

# Handling-Shooting-Test 10m (HST-30)

Name \_\_\_\_\_

- Scoring:** Maximum score 30; Passed with 24; Per hit **+1** point; Shot after time **-2/shot**; **-3/** wrong handling
- Basic (B):** Targets: **A4** as a body, **A6** as head (A4 folded 2x)
- Advanced (A):** Targets: **A5** as body (A4 1x folded); **A7** as head (A4 folded 3x)
- Expert (E):** Targets: **A5** as body (A4 1x folded); **A7** as head (A4 folded 3x)
- Master (M):** Targets: **A6** as body (A4 2x folded); **A8** as head (A4 folded 4x)

i.e: for **Basic**



gap A6 landscape



Tactical reload = mag change with retention; SHO = Strong Hand Only; WHO = Weak Hand Only; Double Feed (DF) the DF must first be completely unloaded before reloading. Other DF techniques are not valid. The same time apply for concealed carry. A grazed target counts as a hit.

	Procedures	Reps	Time Limits	Rnds	Date				Date				Date				Date				Date							
					B	A	E	M	B	A	E	M	B	A	E	M	B	A	E	M	B	A	E	M	B	A	E	M
1	2 rounds to the body 2 Magazine with 15 rounds	2	B/A: 5s E/M: 2.5s	4																								
2	2 rounds to the body, 1 round to head (failure to stop)	2	B/A: 6s E/M: 3s	6																								
3	2 rounds to the body, tactical reload, 2 rounds to the head	1	B/A: 10s E/M: 7s	4																								
4	SHO, 2 rounds to the body	1	B/A: 6s E/M: 3s	2																								
5	SHO, 2 rounds to the body, switch to WHO and 2 rounds to the body	1	B/A: 10s E/M: 7s	4																								
6	<b>Prepared double feed:</b> clear malfunction, load and 2 rounds to the body	1	B/A: 10s E/M: 7s	2																								
7	<b>Empty chamber, empty mag:</b> click-tap-rack, emergency reload, 2 rounds to the body	1	B/A: 9s E/M: 6s	2																								
8	<b>1 round in chamber, empty mag:</b> 1 round to the body, emergency reload, 2 rounds to the body	1	B/A: 9s E/M: 5s	3																								
9	<b>Empty chamber, 1 round in mag:</b> click-tap-rack, 1 round to the body, emergency reload, 2 rounds to the body	1	B/A: 10s E/M: 7s	3																								
				<b>30</b>																								