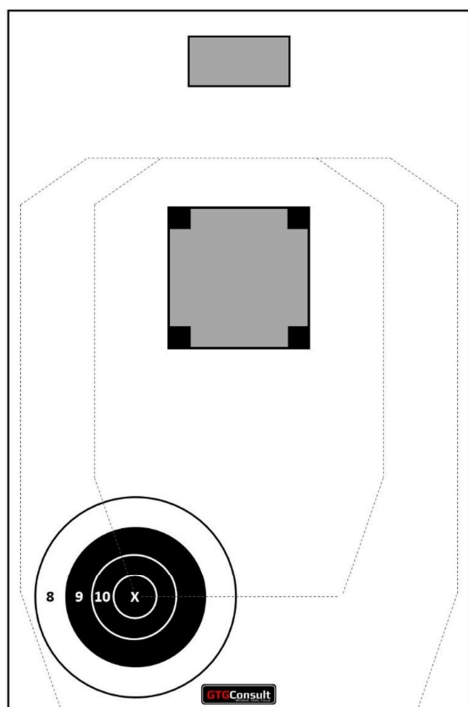# Baseline Test 01.
KD4 Pistol Test #1

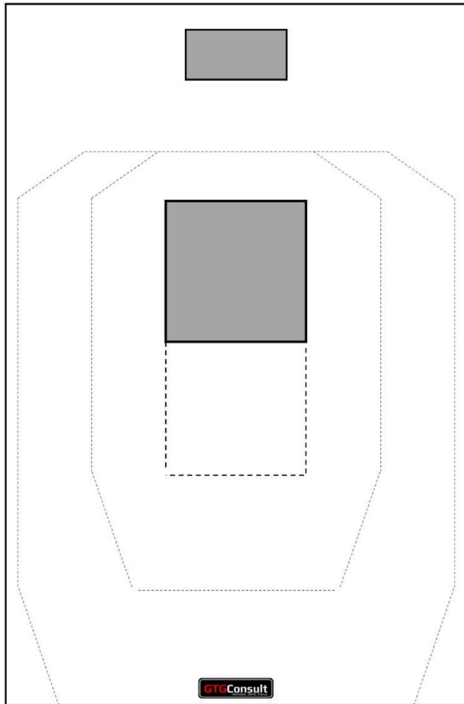|	
Category:	16. Tests
Purpose:	A Pistol test designed to be shot 'cold' after 7-10 days without live fire.
Range Setup:	1x GTG Baseline Target. The Dark Grey squares and 1x B8 Bulls Eye are the target zones. Distance to target = 6 and 23 meters
Procedure:	1)Start standing at target. On signal/time start, run to 23 meters and shoot 6 rounds at the bullseye target. 50 points or more in less than 30 seconds to pass. 2)Move to the 6-meter line. On signal, draw and fire 1 round at the reduced A-zone center target. A hit in less than 1,75 seconds to pass. 3)On signal draw and fire 6 rounds at the reduced A-zone. All hits within 4,25 seconds to pass. 4)On signal draw and fire 2 rounds into the top 'Credit Card' box. Both must hit within 3,25 seconds to pass.
Miscellaneous:	15 rounds total.
Video Link:	

Baseline Test 02.
KD4 Pistol Test #2

Category: 16. Tests

Purpose: A test designed to check consistency in draw and accuracy at distance.

Range Setup: 1x GTG Baseline Target. The USPSA A-C-D zones are the target zones.

Procedure: Start at 25 meters. On signal draw and fire 2 rounds at the target.
Repeat 3 times

PAR time is 4 seconds for each string of fire.

Miscellaneous: 6 rounds total. Must stay within PAR time and have 25p to pass (A = 5, C = 3, D = 1)
Depending on shooter level, adjust the PAR time.
Example: Advanced level 3 sec. Intermediate level 4 sec. Beginner level 6 sec.

Video Link:
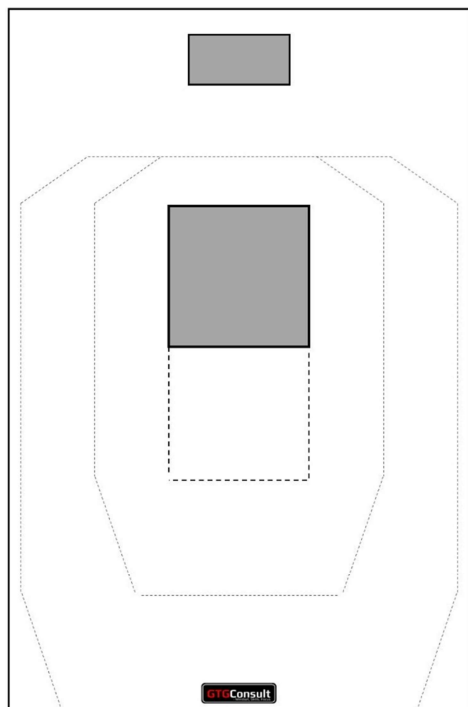
Baseline Test 03.
KD4 Pistol Test #3

GTGConsult
- Mindset, Skills, Focus

Category:	16. Tests
Purpose:	A test designed to check accuracy at different distances under time pressure.
Range Setup:	1x GTG Baseline Target. The USPSA A-C-D zones and Dark Grey 'Credit Card' box are the target zones.
Procedure:	Start at the target – run to 50 m

1) At 50 shoot 2 rounds to target center, run to 25m
2) At 25 shoot 2 rounds to target center, run to 12m
3) At 12 shoot 2 rounds to the 'Credit Card', run to 6m
4) At 6 shoot 2 rounds to the 'Credit Card'

4x target center hits must score minimum 16 points (A = 5, C = 3, D = 1)
4x 'Credit Card' hits must all be in paper, 2 rounds must be inside 'Credit Card' A-zone

Miscellaneous:	8 rounds total. Time limit: 60 seconds (1 minute).
Video Link:	

Baseline Test 04.
KD4 Carbine Test #2

GTGConsult
- Mindset, Skills, Focus

Category:	16. Tests
Purpose:	Designed to test accuracy standards at distances from 10 to 100 meters in different shooting positions, with pulse.
Range Setup:	1x GTG Baseline Target. The USPSA A-C-D zones and Dark Grey 'Credit Card' box are the target zones.
Procedure:	Start at the 50-meter line.

1. On signal run to the 100-meter line and shoot 2 rounds to the target center from kneeling
2. Run to the 50-meter line and shoot 2 rounds to the target center standing
3. Run to the 25-meter line and shoot 2 rounds to the 'Credit Card' box standing
4. Run to the 10-meter line and shoot 2 round to the 'Credit Card' box standing

4x target center hits must score minimum 16 points (A = 5, C = 3, D = 1)
4x 'Credit Card' hits must all be in paper, 2 rounds must be inside 'Credit Card' A-zone
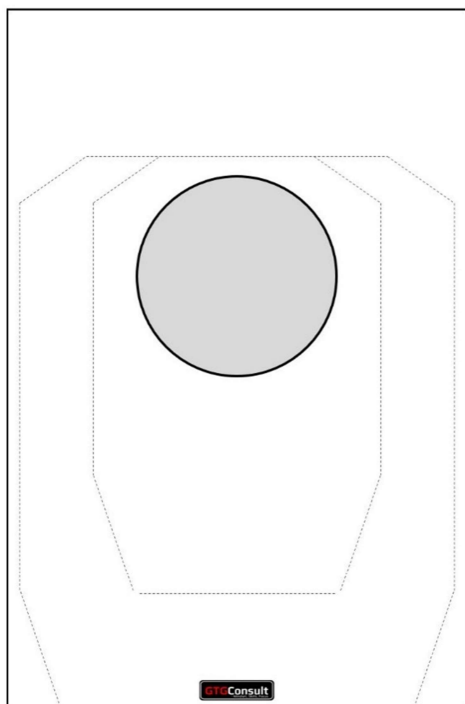
Miscellaneous:	8 rounds total. Time limit 60 seconds (1 minute).
Video Link:	

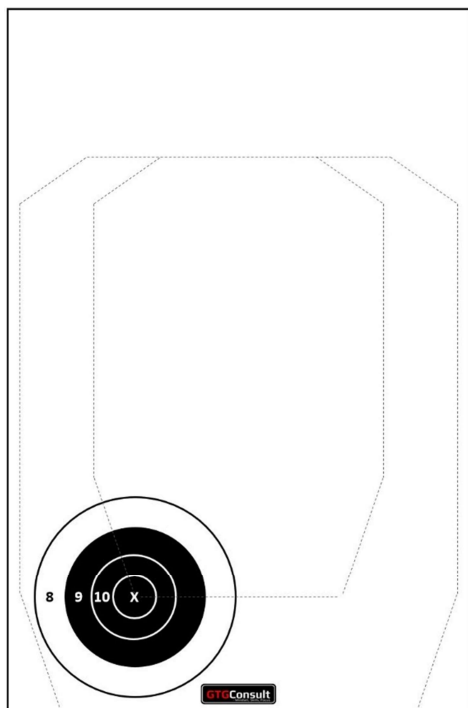# Baseline Test 05.
GTG Modified NAVY Qualification

Category: 16. Tests

Purpose: An exercise designed to test the shooters ability to change tempo between shooting and weapon manipulation, as well as testing gear setup and ergonomics.

Range Setup: 1x GTG Baseline Target. The light grey circle is the target zone.
Distance to target = 25 meters

Procedure: Shooter loads Carbine with exactly 5 rounds. On the body, he has an additional two magazines with exactly 5 rounds in each. Start position is standing at 25 meters.
  1. On signal, shooter gets down into Prone position and fires 5 rounds
  2. Shooter emergency reloads Carbine and fires next 5 rounds from kneeling
  3. Shooter emergency reloads Carbine and fires last 5 rounds from standing

Miscellaneous: 15 rounds total. Must stay within PAR time and have 13 of 15 hits in circle to pass.
PAR times: Expert: 15 sec. Advanced: 20 sec. Intermediate: 25 sec.

Video Link:

Baseline Test 06.
Presscheck Consulting 'No Fail Shot'

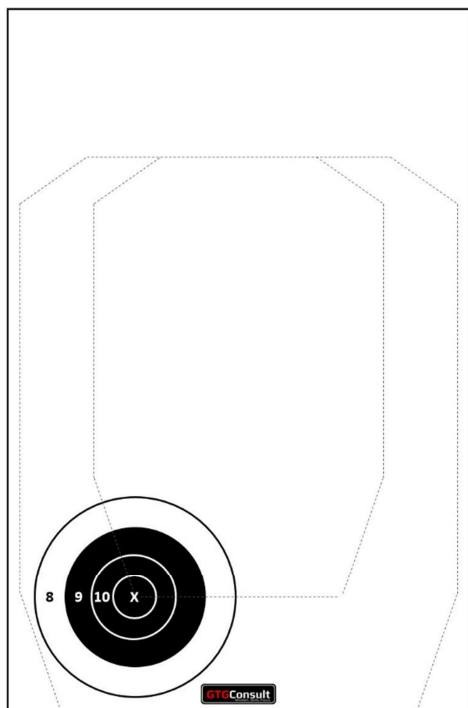|	
Category:	16. Tests
Purpose:	To test the shooters ability to consistently deliver single round performance on demand with the pistol.
Range Setup:	1x GTG Baseline Target. Use one of the NRA B8 Bulls Eye targets for the test. Distance to target = 25 yards/23 meters
Procedure:	On signal draw/present and engage the B8 Bulls Eye with ONE shot. Repeat 10 times, 10 individual draws, presentations and single shots.
Miscellaneous:	10 rounds total. Test must be shot cold, and only one attempt to pass per day. Must have all 10 rounds inside the black to pass. PAR time is 3,5 seconds per shot. One out of ten shots may be over the PAR time and still pass, but ALL 10 rounds must be in the black.
Video Link:	

Baseline Test 07.
KD4 '10 in 10 @ 10' (Pistol)
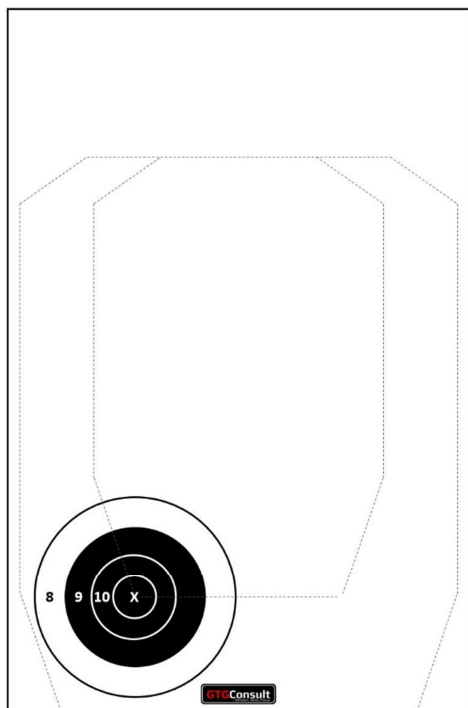
Category:	16. Tests
Purpose:	To test the shooters ability to make best use of available time, and to control the recoil/sight picture and trigger manipulation cycles.
Range Setup:	1x GTG Baseline Target. Use one of the NRA B8 Bulls Eye targets for the test. Distance to target = 10 yards/9 meters
Procedure:	On signal draw/present and engage the B8 Bulls Eye with TEN rounds.
Miscellaneous:	10 rounds total. Must score 90 points or more in 10 seconds or less to pass.
Video Link:	

Baseline Test 08.
KD4 '10 in 20 @ 25' (Pistol)

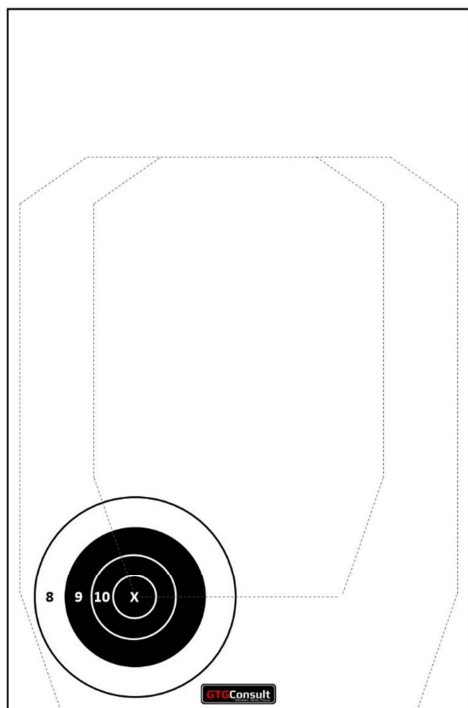|	
Category:	16. Tests
Purpose:	To test the shooters ability to make best use of available time, and to control the recoil/sight picture and trigger manipulation cycles.
Range Setup:	1x GTG Baseline Target. Use one of the NRA B8 Bulls Eye targets for the test. Distance to target = 25 yards/23 meters
Procedure:	On signal draw/present and engage the B8 Bulls Eye with TEN rounds.
Miscellaneous:	10 rounds total. Must score 90 points or more in 20 seconds or less to pass.

Video Link:
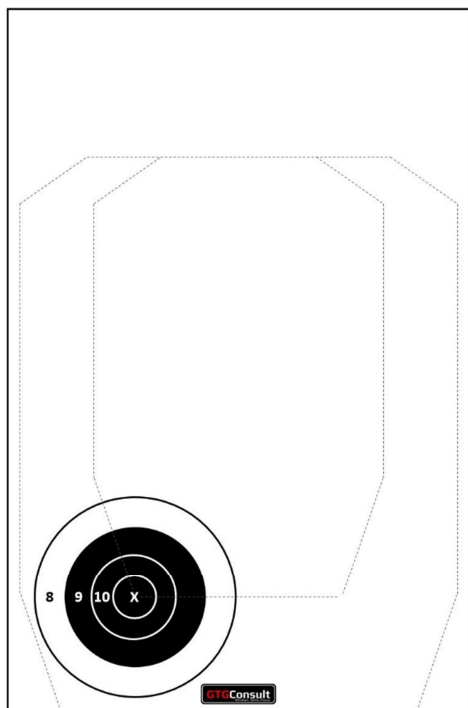
Baseline Test 09.
KD4 '10 in 14 @ 100' (Carbine)

Category: 16. Tests

Purpose: To test the shooters ability to fast and accurately go into prone, and to control the recoil/sight picture and trigger manipulation cycles.

Range Setup: 1x GTG Baseline Target. Use one of the NRA B8 Bulls Eye targets for the test.
Distance to target = 100 yards/100 meters

Procedure: Start standing relaxed with the Carbine in a ready position.
On signal get into prone and engage the B8 Bulls Eye with TEN rounds.

Miscellaneous: 10 rounds total.
Must score 90 points or more in 14 seconds or less to pass.

Video Link:

Baseline Test 10.
# Langdon Advanced Super Test (Pistol)

GTGConsult
- Mindset, Skills, Focus

Category:	16. Tests
Purpose:	To test the shooters ability to shoot accurately under time pressure.
Range Setup:	1x GTG Baseline Target. Use one (or two) of the NRA B8 Bulls Eye targets for the test. Distance to target = 15, 10 and 5 yards/meters. 30 rounds total for the test.
Procedure:	1. Start standing relaxed at the 15-meter line, gun loaded and holstered. On signal, draw and engage the B8 Bulls Eye with 10 rounds. 2. Move to the 10-meter line and reload gun with another 10 rounds. On signal, draw and engage the B8 Bulls Eye with 10 rounds. 3. Move to the 5-meter line and reload gun with another 10 rounds. On signal, draw and engage the B8 Bulls Eye with the last 10 rounds.
Miscellaneous:	Must score 90 points at each distance to pass, minimum total score 270 points. Beginner: 15/10/5 seconds at 15/10/5 meters FROM HIGH READY (Super Test) Intermediate: 15/10/5 seconds at 15/10/5 meters WITH DRAW (ADV Super Test) Advanced: 10/7,5/5 seconds at 15/10/5 meters WITH DRAW (ADV Super Test) Expert: 7,5/5/3,5 seconds at 15/10/5 meters WITH DRAW (ADV Super Test)
Video Link:	

Baseline Test 11.
GTG Strong/Support Hand Test (Pistol)
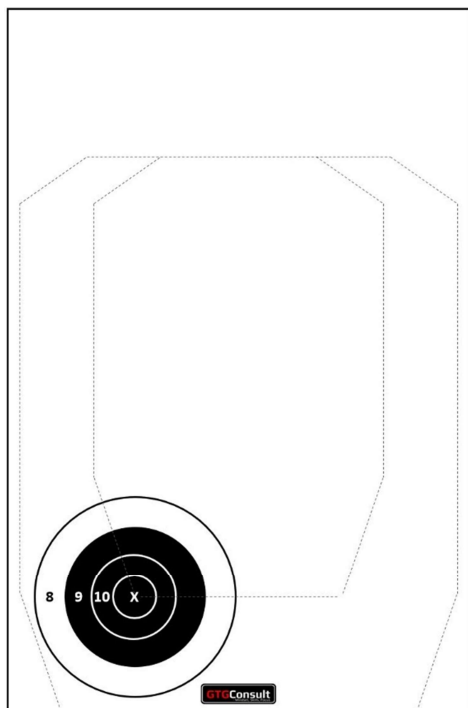
Category:	03. Recoil Control Drills
Purpose:	To test the shooters ability to shoot accurately one-handed (strong/support side)
Range Setup:	1x GTG Baseline Target. Use one of the B8 Bulls Eye Targets as the target zone. Distance to target = 7 meters.
Procedure:	Start standing relaxed at the 7-meter line, gun loaded and holstered. 1. On signal, draw and engage the B8 Bulls Eye with 5 rounds using a standard 2-handed grip. 2. Change to a one-handed Strong Hand only grip and shoot another 5 rounds. 3. Change to a one-handed Support Hand only grip and shoot the last 5 rounds.
Miscellaneous:	15 rounds total. Must score 135 points out of 150 possible points to pass. Beginner: 18 seconds Intermediate: 14 seconds Advanced: 10 seconds Expert: 8 seconds
Video Link:	