

ASP 10-Round Shotgun Skill Check 1

PURPOSE: To test baseline skill set for private citizen home defense shotgun use and provide an objective measure of skills for successful use of private citizen home defense shotgun

SETUP: Requires three targets, spaced 1 yard apart, set at 5 yards (if using cardboard targets with negative target cutout or Throom shotgun targets) or 7 yards (if using steel)

Scoring: For each course of fire, student times should be written down and a cumulative score kept. Misses are Vickers scoring, i.e. +1.0 second per miss of the A zone.

Start position can be low guard (muzzle of gun at the base of the target), high ready (muzzle below eye level, stock tucked under armpit), or short stock low guard (muzzle pointed 12" in front of students' feet)

Course of fire:

-on beep, mount the gun and fire 1 round to A zone

-on beep, mount the gun and fire 2 to the A zone

-on beep, mount the gun and fire 1 to the A zone of three targets, spaced 1 yard apart.

-load one in the gun, one in the magazine. on beep, mount the gun and fire 1 to target 2, one to target 3 or 1, emergency reload and speed reload, mount the gun and fire 2 to whichever target hasn't been shot

Count cumulative time. Standards are as follows:

Basic proficiency: 19 seconds

A zone hit: 1.0

2x A zone: 2.0

3 targets: 3.0

4 on 3: 13 (1.0, 1.0, 5 sec emergency, 5 sec speed, 1.0 split)

Skilled: 14.5 seconds

A zone hit: 0.75

2x A Zone: 1.5

3 targets: 2.25

4 on 3: 10 (0.75, 0.75, 4 sec emergency, 3.5 sec speed, 0.5 split)

Advanced: 10 seconds

A zone hit: 0.5

2x A zone: 0.75

3 targets: 1.5

4 on 3: 7.5 (0.5, 0.75, 2.75 sec emergency, 2.75 sec speed, .25 split)