



3 PRINT-AT-HOME DRILLS

TARGETS AND INSTRUCTIONS
FOR D.I.Y. TRAINING

PAPER ROUTE

RUN THAT RELOAD

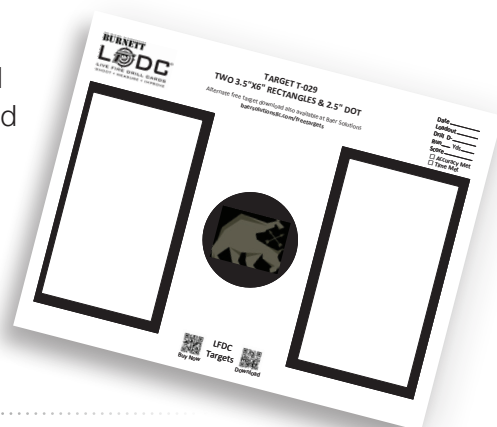
You can modify drills clearly tailored to double-stack autos to a more old-fashioned sidearm. Drew Estell's "Shooting Standard Drill" is Drill No. D-056 in the Burnett Live Fire Drill Cards system, and even though it's clearly written for the bigger box-feds, you can run it with your snub as well.

SEMI-AUTO IS STANDARD

Initial layout is as follows:

You'll need your sidearm and three magazines — one loaded with 10, one loaded with three and the last loaded as you would normally carry your spare. For a target, you'll be using Live Fire Drill Cards Target No. T-029 or a piece of copier paper set up as follows: Landscape-wise, you will have a 6-inch-tall by 3.5-inch-wide rectangle on either side of a 2.5-inch circle that you place between them.

Standing 5 yards from your target, at the signal to begin,



draw and fire five rounds into each of the rectangles, perform a slide-lock reload and then fire the entire three-round magazine into the circle. Perform a slide-lock reload to get the gun back into action and then scan for additional threats, ensuring that you're actually processing everything around you.

This is a very challenging drill. "Par" is nine seconds, not including the final scan, but don't start rushing until you're nailing this one at a comfortable speed. If you're pushing yourself too hard and throwing shots everywhere, you're not only wasting time but also possibly reinforcing poor shooting habits.



NOW ADAPT IT FOR YOUR WHEELGUN

On to the fun part. Here's how to run this one with a revolver:

With your sidearm charged and holstered, stand 5 yards from the same target, with two reloads in whatever configuration you would normally carry them. If you normally only carry a single reload, drop the second in your pocket, and if you normally don't carry a reload at all, fishing a reload out of your pocket should be eye-opening enough to send you shopping for a good way to carry a speedloader or speed strip.

At the signal to begin, draw and fire two rounds into each rectangle and then two into the circle. (If you're using a five-shooter, only fire one into the circle.) After that last shot, immediately step to one side, drop into a crouch and execute a reload. Here's the key though: Only load three, and don't be too particular about how you load them. Get them into the gun, get the cylinder closed and get back on target as quickly and as safely as you can.

TRAIN FOR FAILURES

After you're back on target, shoot each rectangle and the circle once. Your hammer will almost certainly fall on empty chambers; this is part of the plan. What you'll be doing is conditioning yourself to keep fighting even if you pull the trigger and nothing happens. Rounds fail to launch, and people drop cartridges during reloads; you have to be ready to keep pressing that trigger until the job's done or you've pressed it as many times as the gun holds rounds. Think of it as another version of a malfunction drill. After you've got a bullet in each rectangle and the circle, move and crouch again, reload and then scan from down there.

You'd be hard-pressed to find a handgunning drill that you can't tweak a bit to run with a revolver. Revolvers were here before autos, so if a drill involves combat shooting, chances are someone's done it with a wheelgun.

In fact, people used to do so all the time.

Hit up Live Fire Drill Cards on Facebook or Instagram at @LiveFireDrillCards. To peruse the complete selection of drills and targets in the Handgun Training Log System, visit LiveFireDrillCards.com.

TARGET T-029
TWO 3.5"X6" RECTANGLES & 2.5" DOT

Alternate free target download also available at Baer Solutions
baersolutionsllc.com/freetargets

Date _____
Loadout _____
Drill D- _____
Run _____ Yds _____
Score _____
☐ Accuracy Met
☐ Time Met



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Targets

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A PAIR TO DRAW TO

THE '2X2X2'

For this drill, we turn to Dave Spaulding's "2x2x2" — landing a pair of scoring hits in two seconds at 20 feet. It's Drill No. D-054 in the Live Fire Drill Cards training system, and it's exactly the kind of drill that's essential for armed-self-defense.

Set up by affixing a 3-by-5 index card as close to head level as you can on a target or target backing. This will simulate the vital areas of a human attacker: either the area between the upper lip and the eyebrows or the high-center chest in the heart/lung area. This is your target, and any rounds that do not at least touch the card will be counted as misses.

Standing at the 7-yard line and using a strong, two-handed grip, when signaled to draw, do so and place two rounds into the index card in less than two seconds. This is a simulation of stopping an attack as quickly as possible, and it represents the kind of accuracy you'll need to bring to bear on a small area if you're ever unfortunate enough to be forced to do so.

Like with all drills, time spent frivolously sending rounds is worse than time wasted; it's time training in techniques that don't work and can therefore get the wrong people shot. Start slowly and only build speed as your ability progresses. If the best you can do is a shot every two seconds but the rounds are going where you tell them to, good; keep it up. You'll eventually get faster with that kind of practice, but rushing yourself and inaccurately winging shots all over the range will never increase your lifesaving capabilities.

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TARGET T-013
3" X 5" CARD

Date _____
Loadout _____
Drill D- _____
Run___ Yds_____
Score _____
☐ Accuracy Met
☐ Time Met



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DOUBLE NICKELS ON A DIME



THE '5X5 DRILL'

The "5x5 Shooting Drill" (Live Fire Drill Cards Drill D-048), by Gila Hayes and Claude Werner, is one of those assessments that works well for gauging approximately where a shooter stands as far as general competency goes. To run it, you'll need a target with a 5-inch circle in the center, your carry sidearm and 25 rounds, and a range at which you can shoot from 5 yards.



Stand on the firing line, holding your loaded sidearm at a low ready, and at the signal to begin, fire five rounds into the 5-inch circle. Anything inside the circle or touching it counts as a hit; anything else is a miss.

“Par” time for this one is five seconds, and even if you’re just starting out, try to hold yourself to it. One second is a lot longer than you might think when you’re only 15 feet from a target, and regardless of your skill level, run the first drill as fast as you comfortably can.

After you’ve fired that first string of five rounds, you’ll be at a fork in the road: If you didn’t get all five rounds at least touching the circle, that means it’s time to spend the next three or four strings concentrating on your fundamentals. If, however, you landed all five within the circle, it might be time to add a variation or two.

If you can monotonously land all five in the circle in three seconds, add movement away from or toward the target. See if you can make “par” while moving laterally away from the target (if such a drill is safe and allowed on your range). Like so many other drills, the basic version is ideal for the beginner, but advanced students can challenge themselves with an almost limitless number of variations.

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TARGET T-028
5" CIRCLE

Date _____

Loadout _____

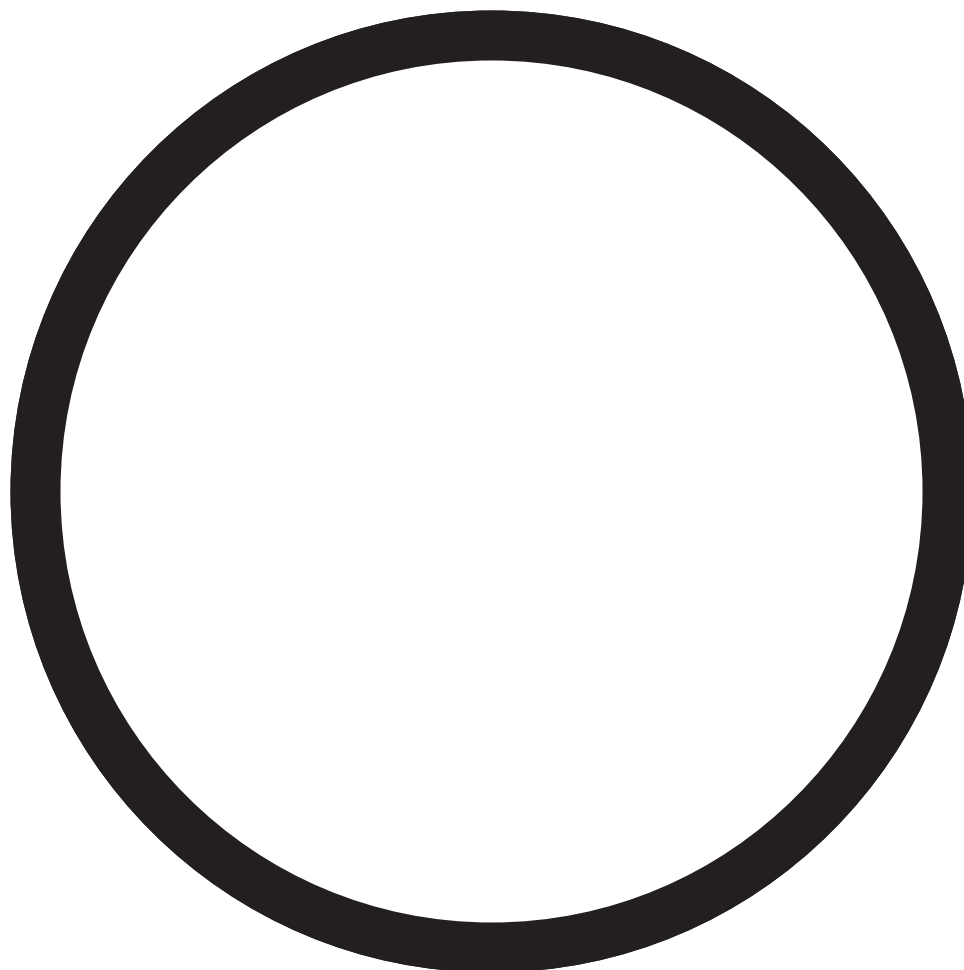
Drill D- _____

Run _____ Yds _____

Score _____

☐ Accuracy Met

☐ Time Met



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Targets



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**"I said, please,
my kids are
here ... please
don't shoot!"**

Forced to Pull the Trigger
to Defend His Children...

David Jackson, USCCA Member

David jumped into action and saved his children and innocent bystanders from two armed robbers. Without the self-defense education, training and legal protection of USCCA Membership, David's story could have ended very differently.

When the smoke cleared, David's gun was confiscated, and he was taken to the police station for questioning. With his USCCA Membership, David was able to get connected with an experienced criminal defense attorney AND get the funds he needed to replace his permanently confiscated gun. After all, ***doing the right thing shouldn't cost you everything...***



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