

Revolver: 6 Direction Drill

The drill is based on the four directions that you must follow: Up / Down / Left / Right. The key for this drill is to shift your eyes to the next target and find each one as it before driving the firearm to the next circle and shooting one round. This type of drill is to mimic someone trying to harm you who is moving, darting, twisting around while you are trying to get an accurate shot to stop the threat.

This drill usually works best when a person commands the direction just before the beep. But you can also do it yourself. For challenge ladder, each shooter command for the other.

Round count: 24 rounds (Load with 6 cartridges - less than 6 you will have to reload them).

Start positioning: High compressed ready, looking down at the ground. Wait for the direction and, at the signal (beep) to raise your head and shoot one round in target in the proper order. You may use a timer and record your time for each stage.

Target: Six (6) circles (6" or 4") or 3x5 cards of different sizes based upon your skill level. Example below.

Distance: based upon your skill level.

Skill Level: based upon your skill.

- Beginner – Novice – uses single action only – 6" circle @ 3 yards
- Intermediate – Marksman – either single or double action – 4" circle @ 5 yards
- Advance – Sharpshooter (Double action only unless cowboy revolver) – 3x5 @ 7 yards
- Professional – Expert (Double action only unless cowboy revolver) – 3x5 @ 7 yards - Timer (10 seconds or less)

If the direction is "left", you must shoot one round in each of the six circles as they appear from left to right. Direction "right", then right to left, and so on for the other two directions. Be careful of the order, out of order you lose points.

Shooter One Name: _____ Signature: _____

Shooter Two Name: _____ Signature: _____

Date: _____ Skill Level Chosen: _____ Score(24): _____

**TARGET PLACEMENT OF CIRCLES/CARDS ON CARDBOARD WIDTH
1.5 foot & HEIGHT 2.5 feet.**

