

# Handgun Aptitude Test



The Handgun Aptitude Test (HAT) consists of 10 handgun skill drills to help you evaluate your progress as a shooter and your rank among other pistolers.

**Gear:** To complete the test you need a holster, three magazines, a handgun, a magazine holder a timer and 79 rounds of ammunition. You must have at least one magazine which holds eight rounds or more. If you do not wish to use a holster for the test you may start all holstered drills from the low ready position. However, if you do not use a holster for the test you start with -10 points. The official HAT target is not required for the test but is highly recommended for simplicity.

**Overview:** There are five drills which start from a holstered position, four which start from the low ready position and one which starts pointed in at the target. Seven of the skill drills are timed and three are untimed. The HAT tests on marksmanship, drawing, defensive shooting, reloads, support hand shooting, malfunction clearance, and more.

**Scores:** The maximum score is 100 points. The HAT ranking is as follows:

100 points	-	HAT Pistol Practitioner
90 points	-	HAT Advanced
80 points	-	HAT Defender

**Verification:** The HAT can be completed in a class or private lesson administered by Personal Protection Academy ([www.the-ppa.com](http://www.the-ppa.com)) or it can administered on your own with one other witness willing to testify to your awesomeness.

**Recognition:** If you receive any of the above scores email a copy of your score sheet and a picture of you with your completed target to [info@the-ppa.com](mailto:info@the-ppa.com). Verified scores of 100 will be entered into our HAT Hall of Fame and will receive a unique awards. Verified scores of 90 or 80 will also receive awards.

**Timeline:** All 10 drills must be completed in the same calendar day.

**Additional Copies:** You may visit [www.handgunaptitudetest.com](http://www.handgunaptitudetest.com) to download free scoresheets and instructions and to purchase targets.

**Reproduction:** The HAT instructions and scoresheet are free and may be duplicated. The HAT targets are property of Personal Protection Academy and may not be reproduced.

**Permission:** The HAT test and the HAT targets are property of Personal Protection Academy. Both the HAT test and the HAT targets may be used for profit by prior written permission only.

To contact Personal Protection Academy, the owners of the Handgun Aptitude Test -

Call or text: 951-574-9009

Email: [info@the-ppa.com](mailto:info@the-ppa.com)

Mail: Personal Protection Academy  
24046 Clinton Keith Rd., #111  
Wildomar, CA 92595

# Handgun Aptitude Test Scoresheet



Shooter \_\_\_\_\_ Location \_\_\_\_\_ Date \_\_\_\_\_

Holster Used During Test: Yes \_\_\_\_\_ No \_\_\_\_\_

**1) 3x5 by 3x5**

Time N/A Score \_\_\_\_\_ + Bonus 0 = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**2) 3x3 Patriot**

Time \_\_\_\_\_ Score \_\_\_\_\_ + Bonus \_\_\_\_\_ = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**3) 4x1**

Time N/A Score \_\_\_\_\_ + Bonus 0 = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**4) 2 x Bill Drill**

Time \_\_\_\_\_ Score \_\_\_\_\_ + Bonus \_\_\_\_\_ = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**5) Save the Hostage**

Time N/A Score \_\_\_\_\_ + Bonus 0 = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**6) 3 x Failure To Stop**

Time \_\_\_\_\_ Score \_\_\_\_\_ + Bonus \_\_\_\_\_ = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**7) Support Side 7s**

Time \_\_\_\_\_ Score \_\_\_\_\_ + Bonus \_\_\_\_\_ = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**8) Hateful 8**

Time \_\_\_\_\_ Score \_\_\_\_\_ + Bonus \_\_\_\_\_ = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**9) As Easy As 1, 2, 3**

Time \_\_\_\_\_ Score \_\_\_\_\_ + Bonus \_\_\_\_\_ = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

**10) The Final Countdown**

Time \_\_\_\_\_ Score \_\_\_\_\_ + Bonus \_\_\_\_\_ = Stage Score \_\_\_\_\_ Note \_\_\_\_\_

Total Score \_\_\_\_\_ (All 10 drills added together)

Signature of Participant \_\_\_\_\_

Signature of Witness \_\_\_\_\_

Email picture and scoresheet to: [info@the-ppa.org](mailto:info@the-ppa.org) or

Mail picture and scoresheet to: Personal Protection Academy, 24046 Clinton Keith Rd. #111, Wildomar, CA 92595

# Handgun Aptitude Test

## Drill Instructions



### 1) 3x5 by 3x5

Target: 3"x5" Rectangle

Distance: Three Yards, Five Yards, Seven Yards, Ten Yards, Fifteen Yards

Start Position: From Low Ready

Start Signal: None

Number of Shots: 15

Time: No Time Pressure

Focus: Precision Shooting at Increased Distance

Course of Fire: At a casual pace, take your time and take three shots at the target from three yards. Back up to five yards. Take three shots at the target. Back up to seven yards and take three shots at the target. Back up to 10 yards and take three shots at the target. Back up to 15 yards and take three shots at the target.

Scoring: A shot which breaks the line of the rectangle counts as a hit. One point per round in target. Total number of successful hits is entered on the score sheet.

Time Bonus Points: None

Maximum Points: 15

### 2) 3x3 Patriot

Target: Nine Numbered Shapes on Edges

Distance: Seven Yards

Start Position: From Holster, Hands Below Waist

Start Signal: Beep from Timer

Number of Shots: Nine

Time: Three Timed Strings

Focus: Draw on Multiple Targets

Course of Fire: There will be three timed strings. On the first string draw your weapon from the holster on the beep. Place one shot in each of the three red shapes. The timer stops on the third shot and time is recorded. Gun returns to holster. On the second string draw your weapon from the holster on the beep. Place one shot in each of the three white shapes. The timer stops on the third shot and time is recorded. Gun returns to holster. On the third string draw your weapon from the holster on the beep. Place one shot in each of the three blue shapes. The timer stops on the third shot and time is recorded. Gun returns to holster. The TOTAL time from all strings is written on the score sheet. A bonus score is given if a time bonus is achieved.

Scoring: A shot which breaks the outer edge of the shape counts as a hit. One point per round in target.

Time Bonus Points: +1 if combined time is below 13 seconds, +2 if combined time is below 11 seconds, +3 if combined time is below nine seconds.

Maximum Points: 12



### **3) 4x1**

Target: Four 1"x1" Squares

Distance: Seven Yards

Start Position: From Low Ready

Start Signal: None

Number of Shots: Four

Time: No Time Pressure

Focus: Precision Shooting

Course of Fire: At a casual pace, take your time and take one shot at each of the four squares.

Scoring: A shot which breaks the outer edge of the square counts as a hit. One point per round in target. Total number of successful hits is entered on the score sheet.

Time Bonus Points: None

Maximum Points: Four

### **4) 2 x Bill Drill**

Target: Large Vertical Rectangle in the Chest

Distance: Seven Yards

Start Position: From Holster, Hands Above Ears

Start Signal: Beep from Timer

Number of Shots: 12

Time: Two Timed Strings

Focus: Defensive Shooting

Course of Fire: There will be two timed strings. On the first string draw your weapon from the holster on the beep. Place six shots in the large vertical rectangle in the chest. The timer stops on the sixth shot and time is recorded. Gun returns to holster. On the second string draw your weapon from the holster on the beep. Place six shots in the large vertical rectangle in the chest. The timer stops on the sixth shot and time is recorded. Gun returns to holster. The TOTAL time from all strings is written on the score sheet. A bonus score is given if a time bonus is achieved.

Scoring: A shot which breaks the line of the shape counts as a hit. One point per round in target.

Time Bonus Points: +1 if combined time is below four seconds, +2 if combined time is below three seconds, +3 if combined time is below two seconds,

Maximum Points: 15

### **5) Save the Hostage**

Target: Horizontal Rectangle in the Head

Distance: 15 Yards

Start Position: From Low Ready

Start Signal: None

Number of Shots: Three

Time: No Time Pressure

Focus: Precision Shooting

Course of Fire: At a casual pace, take your time and take three shots at the target from 15 yards.

Scoring: A shot which breaks the line of the rectangle counts as a hit. Two points per round in target. Total number of successful hits is entered on the score sheet.

Time Bonus Points: None

Maximum Points: Six



### **6) 3 x Failure To Stop**

Target: Large vertical rectangle in the chest and small vertical rectangle in the head

Distance: Seven Yards

Start Position: From Holster, Hands Below Waist

Start Signal: Beep from Timer

Number of Shots: Nine

Time: Three Timed Strings

Focus: Failure to Stop

Course of Fire: There will be three timed strings. On the first string draw your weapon from the holster on the beep. Place two shots in the large vertical rectangle in the chest followed immediately by one shot in the horizontal rectangle in the head. The timer stops on the third shot and time is recorded. Gun returns to holster. On the second string draw your weapon from the holster on the beep. Place two shots in the large vertical rectangle in the chest followed immediately by one shot in the horizontal rectangle in the head. The timer stops on the third shot and time is recorded. Gun returns to holster. On the third string draw your weapon from the holster on the beep. Place two shots in the large vertical rectangle in the chest followed immediately by one shot in the horizontal rectangle in the head. The timer stops on the third shot and time is recorded. Gun returns to holster. The TOTAL time from all strings is written on the score sheet. A bonus score is given if a time bonus is achieved.

Scoring: A shot which breaks the line of the shape counts as a hit. One point per round in target.

Time Bonus Points: +1 if combined time is below 13 seconds, +2 if combined time is below 11 seconds, +3 if combined time is below nine seconds,

Maximum Points: 12

### **7) Support Side 7s**

Target: Large Vertical Rectangle in the Chest

Distance: Seven Yards

Start Position: From Low Ready, Gun in Support Hand

Start Signal: Beep from Timer

Number of Shots: Seven

Time: Par Time of Seven Seconds

Focus: Support Hand Shooting

Course of Fire: On the timer raise the gun held only in your support hand and take seven shots at the target.

Scoring: A shot which breaks the line of the rectangle counts as a hit. One point per round in target. Total number of successful hits is entered on the score sheet. The shooter is awarded a bonus of -1 if the final shot is fired after the par time.

Time Bonus Points: -1 if Slower than Seven Seconds

Maximum Points: Seven



## **8) Hateful 8**

Target: B8

Distance: Eight Yards

Start Position: From Holster, hands below waist, one magazine in the gun with four rounds and two magazines on the belt with two rounds each.

Start Signal: Beep from Timer

Number of Shots: Eight

Time: Timed

Focus: Emergency Reloads

Course of Fire: Draw your weapon from the holster on the beep. Place four shots inside the eight ring on the B8 target. When slide locks back perform emergency reload. Place two shots inside the eight ring. When slide locks back perform emergency reload. Place two shots inside the eight ring.

Scoring: A shot which breaks the outer line of the eight ring counts as a hit. One point per round in target. A bonus score is given if a time bonus is achieved.

Time Bonus Points: +1 if combined time is below 10 seconds, +2 if combined time is below nine seconds, +3 if combined time is below eight seconds,

Maximum Points: 11

## **9) As Easy As 1, 2, 3**

Target: B8

Distance: Seven Yards

Start Position: Pointed in on Target

Start Signal: Beep from Timer

Number of Shots: Three

Time: Three Timed Strings

Focus: Clearing Malfunctions

Course of Fire: Set up a type one malfunction (chamber empty, slide forward, full magazine inserted). On the beep press the trigger and get a click, clear the malfunction with a tap, rack, flip. Conclude with a shot inside the eight ring on the B8 target. The timer stops on the shot and time is recorded. Set up a type two malfunction (chamber empty, slide racked and eased forward on a spent piece of brass, trigger tripped, full magazine inserted). On the beep press the dead trigger. Look into the ejection port while stepping to the side. Clear the malfunction with a tap, rack, flip. Conclude with a shot inside the eight ring on the B8 target. The timer stops on the shot and time is recorded. Set up a type three malfunction (chamber empty, slide locked back, round inserted into chamber, full magazine inserted, slide sent forward, trigger tripped). On the beep press the dead trigger. Look into the ejection port while stepping to the side. Clear the malfunction by locking the slide to the rear, strip and retain the magazine, rack the slide three times, insert the magazine, rack the slide. Conclude with a shot inside the eight ring on the B8 target. The timer stops on the shot and time is recorded. The TOTAL time from all strings is written on the score sheet. A bonus score is given if a time bonus is achieved.

Scoring: A shot which breaks the outer line of the eight ring counts as a hit. One point per round in target.

Time Bonus Points: +1 if combined time is below 10 seconds, +2 if combined time is below eight seconds, +3 if combined time is below six seconds,

Maximum Points: Six

[www.handgunaptitudetest.com](http://www.handgunaptitudetest.com)

## 10) The Final Countdown

Target: Nine Numbered Shapes on Edges

Distance: Seven Yards

Start Position: From Holster, Hands Below Waist

Start Signal: Beep from Timer

Number of Shots: Nine

Time: Timed

Focus: Random Target Acquisition

Course of Fire: On the beep draw your weapon from the holster. Place one shot in the #9 circle. Continue to shoot the remaining eight numbered shapes in descending order with one shot each. Time stops on the ninth shot.

Scoring: A shot which breaks the outer edge of the shape counts as a hit. One point per round in target. The TOTAL time from all strings is written on the score sheet. A bonus score is given if a time bonus is achieved.

Time Bonus Points: +1 if below 10 seconds, +2 if below nine seconds, +3 if below eight seconds

Maximum Points: 12

