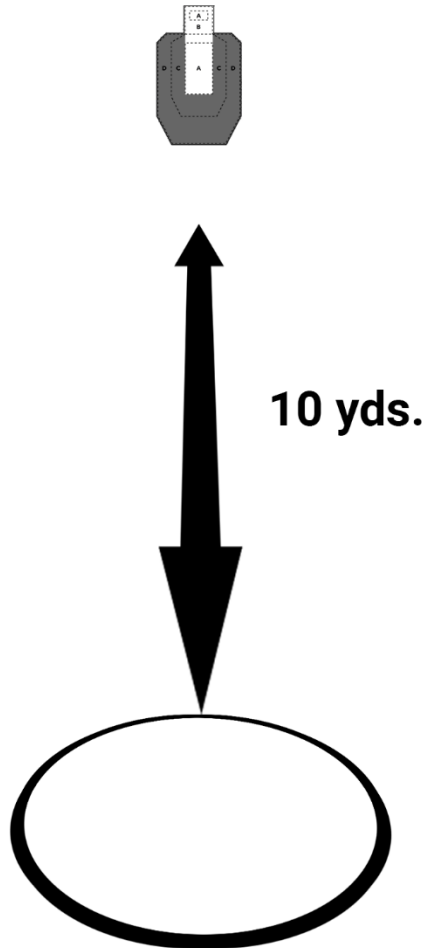
The start position is standing in Half-circle A (3 yds. from Target), facing downrange, wrists above shoulders. Your gun will be loaded and holstered.

The best 2 hits per target 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 engage T1 with at least 2 rounds. You have **2 seconds** to complete the drill.

## Far Counter-Ambush (10 yards)



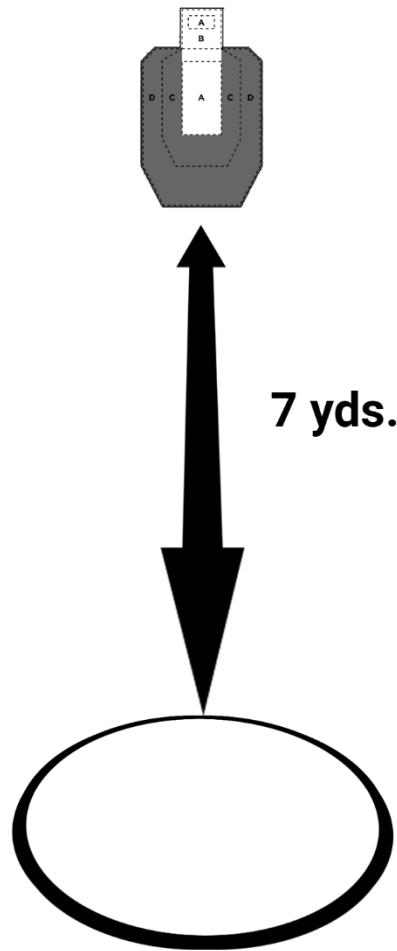
Counter-Ambush is a 2-round drill. There is 1 USPSA metric target (T1).

The start position is standing in Half-circle A (10 yds. from Target), 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.

On the start signal engage T1 with at least 2 rounds. You have **2 seconds** to complete the drill.

## Bill Drill (7-yards)



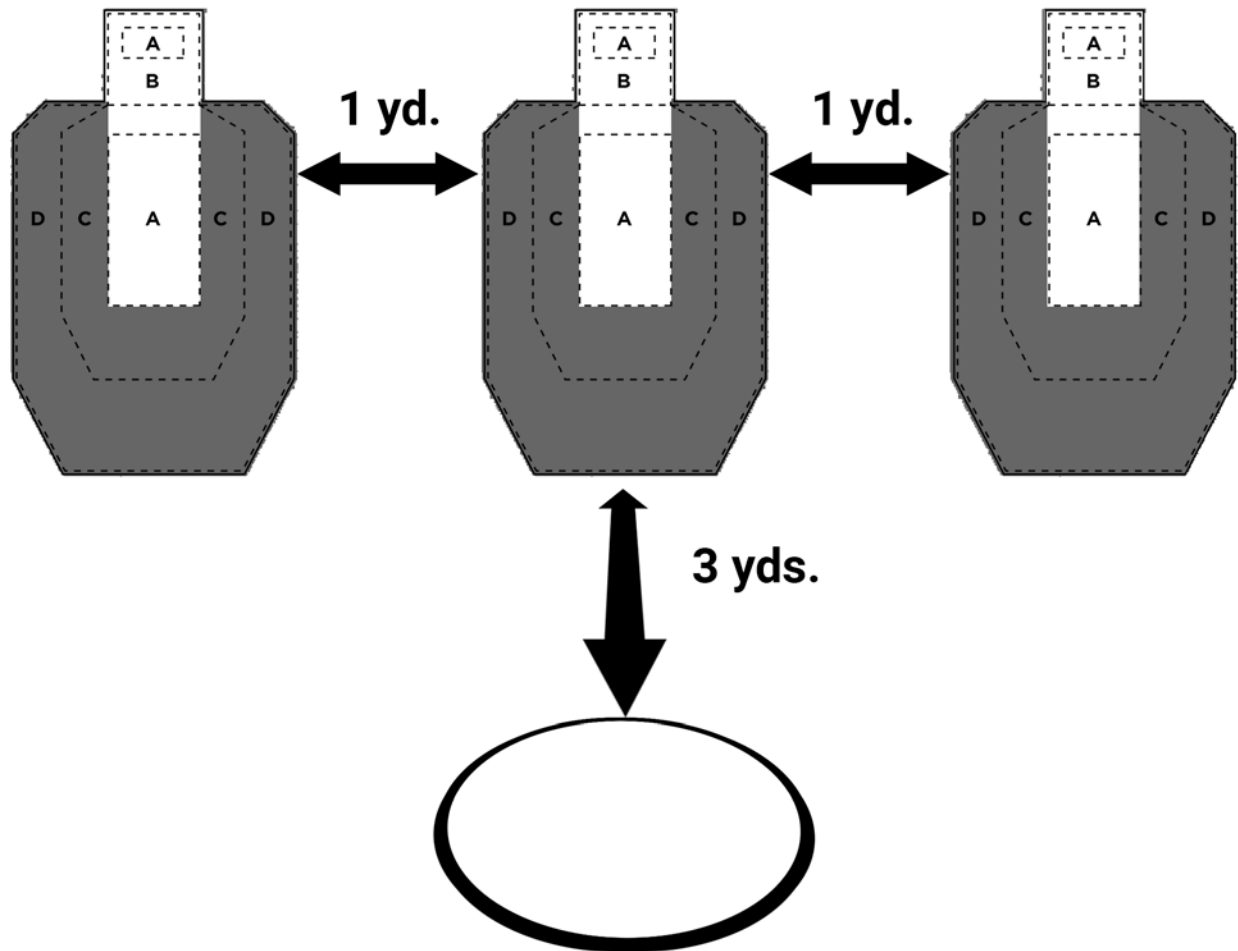
Bill Drill is a 6-round drill. There is 1 USPSA metric target (T1).

The start position is standing in Half-circle A (7 yds. From Target), facing downrange, wrists above shoulders. Your gun will be loaded and holstered.

Only A or B hits will count. The best 6 hits per target will score.

On the start signal engage T1 with at least 6 rounds. You have **2.5 seconds** to complete the drill.

## Blake Drill (3-yard)



Pistolero is a 6-round drill.

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

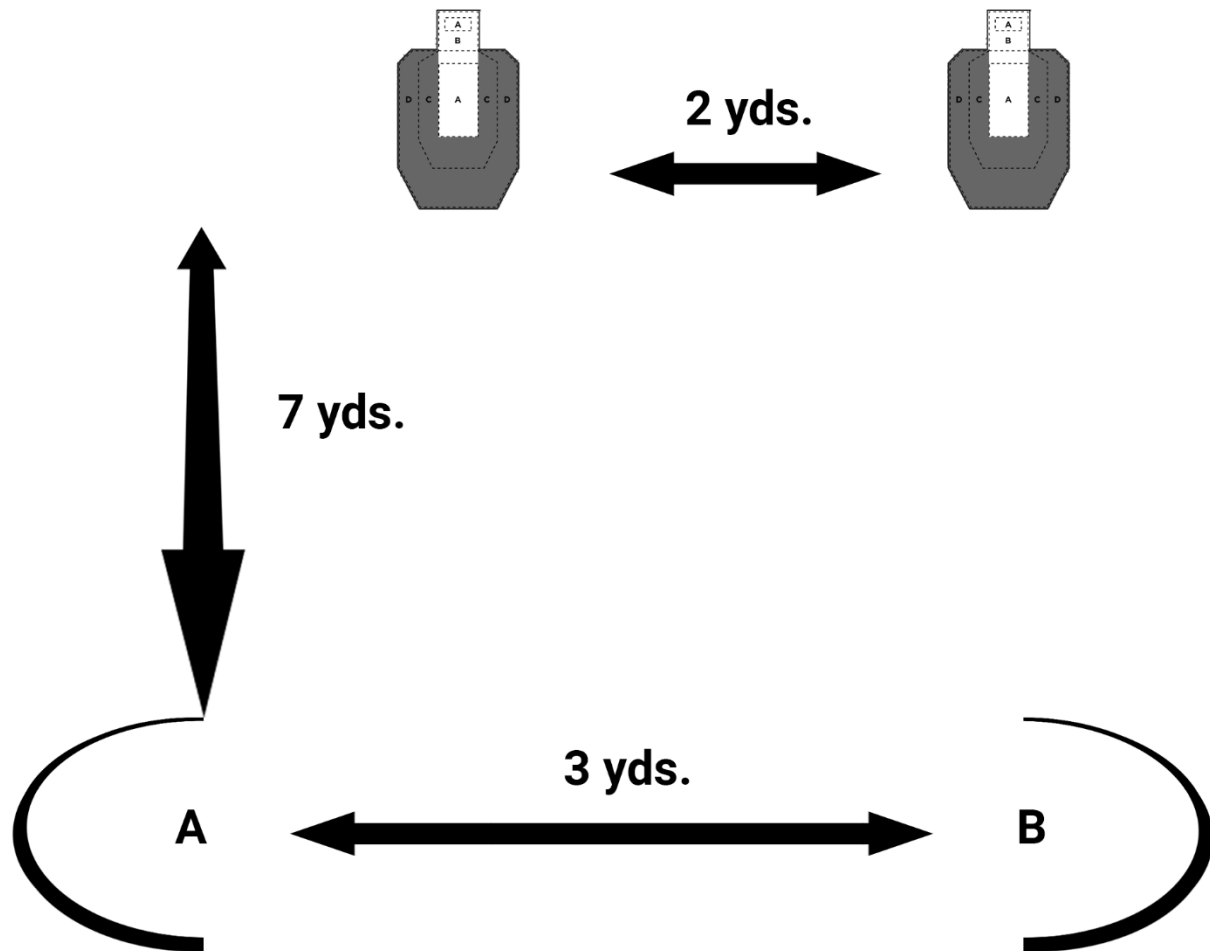
The start position is standing in Half-circle A (3 yds. From Targets), facing downrange, wrists above shoulders. Your gun will be loaded and holstered.

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 **2.8 seconds** to complete the drill.

## 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.

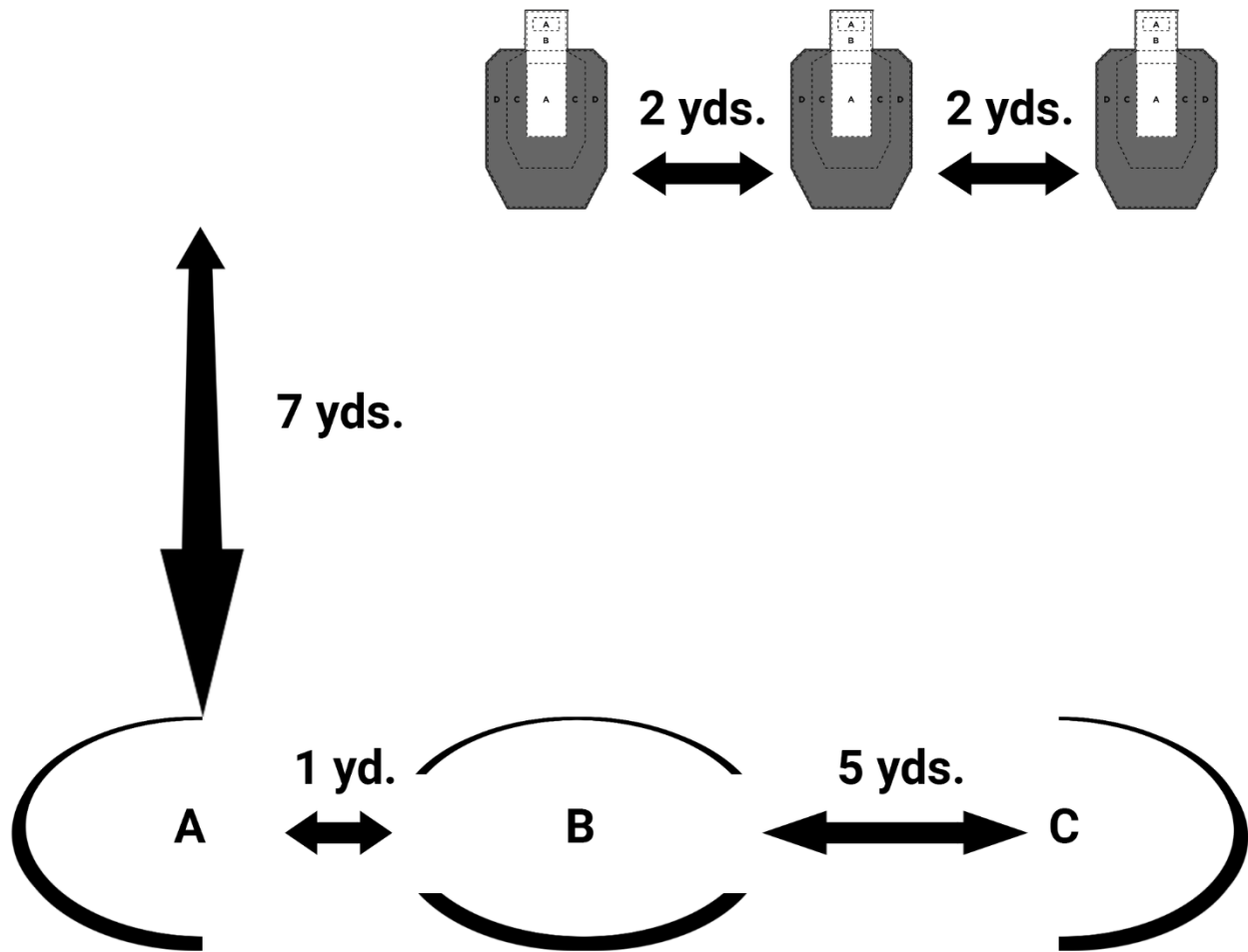
Half-circle B is placed 3 yds. to the right of Half-circle A.

The 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 have **2.8 seconds** to complete the drill.

## 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.

The 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, engage T1 with at least 2 rounds at any time. Engage T2 with at least 2 shots after leaving Half-circle A. Engage T3 after leaving Half-circle B. You must be inside of Half-circle C before the timer expires. You have **4.2 seconds** to complete the drill.