

Mantis Laser Academy Drills

Open Shooting - Multiple Targets (Pro): Flexible practice on a set of targets. Take any number of shots at any pace. Shots are placed, scored, and timed.

Open Shooting - Single Target: Flexible practice on a single target. Take any number of shots at any pace. Shots are placed, scored, and timed.

Bells (Frosty, Jingle, Joy, Open, Silent) (Pro): With these drills, shots on the bells in specific order, play the relevant holiday song. - *Requires the Bells target.*

Bullseye - Five-shot: Marksmanship training, achieve the highest score of five shots, at any pace. Shots are placed, scored, and timed. *Either the Bullseye or B-27 target is required.*



Bullseye - 10 Shots (Pro): Marksmanship training, achieve the highest score of ten shots at any pace. Shots are placed, scored, and timed. *Either the Bullseye or B-27 target is required.*



Close Contact from Holster (Pro): Fast and accurate shot from holster to close contact position. On the beep, draw on to the target and shoot immediately. Each shot is placed, scored, and timed.
Shots Per Rep: 1
Repetitions: 5

Compressed Surprise Break (Pro): Fast and accurate reaction time. Shoot immediately after the beep. Repeat. Each shot is placed, scored, and timed.
Shots Per Rep: 1
Repetitions: 5

Darts 01 (Pro): Shots are scored in 3-shot turns, like having 3 darts. The drill closely resembles an actual game of darts. - *Requires the Dart target.*

DCS 50 A: From the holster, shoot each box in row A once, in any order. This drill focuses on grip from the holster, building support hand grip, and straight presentation with the dominant eye. - *Requires the DCS 50 target.*
Shots Per Rep: 1
Repetitions: 15

DCS 50 B: From the holster, shoot each box in row B once, in any order. This drill focuses on sight alignment shooting 3 with the gun sight level and one each leaning left and right. - *Requires the DCS 50 target.*
Shots Per Rep: 1
Repetitions: 5

DCS 50 C: From the holster, shoot each box in row C once, in any order. This drill focuses on accuracy. - *Requires the DCS 50 target.*

Shots Per Rep: 1

Repetitions: 10

DCS 50 D: Starting aimed at the target, shoot each box in row D multiple times in a row. This drill focuses on trigger control and sight reset. - *Requires the DCS 50 target.*

DCS Circles: From the holster, shoot in succession the largest to the smallest circles. The start of this drill will establish a baseline when shooting cold. Additionally, it aids in achieving deliberate aim and firing with controlled trigger presses. - *Requires the DCS Circles target.*

DCS Circles – Rapid Fire: From the holster, shoot in succession the largest to the smallest circles. The start of this drill will establish a baseline when shooting cold. Additionally, it aids in achieving deliberate aim and firing with controlled trigger presses. - *Requires the DCS Circles target.*

Shots: 5

Par Time: 5s

Die Hard (easy): Recreating the scene from the movie where John has the gun taped to his back. The drill has you grab the taped gun from your back and shoot one shot at each of the terrorists in time to save the hostage. The target is available for download or as a complete kit. - *Requires the Die Hard target.*

Target Distance: 3 yds

Shots: 2

Par Time 4.5s

Duel - 5 Shot (Pro): Fastest accurate shooting round against an opponent. Determine the starting position of the firearm. At the beep, both shooters draw and shoot. The fastest shot on target earns one point. Repeat. The shooter with the highest total score wins the round.

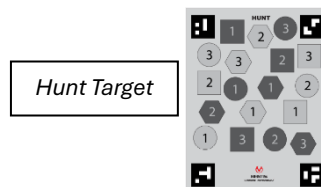
Repetitions: 5

Duel - High Score (Pro): Fastest accurate shooting round against an opponent. Determine the starting position of the firearm. At the beep, both shooters draw and shoot. The fastest shot on target earns the shot score. Repeat. The shooter with the highest total score wins the round.

Repetitions: 5

Duel – Hunt (Pro): Find and hit a target faster than an opponent. On the callout, find and shoot the indicated target zone. The fastest shot on target earns one point. Repeat. The shooter with the highest total score wins the round. – *Requires the Hunt target.*

Repetitions: 5



Emergency Reload (Pro): Start with the firearm pointed at the target with the slide locked to the rear. At the beep, eject the magazine, insert a new magazine, and release the slide. Reassess target, aim, and fire. *Note: video instructions are included in the drill.*

Repetitions: 5

Firearm Position: On Target

Holster Draw - Par Timed (Pro): Fast and accurate shot from holster against a par time. Draw and shoot immediately after the beep. The shot must break before the par whistle. Repeat. Each shot is placed, scored, and timed. *Note: video instructions are included in the drill.*

Par Time: 2.5s

Repetitions: 5

Holster Draw (Pro): Fast and accurate shot from the holster. Draw and shoot immediately after the beep. Repeat. Each shot is placed, scored, and timed. *Note: video instructions are included in the drill.*

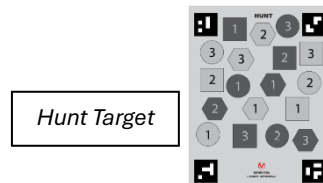
Shots per rep: 1

Repetitions: 5

Hunt (Pro): Find and hit the target as quickly as possible. On the callout, find and shoot the indicated target zone. Each shot is placed, scored, and timed. - *Requires the Hunt target*

Par Time: 3.5s

Repetitions: 5



Konami Code: Crack the code. - *Requires the Konami Code target.*

Multiple Shots on Multiple Targets (Pro): Fast and accurate shots, multiple shots on multiple targets. Set the desired number of total shots. Each shot is placed, scored, and timed.

Pistol Hat Qual (Pro): Fast and accurate shots from a single holster draw. Scoring with a 90 or better to pass. - *Requires the B-8 target.*

Target Distance: 25 yds

Shots: 10

Shot From Guard/Low Ready – Single Rep: Fast and accurate shot from guard/low ready position. Move on to target and shoot immediately after the beep. Each shot is placed, scored, and timed.

Note: video instructions are included in the drill.

Shots: 1

Shot From Guard/Low Ready - Multi-Rep (Pro): Fast and accurate shot from guard/low ready position. Move on to target and shoot immediately after the beep. Repeat. Each shot is placed, scored, and timed. *Note: video instructions are included in the drill.*

Shots Per Rep: 1

Repetitions: 5

Type 1 Malfunction (Pro): By simulating an empty chamber or bad round, your first shot on target will be a click instead of a gunshot sound, indicating a failure to fire malfunction. Clear the malfunction by tapping the magazine from the bottom, tilting 90 degrees with the ejection port faced down, and pulling back the slide and release, simulating the ejection of the bad round and chambering a new round. Reassess target, aim, and fire. *Note: video instructions are included in the drill.*

Repetitions: 6

Type 1 Malfunction – Random (Pro): During a series of shots, random malfunctions will occur (a click instead of a gunshot). When a malfunction occurs, clear the malfunction (tap the magazine, cycle the slide), then reassess the target, aim, and fire. *Note: video instructions are included in the drill.*

Repetitions: 6

*Note: Drills marked as **Pro** require a purchase to unlock the drill(s) or the purchase of the Mantis Laser Academy training kit, which includes a full access code.

*The targets either come with the Laser Academy kit, are purchased separately, or can be downloaded.