

# North Idaho Firearms Training

Rathdrum, Idaho

## ***Beginner Pistol “Combat Drill”***

45 Rounds 3 targets, Target 1(center) Target 2(left) Target 3(right) 3m from center target.  
“A” Zone hits, No Deductions, “C” Zone -1 Deduction, “D” Zone -3, Mike -10

Each evolution is timed - Magazine count **15-15-15**

Center Mass from 3-meter line (8 Rounds)

Stage 1: From holstered, draw, fire **2 rounds** in 5 second

Stage 2: From low ready fire **2 rounds** in 5 seconds (Strong Side Only)

Stage 3: Transition to support side, from low ready, support side only, fire **2 rounds** in 7 seconds

Stage 4: Still support side two handed from low ready fire **2 rounds** in 6 seconds

Malfunction Drills from 5-meter line (6 Rounds)

Stage 5: Set up type 1(failure to fire), unload, use magazine w/ 1 round, load second round, close slide empty chamber, holster, from holster, draw, pull trigger gear click, tap/rack and fire **2 rounds** in 8 seconds, combat reload & holster

Stage 6: Set up type 2(stove pipe), from low ready, sights up, click, tap/rack/roll and fire **2 rounds** in 8 seconds

Stage 7: Set up type 3(failure to extract) from low ready, sights up, attempt to fire, click, tap/rack/roll won't work, lock slide back, remove magazine, retain on your person, clear the malfunction, re-insert magazine, chamber round and fire **2 rounds** in 16 seconds.

Failure to Stop Drills from 7-meter line (11 Rounds)

Stage 8: From holster, draw fire **2 rounds** to body, **1 round** head in 8 seconds you will have a combat reload (holster when safe)

Stage 9: Pick up empty magazine, clear weapon, 2 rounds in empty magazine, load weapon, holster, From holster, draw fire **2 rounds** body, combat reload, fire **1 round** head in 10 seconds (holster when safe)

Stage 10: From holster, draw fire **1 round** to head in 6 seconds (stay at low ready)

Stage 11: From low ready fire **2 rounds body & 2 rounds head** in 12 seconds. Set up magazine w/ 2 rounds

Transition Drills from 10-meter line (14 Rounds)

Stage 12: From holster, draw fire **2 rounds** center, combat reload, fire **2 rounds** right target in 12 seconds (holster when safe)

Stage 13: From holster, set up barrier for cover, draw fire **2 rounds** center, **2 rounds** right, move to cover and combat reload, fire **2 rounds** left target in 15 seconds

Stage 14: Turn barrier 12-6o'clock position, center target only, from holster, draw lean right fire **2 rounds**, pull into compressed ready, move left of barrier, punch out and fire **2 rounds** in 8 seconds

Box Drill from 5-meter line (6 Rounds)

Stage 15: From holster, draw, fire **1 round** at each target head, then fire **1 round** at each target center mass (Headshot-Headshot-Headshot / Body-Body-Body) headshots must be first. In 14 seconds. **FINISHED**

All “A” Zone hits **MASTER**, 1-4 **Distinguished Expert**, 5-10 **Expert**, 11-20 **Sharpshooter**, 21-30 **Marksman 1<sup>st</sup> Class**, 31-39 **Marksman 2<sup>nd</sup> Class**, 40-45 **Marksman 3<sup>rd</sup> Class**, 46 or more **FAIL**

Name: \_\_\_\_\_

Score: \_\_\_\_\_



Level: \_\_\_\_\_