



Standards are under construction. Click on “Contact Us” at the bottom of any page on Handgunlaw.us and send us your Favorite Standard and if appropriate we will add it to our collection. We want to give everyone a place to find Drills and Standards that they can use to improve their shooting ability, which will improve their odds of surviving an armed encounter. Thank You, Steve and Gary

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# CCW Handgun Standards

## Firearm Safety Rules

### 1. **ALWAYS keep the gun pointed in a safe direction.**

This is the primary rule of gun safety. A safe direction means that the gun is pointed so that even if it were to go off it would not cause injury to others or damage to property. The key to this rule is to control where the muzzle or front end of the barrel is pointed at all times. Common sense dictates the safest direction, depending on different circumstances.

### 2. **ALWAYS keep your finger off the trigger until ready to shoot.**

When holding a gun, rest your finger on the trigger guard or along the side of the gun. Until you are actually ready to fire, do not touch the trigger.

### 3. **ALWAYS keep the gun unloaded until ready to use.**

Whenever you pick up a gun, immediately engage the safety device if possible, and, if the gun has a magazine, remove it before opening the action and looking into the chamber(s) which should be clear of ammunition. If you do not know how to open the action or inspect the chamber(s), leave the gun alone and get help from someone who does.

### 4. **ALWAYS Know your target and what is beyond.**

Be absolutely certain you have identified your target beyond any doubt. Equally important, be absolutely certain the area beyond your target is clear. This means observing your entire area of fire *before* you shoot. Never fire in a direction in which there may be people or property that may be damaged. *Think* first. *Look* second. *Shoot* third.

#### **Know how to use the gun safely.**

Before handling a gun, learn how it operates. Know its basic parts, know how to safely open and close the action and remove any ammunition from the gun or magazine. Remember, a gun's mechanical safety device is never foolproof. Nothing can ever replace safe gun handling.

#### **Be sure the gun is safe to operate.**

Just like other tools, guns need regular maintenance to remain operable. Regular cleaning and proper storage are a part of the gun's general upkeep. If there is any question concerning a gun's ability to function, a knowledgeable gunsmith should look at it.

#### **Use only the correct ammunition for your gun.**

Only BB's, pellets, cartridges or shells designed for a particular gun and caliber can be fired safely in that gun. Most guns have the ammunition type stamped on the barrel. Ammunition can be identified by information printed on the box and sometimes stamped on the cartridge. Do not shoot the gun unless you know you have the proper ammunition.

☐ **Wear eye and ear protection as appropriate.**

Guns are loud and the noise can cause hearing damage. They can also emit debris and hot gas that could cause eye injury. For these reasons, safety glasses and hearing protection should always be worn by shooters and spectators.

☐ **Never use alcohol or over-the-counter, prescription or other drugs before or while shooting.**

Alcohol, as well as any other substance likely to impair normal mental or physical bodily functions, must not be used before or while handling or shooting guns.

☐ **Store guns so they are not accessible to unauthorized persons.**

Many factors must be considered when deciding where and how to store guns. A person's particular situation will be a major part of the consideration. Dozens of gun storage devices, as well as locking devices that attach directly to the gun, are available. However, mechanical locking devices, like the mechanical safeties built into guns, can fail and should not be used as a substitute for safe gun handling and the observance of all gun safety rules.

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## Notes on Standards

The material on these pages is a collection of Standards submitted by Readers who want to share their knowledge with others. Handgunlaw.us, Steve Aikens and Gary Slider assume no liability for the use off the material contained within.

There is no substitute for good firearms training and knowledge. You should know and practice all the laws of handgun safety at all times when shooting/practicing with any firearm. You should have a good quality holster that is made to carry the firearm you are using with it. Any holster used must be of good quality, cover the trigger guard and must not collapse when the firearm is drawn, allowing you to reholster with one hand.

**If you wish to contribute your Standard Course/s not listed here email us, and if appropriate we will add it, giving you credit for the listing.**

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## Targets

There are a lot of different targets out there. You can use any target you wish. The more life- like when training for self-defense the better. IDPA, B27 police targets or many other commercially made targets are very good for practice. Putting tee shirts on your targets will also make the targets look like what you would be facing in a life and death situation. You can also use almost anything else. A 3 X 5 Index card, ½ sheets of paper, full sheets of paper or just about anything else you can think of. We do not recommend using bottles, cans or other similar items. Paper works best and is easiest to clean up and leave the range area clean. Be aware of bullet splatter and ricochet when shooting steel objects or targets.

Law Enforcement Targets [www.letargets.com/html/targets1.html](http://www.letargets.com/html/targets1.html) is a web site that sells targets but also has images of many of the targets that are used in many Drills and Qualifications. We are in no way endorsing this web site but list it here as a reference tool for our readers.

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## Cover

In any self-defense use of a firearm, avoiding getting shot is equally important as stopping the attacker. You should always practice moving to cover and shooting from cover when you practice with your firearm. You will react as you train and moving to cover during practice will lead to, in most cases, moving to cover when your handgun comes out in that self defense situation. If you practice that way you will react that way. *Perfect* practice makes perfect.

This is how everyone is training now. As we learn more and more about what happens in life and death situations, we are learning we react exactly as we have trained. Most Drills don't take cover into consideration. Do make changes to the standards listed here and use cover or move to cover at the start of your draw.

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## Dry Fire Safety

Pick one room for dry fire practice and remove any ammunition from that room. Do not allow any ammunition to come into that room. You can use snap caps if you are concerned about damaging your firearm while dry firing. Contact the maker of your firearm if you are concerned about dry firing your handgun. Do not dry fire a rim fire firearm like a .22 or .17 without snap caps. Dry firing those firearms without snap caps will damage to the firearm.

Practicing reloading along with your dry fire Drills must be done *only* with snap caps. You cannot allow any ammo into the room and those few dollars for snap caps are a lot cheaper than putting holes in something in your home or worse, negligently shooting someone. Never forget that you are 100% responsible for all rounds that come out of your firearm.

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## Firearm Standards

### #S1 InSights Training Center Standards

All shots fired at 7 yds on an IPSC target.

1" group (measured CTC), slow fire, five shots

Two shots on one target, 0.5 sec between shots

One shot on two targets 1 yd apart, 0.6 sec interval between shots

One shot starting from the retention position (gun held at the pectoral), 0.75 sec

One shot starting from the draw, 1.5 sec

One shot, speed reload, one shot, 2.0 sec interval between shots

The times should be met on-demand, any time, no warm up allowed.

For an IPSC master, the respective times should be about 0.25 sec, 0.3 sec, 0.5 sec, 1.0 sec, and 1.0 sec.

## # S2 IDPA Classifier

### Classifier Course of Fire

**Note:** Start position for all strings EXCEPT Stage One / String 5 is hands naturally at your sides. A Bianchi Style Barricade wall is twenty-four (24) inches wide by six (6) feet tall; shooting box is twenty-four (24) inches wide and does not necessarily have to have a back to it.

### Stage 1

7 yards

String	Position	Instructions	Shots
1	1	Draw and fire two (2) shots to the body and one (1) to the head on T1.	3
2	1	Draw and fire two (2) shots to the body and one (1) to the head on T2.	3
3	1	Draw and fire two (2) shots to the body and one (1) to the head on T3.	3
4	1	Draw and fire two (2) shots at each head T1-T3.	6
<b>*** Hits below the head area should be pasted before shooting String Five ***</b>			
5	1	Start with gun in “WEAK” hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) shot at each T1-T3. WEAK HAND ONLY	3
6	1	(Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each, T1-T3	6
7	1	Draw and fire two (2) shots at each T1-T3 “STRONG” hand only.	6

### Stage 2

10 yards

String	Position	Instructions	Shots
1	2	Draw and advance toward targets, fire 2 shots at each T1 - T3	6

		while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string.	
2	3	Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving).	6
3	2	(Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3.	12
4	2	Draw and fire 2 shots at each T1 - T3 "STRONG" hand only.	6

### Stage 3

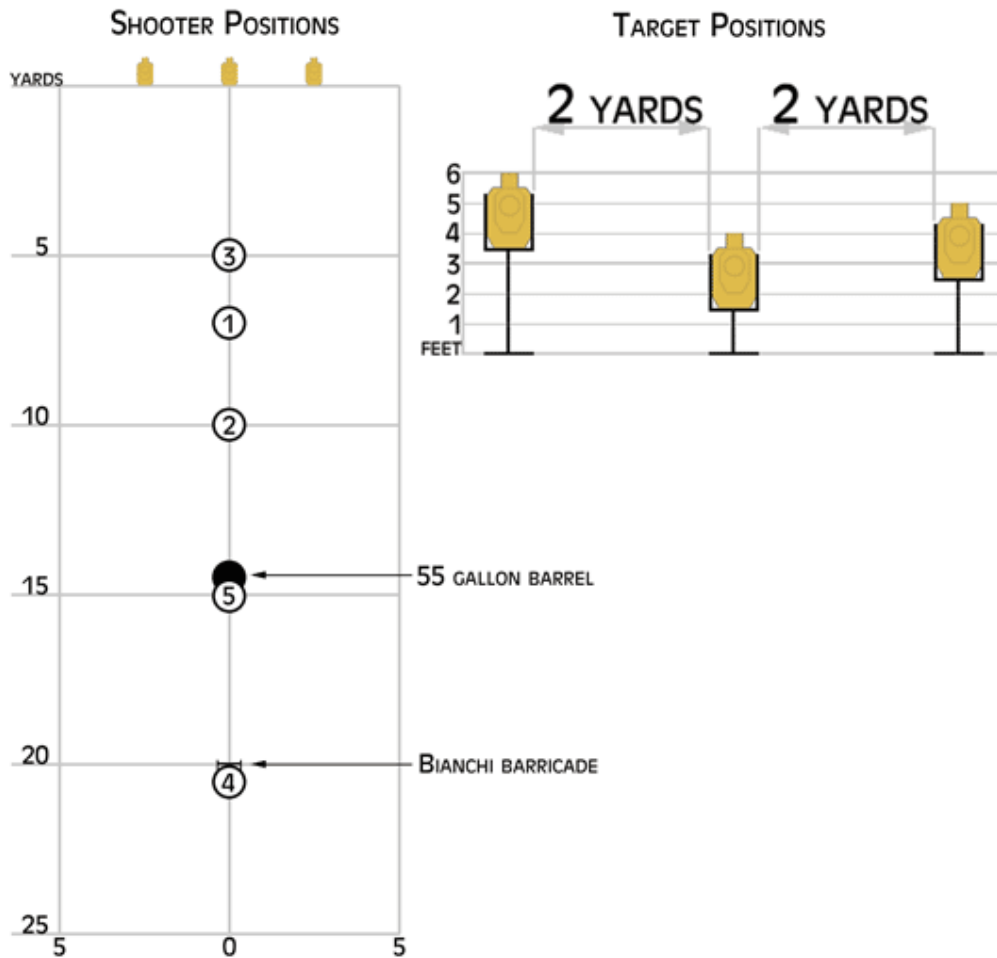
**Position 4 - 20 yards**

**Position 5 - 15 yards**

(Bianchi style barricade and 55 gallon barrel required)

String	Position	Instructions	Shots
1	4	Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and fire 2 shots at each T1 - T3 from the opposite side of barricade.	12
2	4	Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and advance to Position #5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.	12
3	5	Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.	6

Classifier Stage Setup



### Limited Vickers Count Scoring

The classifier is designed to be shot as a continuous ninety (90) round match. While it is permissible to allow re-shoots due to gun problems and/or mental shooter errors for the purpose of accurate classification, no re-shoots are to be permitted of individual strings of fire. If the classifier is part of a scored match or the shooter is trying to attain a five (5) gun award, no re-shoots are permitted and it must be shot as one continuous ninety (90) round course of fire.

For positions for each string, refer to "Stage Setup". Pistols must start from the mechanical condition of readiness appropriate to their design and be loaded to division capacity.

### # S3 Bullseye National Match

The National Match is a simple objective bullseye course of 30 rounds fired on three targets. Official NRA targets are readily available, calibrated to score consistently at a various distances (50 ft, 25 yds, or 75 yds).

Remember that official NRA bullseye is shot strong hand only.

### Match Stages:

- Slow fire: 10 rounds on slow fire target in 10 minutes.
- Timed fire: 10 rounds on timed/rapid-fire target, in 2 strings, each consisting of 5 shots in 20 seconds.
- Rapid-fire: 10 rounds on timed/rapid-fire target, in 2 strings, each consisting of 5 shots in 10 seconds.

Scoring: Any bullet hole crossing a scoring line is awarded the higher score. A perfect score on all three targets is 300 points.

Points	Percentage	Ranking
Less than 255 pts	Below 85%	Marksman
255-269 pts	85%-89.99%	Sharpshooter
270-284 pts	90%-94.99%	Expert
285-290 pts	95%-96.99%	Master
291 & up	97% & up	High Master

Official rankings are issued only by the NRA through sanctioned matches. Shooting an Expert target under your own timer won't qualify you as a Bullseye Expert.

More info on the National Match [here](#)

Postscript NRA targets available [here](#).

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## # S4 Gunsite Standards

All exercises start with the gun holstered (concealed), facing a single IPSC target.

3 yds	1 round	head shot	1.5 sec
3 yds	2 rounds	A-zone	1.5 sec
7 yds	2 rounds	A-zone	1.5 sec
10 yds	2 rounds	A-zone	2.0 sec



10 yds	2 rds, speed load, 2 rds	A-zone	5.0 sec
15 yds	2 rounds	A-zone	3.5 sec
25 yds	2 rounds	A-zone	7.0 sec

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## # S5 LFI Standards

LFI Single Speed Drill:

On a Standard B-27 Target (or IPSC if the B-27s are not available)

4 yards - Low Ready, weak hand only, 6 shots: 8 seconds

4 yards - Holstered weapon, strong hand only, 6 shots: 8 seconds

7 yards - Freestyle from ready position, 6 shots - reload - 6 shots: 25 seconds

10 yards - Cover Crouch, High Kneel, Low Kneel; 6 reload - 6 reload - 6 shots: 75 seconds

15 yards - Weaver Stance, Chapman Stance, Isosceles Stance; 6 reload - 6 reload, 6 shots: 90 seconds

For Double Speed, its just half the time at each stage, on the same target -- i.e. double-speed close-range qualification would be:

4 yards - Holstered weapon, strong hand only, 6 shots: 4 seconds

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## # S6 Federal Air Marshal Tactical Pistol Course (TPC)

All strings are shot from a distance of seven yards.

Drill	Starting Position	Seconds Allowed	Total Rounds
One Round (twice).	Concealed Holster	1.65 (3.30 total)	2

Double Tap (twice)	Low Ready	1.35 (2.70 total)	4
Rhythm; fire 6 rounds at one target; no more than 0.6 between each shot.	Low Ready	3.00	6
One Shot, speed reload, one shot (twice).	Low Ready	3.25 (6.50 total)	4
One Round each at two targets 3 yards apart	Low Ready	1.65 (3.30 total)	4
180 degree pivot. One round each at 3 targets (twice). Turn left, then right.	Concealed Holster	3.50 (7.00 total)	6
One Round, slide locks back; drop to one knee; reload; fire one round.	Low Ready	4.00 (8.00 total)	4

### QUALIFICATION:

1. TIME: Cannot exceed total time for each Drill. Example: Drill #1 - 1st time 1.70 seconds, 2nd time 1.55 seconds; Total = 3.25 seconds = Go. Must achieve a "GO" on each Drill.
2. ACCURACY: Target is FBI "QIT" (bottle). Total rounds fired is 30. Point value inside bottle = 5. Point value touching line or outside bottle = 2. Maximum possible score = 150. Minimum qualifying score = 135.

All stages must equal "GO" to qualify.

## # S7 FBI Pistol Qualification Course

This standard, revised April 1997, is used to qualify both agents and instructors.

Target: FBI "Q"  
Ammunition: 50 rounds service ammunition  
Scoring: Hits in or touching "bottle" count 2 points; misses and hits outside bottle count zero points  
Qualification: 85% to qualify; 90% for instructors

STAGE I

18  
ROUNDS

Starting Point: 25 yard line

Time Allotted: 75 seconds

Start with a fully loaded weapon. On command shooter draws and fires 6 rounds prone position, decocks, fires 3 rounds strong side kneeling barricade position, 6 rounds strong side standing barricade position, and 3 rounds weak side kneeling barricade position. Upon completing stage I, the shooter will conduct a magazine exchange and holster a loaded weapon.

STAGE II

10  
ROUNDS

Starting Point: 25 yard line

Time Allotted: 2 rounds in 6 seconds  
4 strings of 2 rounds in 3 seconds each

Start at the 25 yard line. On command the shooter moves to the 15 yard line, draws and fires 2 rounds in 6 seconds, decocks, and returns to low ready. The shooter will fire 4 strings of 2 rounds in 3 seconds, decock and return to low ready after each string. Upon completing Stage II, the shooter holsters a loaded weapon [without reloading unless gun capacity is only 10 rds --ed].

STAGE III

12  
ROUNDS

Starting Point: 15 yard line

Time Allotted: 15 seconds

Start at the 15 yard line. On command the shooter moves to the 7 yard line, draws and fires 12 rounds in 15 seconds, to include a reload. Upon completing stage III, the shooter holsters a loaded weapon. Shooter then arranges remaining 10 rounds to have 5 rounds in the weapon and 5 rounds in a spare magazine.

STAGE IV

10  
ROUNDS

Starting Point: 7 yard line

Time Allotted: 15 seconds

Start at the 7 yard line. On command the shooter moves to the 5 yard line, draws and fires 5 rounds with strong hand only, reloads, transfers the weapon to weak hand and fires 5 rounds weak hand only. Upon completing stage IV, the shooter will unload and holster an empty weapon.

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**# S8 State Of Illinois  
Mandatory Annual Active Duty and Retired Officer  
Handgun Qualification Course of Fire**

Total Rounds: 30

Distances fired from Target: 5, 7, and 15 yards (25 yards optional)

Target Scoring Area: 8 1/2 x 14 inch overlay / center mass of target

Handgun Type: Semi-auto / Revolver; minimum capacity 5 rounds

that the shooter has the handgun in the shooting hand in low ready (depressed muzzle) position and stands ready for the command to fire.

5 Yard line – Total of 12 rounds

Stage 1 Draw/Present and fire 2 rounds in 6 seconds

Stage 2 Draw/Present and fire 2 rounds in 6 seconds

Stage 3 Draw/Present and fire 2 rounds in 6 seconds

Stage 4 Draw/Present and fire 2 rounds in 6 seconds

Stage 5 Draw/Present and fire 2 rounds in 6 seconds

Stage 6 Draw/Present and fire 2 rounds in 6 seconds

Shooters will reload without command as needed between stages of fire.

7 Yard line – Total of 12 rounds

Stage 7 Draw/Present and fire 3 rounds in 7 seconds

Minimum Passing Score: 70%

For Duty Handgun Qualification, all stages of fire will commence from a secured holster.

For off duty / retired officer qualification, all stages of fire will commence with the handgun in hand from the “low ready” position.

Where indicated below, the word “DRAW” requires the shooter to withdraw the handgun from a secured holster on the command to fire. The word “PRESENT” means

Stage 8 Draw/Present and fire 3 rounds in 7 seconds

Stage 9 Draw/Present and fire 3 rounds in 7 seconds

Stage 10 Draw/Present and fire 3 rounds in 7 seconds

15 Yard line – Total of 6 rounds

Stage 11 Draw/Present and fire 3 rounds in 10 seconds

Stage 12 Draw/Present and fire 3 rounds in 10 seconds

25 Yard line – OPTIONAL DISTANCE

OPTIONAL Stage 12: Draw/Present and fire 3 rounds in 15 seconds (in lieu of the second three round string at 15 yards)

The above course of fire is the minimum required. All agencies may include any modification that increases the level of difficulty such as reloading, alternate hands, movement, time restriction, or other job related skills.

**# S9 State Of Nebraska  
Semi-Auto Pistol Qualification Course**

**TARGET:** Two FBI Q

**AMMO:** 50 rounds of handgun ammunition

**STAGE 1** 3 yard line – Standing

12 shots fired – two 6 round magazines

Draw and fire 1 round on first target, 2 rounds on second target and

1 round on first target in 5 seconds, Holster;

Draw and fire 1 round on each target, reload, and fire 1 round on each target in 10 seconds, Holster;

Draw and fire 1 round on first target, 2 rounds on second target and 1 round on first target in 5 seconds, Holster;

**STAGE 2** 5 yard line – Standing

12 shots fired – two 6 round magazines

Draw and fire 2 rounds on each target in 5 seconds, Holster;

Draw and fire 1 round on each target, reload, and fire 1 round on each target in 10 seconds, Holster;

Draw and fire 1 round on first target, 2 rounds on second target and 1 round on first target in 5 seconds, Holster;

**STAGE 3** 7 yard line – Standing

12 shots fired – two 6 round magazines

Draw and fire 3 rounds on each target in 8 seconds, Holster;

Draw and fire 3 rounds on each target in 8 seconds, Holster;

**STAGE 4** 10 yard line – Standing

8 shots fired – two 4 round magazines

Draw and fire 2 rounds on each target in 6 seconds, Holster; Repeat

**STAGE 5** 15 yard line – Kneeling

6 shots fired – one 6 round magazine

Draw, kneel, and fire 2 rounds on each target in 8 seconds, Holster;

Draw, kneel, and fire 1 round on each target in 5 seconds, Holster

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**# S10 State Of Nebraska  
Revolver Qualification Course**

**TARGET:** Two FBI Q

**AMMO:** 50 rounds of handgun ammunition

**STAGE 1** 3 yard line – Standing

12 shots fired – two 6 round magazines

Draw and fire 1 round on first target, 2 rounds on second target and

1 round on first target in 5 seconds, Holster;

Draw and fire 1 round on each target, reload, and fire 1 round on each target in 15 seconds, Holster;

Draw and fire 1 round on first target, 2 rounds on second target and 1 round on first target in 5 seconds, Holster;

**STAGE 2** 5 yard line – Standing

12 shots fired – two 6 round magazines

Draw and fire 2 rounds on each target in 5 seconds, Holster;

Draw and fire 1 round on each target, reload, and fire 1 round on each target in 15 seconds, Holster;

Draw and fire 1 round on first target, 2 rounds on second target and 1 round on first target in 5 seconds, Holster;

**STAGE 3** 7 yard line – Standing

12 shots fired – two 6 round magazines

Draw and fire 3 rounds on each target in 8 seconds, Holster;

Draw and fire 3 rounds on each target in 8 seconds, Holster;

**STAGE 4** 10 yard line – Standing

8 shots fired – two 4 round magazines

Draw and fire 2 rounds on each target in 6 seconds, Holster; Repeat

**STAGE 5** 15 yard line – Kneeling

6 shots fired – one 6 round magazine

Draw, kneel, and fire 2 rounds on each target in 8 seconds, Holster;

Draw, kneel, and fire 1 round on each target in 5 seconds, Holster

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**# S11 State of New Jersey**

**Semi-Annual Firearms Qualification and Requalification Standards**

**1.** Handgun Night Qualification Course (HNQC)

**2.** Range - 15 yards.

**3.** Target - FBI type Q target, either paper or cardboard. Multiple targets may be used at the discretion of the agency of the agency (sic) executive or supervising firearms instructor.

**4.** Course.

**a.** Total of 40 rounds per participant.

**b.** Double action is required for revolvers for all phases. Semi-automatics are to be fired in the manner in which the individual weapon functions normally and are to be decocked when changing positions or hands.

**c.** Reloading may take place at the discretion of the supervising firearms instructor. Additionally, discretion may be used as to the number of rounds with which the magazines are loaded to accomplish reloading exercises during the course. Similarly, the sequence of rounds fired at a given distance may be altered to accommodate a reloading exercise.

**d.** To achieve a passing score of 80%, the participant must place a minimum of 32 shots within the border of the Q-target silhouette.

**e.** Night firing conditions may be artificially created. However, if light dimming goggles are used, handheld light must still be deployed were directed.

**f.** Some ambient light may be provided

**Phase I** 15-Yard Line. 6 rounds.

20 seconds each command

Standing to kneeling.

- On command utilizing a handheld or gun mounted light, from a secured holster position, draw and fire 1 round from a standing point shoulder position, assume a kneeling position and fire 2 rounds.
- Decock, holster and assume a standing position.
- Repeat once

**Phase II** 10-Yard Line. 6 rounds. (Instills shooting then moving from firing point)

5 seconds each command

Standing Point shoulder position.

- On command, draw and assume a ready position.
- On command utilizing a handheld or gun mounted light, fire 2 rounds, turn light off and step to the right.
- Decock and reassume a ready position.
- On command fire 2 rounds (on the same target) utilizing a handheld or gun mount light, turn light off and step back to the left.
- Decock and reassume a ready position.
- On command fire 2 rounds (on the same target) utilizing a handheld or gun mount light, turn light off and step to the right.
- Reload if necessary, decock, holster and step back to the left to the original shooting position.

**Phase III** 7-Yard Line. 4 rounds.

6 seconds each command

Point shoulder position.

- On command, draw and come to a ready position. Semi-Annual Firearms Qualification and Requalification Standards
- On command utilizing a handheld or gun mounted light, fire 2 rounds from a point shoulder position.
- Decock and remain at the ready position
- Repeat once

**Phase IV** 7-Yard Line. 4 rounds.

20 seconds

Point shoulder position. Mandatory reload

- From a ready position.
- On command utilizing a handheld or gun mounted light, fire 2 rounds, reload and fire 2 rounds
- Decock and holster.

**Phase V** 5-Yard Line. 6 rounds.

5 seconds each command

One-handed, strong hand

- On command utilizing a handheld or gun mounted light (support hand with light may NOT in any way support the firing hand), draw and fire 2 rounds with the strong hand only.
- Decock and holster
- Repeat twice
- Reload if required and holster an uncocked weapon.
- Secure handheld lights, no lights are used at the next position

**Phase VI** 5-Yard Line. 6 rounds.

5 seconds each command

One-handed, support hand

NO LIGHTS (simulate the strong hand is disabled)

- On command, draw, assume a ready position. Pass the firearm over to the support hand and leave the strong arm limp at the side. (Simulating disabling injury)
- Assume a ready position with the firearms in the support hand only.
- On command fire 2 rounds
- Decock and reassume a ready position
- Repeat twice
- Reload if necessary, decock and holster an uncocked weapon.

**Phase VII** 3 Yard line. 4 rounds

3 seconds each command

Standing Point Shoulder

- Standing, holding a handheld light in a manner the participant would while conducting a motor vehicle stop or field interview and inspecting credentials (i.e. light held over the shoulder or tucked under the armpit).
- On command draw and fire 2 rounds.
- Decock and holster
- Repeat once
- Secure handheld lights, no lights are used at the next position.

**Phase VIII** 1-Yard Line (or as close to a 1-yard line as safety dictates).

NO LIGHTS

3 seconds each command

Weapon retention position. (Begin with the support hand across the chest with the hand grasping the collar of the shooter's shirt or body armor.)

Each drill, 2 rounds. (Total 4 rounds).

- On command, from the interview stance position, draw and fire 2 rounds from a weapon retention position.
- Decock and holster.
- Repeat once.
- Clear all weapons. Holster a safe, empty weapon.



Note: Participants using 5-shot weapons will fire a total of 36 rounds when completing this course (HNQC). These participants will fire the number of rounds indicated for each drill until all rounds within the weapon have been expended. In Phase IV the participant will have one round left in the firearm after Phase III. That participant will fire the 1 round, reload and index the cylinder with 3 rounds and fire those 3 rounds. To achieve a passing score of 80%, participants using 5-shot weapons must place a minimum of 29 shots within the scoring area of the Q-target silhouette.

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## **# S12 Dept of Energy (DOE) Daylight Handgun Qualification Course.**

### **Stage I**

Technique: Immediate response to a lethal threat at a short distance.

Yard line: 3 Total rounds: 6 Targets: 1 Load with: 6 rounds

Strings: 3

Position: Standing

Procedure: String 1: Draw, and fire 2 rounds within 3 seconds.

Strings 2, 3: Same as Stage I, String 1.

### **Stage II**

Technique: Immediate response to a lethal threat at a short distance.

Yard line: 7 Total rounds: 6 Targets: 1 Load with: 6 rounds

Strings: 2

Position: Standing

Procedure: String 1: Draw, and fire 2 rounds center of mass and 1 round at the head within 5 seconds.

String 2: Same as Stage II, String 1.

### **Stage III**

Technique: Use of the weak hand in lieu of the strong hand to engage a lethal threat at a short distance.

Yard line: 7 Total rounds: 6 Targets: 1 Load with: 6 rounds

Strings: 3

Position: Standing

Procedure: String 1: Begin with the handgun in the unsupported weak hand at the low-ready. Fire 2 rounds in 4 seconds.

Strings 2, 3: Same as Stage III, String 1.

### **Stage IV**

Technique: Immediate and continuing response to a lethal threat at a moderate distance and commencement of fire from the low-ready.

Yard line: 10 Total rounds: 12 Targets: 1 Load with: 6 rounds

Strings: 5

Position: Standing

Procedure: String 1: Draw, and fire 2 rounds within 4 seconds; remain at low-ready.

String 2: From the low-ready, fire 2 rounds within 3 seconds.

String 3: Draw, and fire 2 rounds; reload, and fire 2 rounds.

Time limit: Revolver: 12 seconds

Semiautomatic: 10 seconds

String 4: Same as Stage IV, String 1.

String 5: Same as Stage IV, String 2.

### **Stage V**

Technique: Immediate and continuing response to a lethal threat at a moderate distance while moving to a more advantageous shooting position, reloading, and commencing fire from the low-ready.

Yard line: 15 Total rounds: 12 Targets: 1

Load with: 6 rounds Strings: 5

Position: Standing and kneeling

Procedure: String 1: Draw; kneel and fire 2 rounds within 5 seconds.

String 2: Same as Stage V, String 1.

String 3: From the standing position, draw, and fire 2 rounds; reload while assuming a kneeling position, and fire 2 rounds.

Time limit: Revolver: 14 seconds

Semiautomatic: 12 seconds

String 4: From the standing position, draw, and fire 2 rounds in 5 seconds; remain at low-ready.

String 5: From the low-ready position, fire 2 rounds within 3 seconds.

### **Stage VI**

Technique: Immediate and continuing response to a lethal threat at a moderate distance and use of a barricade for cover while firing from the left and right sides of the barricade in standing, kneeling, and prone positions and while reloading. Use of the weak hand is optional as is use of the barricade for support.

Yard line: 25 Total rounds: 12 Targets: 1 Load with: 6 rounds

Strings: 5

Position: Standing, kneeling, and prone

Procedure: String 1: Draw; assume a standing left barricade position, and fire 2 rounds within 5 seconds.

String 2: Draw; assume a standing right barricade position, and fire 2 rounds within 5 seconds.

String 3: Draw; assume a kneeling left barricade position, and fire 2 rounds. Reload; move to a kneeling right barricade position, and fire 2 more rounds.

Time limit: Revolver: 15 seconds

Semiautomatic: 12 seconds

String 4: Draw; assume a prone position, and fire 2 rounds within 10 seconds.

String 5: Same as Stage VI, String 4.

### **Stage VII**

Technique: Immediate response to a lethal threat at a long distance while using the standing, kneeling, and prone barricade positions (right or left barricade positions at shooter's option).

Yard line: 50 Total rounds: 6 Targets: 1 Load with: 6 rounds

Strings: 3

Position: Standing, kneeling, and prone

Procedure: String 1: Draw; assume a standing barricade position (shooter option of left or right side), and fire 2 rounds within 8 seconds.

String 2: Draw; assume kneeling barricade position (shooter option of left or right side), and fire 2 rounds within 10 seconds.

String 3: Draw; assume a prone position, and fire 2 rounds within 12 seconds.

---

## **# S13 Dept of Energy (DOE) Reduced Lighting Handgun Qualification Course.**

### **Stage I**

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a short distance.

Lighting standard: Dim light

Yard line: 7 Total rounds: 12 Targets: 1 Load with: 6 rounds

Strings: 5

Position: Standing

Procedure: String 1: Draw; fire 2 rounds within 5 seconds, and assume a low-ready position.

String 2: From the low-ready, fire 2 rounds within 3 seconds.

String 3: Draw; fire 2 rounds. Reload, and fire 2 more rounds.

Time limit: Revolver: 12 seconds

Semiautomatic: 10 seconds

String 4: Same as Stage I, String 1.

String 5: Same as Stage I, String 2.

### **Stage II**

Technique: Use of the flashlight to enhance target identification and marksmanship while engaging a lethal threat at a short distance.

Lighting standard: Dark

Yard line: 7 Total rounds: 6 Targets: 1 Load with: 6 rounds

Strings: 3

Position: Standing

Procedure: String 1: From the low-ready with handgun and flashlight, fire 2 rounds within 4 seconds.

Strings 2, 3: Same as Stage II, String 1.

### **Stage III**

Technique: Use of the flashlight to enhance target identification and marksmanship while engaging a lethal threat at a moderate distance.

Lighting standard: Dark

Yard line: 15 Total rounds: 6 Targets: 1 Load with: 6 rounds

Strings: 3

Position: Standing

Procedure: String 1: From the low-ready with handgun and flashlight, fire 2 rounds within 5 seconds.

Strings 2, 3: Same as Stage III, String 1.

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## **# S14 Dept. of Energy Shooting-On-The-Move Handgun Qualification Course.**

### **Stage I**

Technique: Immediate response to a lethal threat at a moderate distance while wearing a protective mask.

Yard line: 10 Total rounds: 6 Targets: 1

Load with: Full-load Strings: 3

Position: Standing and wearing a protective mask

Procedure: String 1: Draw, and fire 2 rounds within 3 seconds.

Strings 2, 3: Same as Stage I, String 1.

### **Stage II**

Technique: Response to a lethal threat at a short distance while moving, wearing a protective mask.

Yard line: Start at 7; move to 3. Total rounds: 6 Targets: 1 Load with: Full-load

Strings: 2

Position: Moving and wearing a protective mask

Procedure: String 1: From the low-ready; move while firing 2 rounds center of mass and 1 round to the head within 4 seconds.

String 2: Same as Stage II, String 1.

### **Stage III**

Technique: Response to a lethal threat at a moderate distance while moving.

Yard line: Start at 15; move to 10 Total rounds: 6 Targets: 1 Load with: Full-load

Strings: 3

Position: Moving

Procedure: String 1: From the low-ready, move while firing 2 rounds within 3 seconds.

Strings 2, 3: Same as Stage III, String 1.

#### **Stage IV**

Technique: Response to a lethal threat at a moderate to short distance while moving and speed loading.

Yard line: Start at 10; move to 2 Total rounds: 8 (2 magazines or speed loaders) Targets: 1

Load with: Semiautomatic: a round chambered and a magazine inserted with one round; carry one fully loaded magazine (mandatory lock-back). Revolver: cylinder loaded with 2 rounds; carry one fully loaded speed loader.

Strings: 2

Position: Moving

Procedure: String 1: From the low-ready, move while firing 2 rounds; reload and fire 2 rounds while moving within 7 seconds for semiautomatic and 10 seconds for revolver.

String 2: Same as Stage IV, String 1.

#### **Stage V**

Technique: Response to a lethal threat at a short distance while moving.

Yard line: Start at 7; move to 3 Total rounds: 4 Targets: 1 Load with: Full-load

Strings: 4

Position: Moving

Procedure: String 1: From the low-ready, move while firing 1 round within 3 seconds to target's head.

Strings 2, 3, 4: Same as Stage V, String 1.

#### **Stage VI**

Technique: Response to a lethal threat at a short distance using only the strong hand while moving.

Yard line: Start at 7; move to 3 Total rounds: 6 Targets: 1 Load with: Full-load

Strings: 3

Position: Moving using only the strong hand

Procedure: String 1: From the low-ready, strong hand only, move while firing 2 rounds within 3 seconds.

Strings 2, 3: Same as Stage VI, String 1.

#### **Stage VII**

Technique: Response to a lethal threat at a short distance using only the weak hand while moving.

Yard line: Start at 7; move to 3 Total rounds: 4 Targets: 1 Load with: Full-load

Strings: 2

Position: Moving using only weak hand

Procedure: String 1: From the low-ready, weak hand only, move while firing 2 rounds within 3 seconds.

String 2: Same as Stage VII, String 1.

## # S15 Connecticut Department Of Public Safety

Division Of State Police

This Is The Suggested Handgun Qualification Course For A Connecticut Security Officers Firearms Endorsement.

The Firearms Qualification Course will be shot using two-law enforcement or NRA training targets and 50 rounds of ammunition. The handgun(s) and ammunition used to qualify must be the same used by the applicant while on duty. A separate scorecard must be submitted for each firearm to be carried. A score of 240 out of a possible 300 will be the minimum passing score.

3 yards (6 rounds) On command, draw utilizing a one-hand hold and fire two rounds center chest and one round into the head, first target, then two chest, one head into the second target. Do not holster until the command is given to holster.

5 yards (9 rounds) On command, draw utilizing a two-hand hold, fire two-center chest, one head into first target. As you go to the second target, place the gun in your weak hand and fire two center chest and one head, keeping the gun in your weak hand go to first target and fire two center chest and one head.

7 yards (15 rounds) On command, draw utilizing a two hand hold and fire five rounds standing no more than two at a time at a target, then ten rounds kneeling, no more than two rounds at a target at a time. Reload when needed. All rounds into center chest no more headshots.

12 yards (10 rounds) On command, draw utilizing a two-hand hold and fire five rounds standing, and five rounds kneeling. All center chest. No more than two rounds at a target at a time.

20 yards (5 rounds) On command, draw utilizing a two-hand hold, and fire three rounds standing, and two rounds kneeling. All center chest. No more than two rounds at a target at a time.

25 yards (5 rounds) On command, draw and get into a prone position and fire three prone, and then two kneeling. No more than two rounds at a target at a time. All center chest.

Note: Students should be encouraged to utilize cover where appropriate.

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## # S16 Arizona Peace Officer Standards and Training Board 50-Shot Daytime Qualification Course

**Target:** Tq-15, 19 And 21 (or Silhouette As Approved By Board)

Maximum Score 250, 210 Minimum

Using Service Handgun And Ammunition

Per R13-4-116(E)

Officers will begin in a standing relaxed position, hands off the weapon and eyes on the target. All weapons will be in their holster with straps secured. During the course of fire, weapons will be held in the ready position, at a 45 degree angle down range toward the target. Return weapons to the holster only upon command.

**STAGE 1 - Twenty-Five Yard Line**

Six rounds, standing, two hands, single or double action. Fired in three strings of two rounds each as follows: load six rounds and place the weapon in the holster.

On command, draw and fire two rounds in six seconds. Assume the ready position. On command, fire two rounds in five seconds. Assume the ready position. On command, fire two rounds in five seconds.

**STAGE 2 - Three Yard Line**

Eighteen rounds, standing, double action in three separate stages of strong hand only, two hands, and support hand only.

**A. Strong hand only** - fire six rounds in three strings of two rounds each as follows: load six rounds and place the weapon in the holster. On command, draw and fire two rounds in three seconds. Assume ready position. On command, fire two rounds in two seconds. Assume ready position. On command, fire two rounds in two seconds.

**B. Two hands** - fire six rounds in three strings of two rounds each as follows: load six rounds and place the weapon in the holster. On command, draw and fire two rounds in three seconds. Assume ready position. On command, fire two rounds in two seconds. Assume ready position. On command, fire two rounds in two seconds.

**C. Support hand only** - fire six rounds in three strings of two rounds each as follows: load six rounds and assume the ready position. On command, fire two rounds in three seconds. Assume ready position. On command, fire two rounds in three seconds. Assume ready position. On command, fire two rounds in three seconds.

**STAGE 3 - Seven Yard Line**

Fourteen rounds, standing, two hands, double action.

**A. Load six rounds and place the weapon in the holster.** On command, draw and fire three rounds in four seconds.

**B. Assume ready position.** On command, fire three rounds tactical, reload with a minimum of three rounds and fire three for a total of six rounds in fifteen seconds.

**C. Assume ready position with three loaded rounds.** On command, fire three rounds, conduct an empty gun reload with a minimum of two rounds and fire both for a total of five rounds in twelve seconds.

**STAGE 4 - Fifteen Yard Line**

Twelve rounds, standing, two hands, double action.

**A.** Load six rounds and place the weapon in the holster. On command, draw and fire three rounds in five seconds. Assume ready position. On command, fire three rounds in four seconds.

**B.** Load six rounds and place the weapon in the holster. On command, draw and fire two rounds in four seconds. Assume ready position. On command, fire one round in two seconds. Place the weapon in the holster (repeat above for remaining three rounds).

Scoring:

TQ-15: From the center scoring area moving outward five, four, and two points.

TQ-19 and TQ-21: five points for shots within the scoring area, zero points for shots on the silhouette, but outside the scoring area. Line shots are counted as “in” on all three targets.

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## **# S17 Arizona Peace Officer Standards and Training Board 50-Shot Nighttime Qualification Course**

**Target:** Tq-15, 19 And 21 (Or Silhouette As Approved By The Board)

Maximum Score 250, 210 Minimum

Using Service Handgun And Ammunition

Per R13-4-116(E)

This course of fire must be conducted during the hours of darkness. Stages of fire indicated as "LOW LIGHT" must be shot with a minimum of ambient light illuminating the target (e.g., mid-block simulation or grounded flashlight aimed off to the side or beneath the target face).

Stages of fire indicated as "NO LIGHT" must be shot with no illumination other than the aid of a flashlight, held in the off hand and displayed upon the target face only upon the command to fire. Reloading must be conducted in total darkness.

Officers will begin in a standing relaxed position, hands off the weapon and eyes on the target.

All weapons will be placed in their holster with straps secured. During the course of fire, weapons will be held in the ready position, 45 degree angle down range toward the target and weapons will be returned in the holster only upon command

### **STAGE 1 - Three Yard Line LOW LIGHT (Ambient)**

Eighteen rounds, standing, double action in three separate stages of strong hand only, two hands, and support hand only.

**A.** Strong hand only -Fire Six rounds in three strings of two rounds each as follows: load six rounds and place the weapon in the holster. On command, draw and fire two rounds in three seconds. Assume ready position. On command, fire two rounds in two seconds. Assume ready position. On command, fire two rounds in two seconds.

**B.** Two hands - Fire six rounds in three strings of two rounds each as follows: load six rounds and place the weapon in the holster. On command, draw and fire two rounds in three seconds.



Assume ready position. On command, fire two rounds in two seconds. Assume ready position. On command, fire two rounds in two seconds.

**C.** Support hand only - Fire six rounds in three strings of two rounds each as follows: load six rounds and assume the ready position. On command, fire two rounds in three seconds. Assume ready position. On command, fire two rounds in three seconds. Assume ready position. On command, fire two rounds in three seconds.

### **STAGE 2 - Seven Yard Line LOW LIGHT**

Twelve rounds, standing, two hands, double action.

**A.** Load six rounds and place the weapon in the holster. On command, draw and fire three rounds in five seconds.

**B.** Assume the ready position. On command, fire three rounds, reload and fire three more rounds in 18 seconds.

**C.** Assume the ready position. On command, fire three rounds in four seconds.

### **STAGE 3 - Fifteen Yard Line LOW LIGHT**

Six rounds, standing, two hands, double action.

**A.** Load six rounds and place the weapon in the holster. On command, draw and fire three rounds in seven seconds.

**B.** Assume the ready position. On command, fire three rounds in six seconds.

### **STAGE 4 - Seven Yard Line NO LIGHT**

Fourteen rounds, standing, strong hand only, double action.

**A.** Load six rounds in total darkness. Assume the ready position with flashlight held in support hand.

**B.** On command, simultaneously direct flashlight on target face and fire two rounds in three seconds, turning off flashlight between strings of fire. Repeat for a total of six rounds.

**C.** Reload with six rounds in total darkness and assume ready position with flashlight in support hand.

**D.** On command, simultaneously direct flashlight on target face and fire two rounds in three seconds, turning off flashlight between strings of fire. Repeat for a total of six rounds.

**E.** Load two remaining rounds in total darkness and assume ready position with flashlight in support hand.

**F.** On command, simultaneously direct flashlight on target face and fire two rounds in three seconds.

## # S18 Kansas POST (Police Officers Standards Training)

KS•CPOST 50 Round Annual Handgun Qualification Course of Fire				
Stage	Distance	Rounds Fired	Time	Conditions
Stage 1	3 yard line	2 strings of 3 <u>(6 rounds total)</u>	3 seconds per string	Beginning on the 1 1/2 yard line, shooter will draw and fire 3 rounds as they are stepping backward and moving laterally one step. Shooter will re-holster and repeat this procedure again on command.
Stage 2	5 yard line	2 strings of 3 each <u>(6 rounds total)</u>	5 seconds per string	Shooter will draw and fire 3 rounds from a two-hand, supported grip. Shooter will re-holster and repeat this procedure on command.
Stage 3	7 yard line	1 string of 4 <u>(4 rounds total)</u>	10 seconds	Shooter will fire 2 rounds from the threat ready position with weapon in strong hand, supported by the weak hand. The weapon is then transitioned to the weak hand and supported by the strong hand for the final two rounds.
	7 yard line	1 string of 3 <u>(3 rounds total)</u>	4 seconds	Shooter will fire 3 rounds from threat ready, strong hand only, one-hand shooting grip.
	7 yard line	2 strings of 3 each <u>(6 rounds total)</u>	4 seconds per string	Shooter will fire 3 rounds from threat ready while moving laterally one step, using the two-hand, supported grip. Re-holster and repeat on command.
Stage 4	10 yard line	2 strings of 4 each <u>(8 rounds total)</u>	5 seconds per string	Shooter will draw and fire 4 rounds using the two-hand, supported grip. Re-holster and repeat on command.
Stage 5	15 yard line	1 string of 4 <u>(4 rounds total)</u>	6 seconds	Shooter will draw and fire 4 rounds using a two-hand, supported grip.
	15 yard line	1 string of 3 <u>(3 rounds total)</u>	5 seconds	Shooter will draw and fire 3 rounds using a two-hand, supported grip.
Stage 6	25 yard line	1 string of 5 <u>(5 rounds total)</u>	15 seconds	Shooter will draw and fire 5 rounds from a two-hand, supported grip around a barricade in a standing position.
	25 yard line	1 string of 5 <u>(5 rounds total)</u>	15 seconds	Shooter will draw and fire 5 rounds from a two-hand, supported grip around a barricade in a kneeling position.
KS•CPOST 50 Round Annual Handgun Qualification Course Management (Course management issues have not been finalized by KS C•POST and are subject to change.)				
Item #1	Agencies may use either an IALEFIQ or an FBIQ target for the qualification course of fire.			
Item #2	There are no required, timed reloads in this course of fire. Ammunition management is the responsibility of the shooter.			
Item #3	Scoring will consist of counting any round that touches fully or partially, the shaded, silhouette portion of the target.			
Item #4	A passing score will be 35 or more hits on target equaling 70% or above.			
Item #5	No deviation from course of fire is authorized or permitted during annual firearms qualification shoots. <b>NO EXCEPTIONS.</b>			
Item #6	Alibis are defined as those shots allowed after time has lapsed and weapon induced malfunction has been corrected or the defective ammunition has been replaced.			
Item #7	Alibis will <u>only</u> be granted for weapon or ammo induced malfunctions. <u>No alibis will be granted for shooter induced malfunctions, time violations or ammunition management issues.</u>			
Item #8	Threat ready is defined as the shooter having the weapon presented to the target in a two-hand grip. The weapon is lowered to allow complete visibility of threat over the top of the weapon.			
Item #9	A string of fire is defined as a continuous series of shots fired between the commands to fire and cease fire.			
Item #10	At the discretion of the agency administrator, this course may be fired either cold or hot barrel.			

## # S19 Southeastern Louisiana University

### **Basic Firearms Qualifications:**

1. On a 25-yard range, equipped with POST approved P-1 targets, the student, given a pistol or revolver, holster and 240 rounds of ammunition, will fire the POST firearms qualification course at least four times.

Scores must be averaged and the student must:

- a. fire all courses in the required stage time;
- b. use the correct body position for each course of fire;
- c. fire the entire course using double action only, except in case of single action only semi automatic pistols;
- d. fire no more than the specified number of rounds per stage;
- e. fire each course at a distance not appreciably lessor nor greater than that specified;
- f. achieve an average score of not less than 96 out of a possible 120, which is 80% or above;
- g. have all targets graded and final score computed by a POST-certified firearms instructor.

### **OFFICIAL POST COURSE:**

#### **STAGE I**

\*25 yards

\*\*6 rds. standing, barricade,  
strong hand 6 rds. kneeling, barricade,  
strong hand 6 rds. standing, barricade,  
strong hand or off-hand, off-side (90 seconds)

\*NOTE: Movement to barricade required, maximum distance 5 yards

\*\*NOTE: With verbal commands (POLICE! Don't Move!)

#### **STAGE II**

7 yards 6 rds. kneeling (10 seconds)

\*12 rds. standing (25 seconds)

6 rds. off-hand only (8 seconds)

\*NOTE: Mandatory reloading for all weapons after first six (6) rounds.

#### **STAGE III**

4 yards 3 rds. one- or two-hands (3 seconds) Instinct shooting position from holster.

3 rds. one- or two-hands (3 seconds) Instinct shooting position from ready-gun position

String II: Repeat I

## STAGE IV

2 yards \*2 rds. one- or two-hands (2 seconds)  
Close quarter shooting position from holster.  
Repeat twice

\*NOTE: Movement to rear required - one step

### TARGET:

Possible points 120  
Qualification 96 = 80%  
Scoring: Inside ring 2 points  
Outside ring 1 point

# S20 Misc Standard

Robbie Robinson

<b>Shooting Drills IDPA Equivalent</b>	<b>Beginner None</b>	<b>Novice NV</b>	<b>Average MM</b>	<b>Advanced SS</b>	<b>Expert EX</b>	<b>Master MS</b>	<b>Time</b>
<b>1 Target - 3 Yards</b>							
Two Shots	3.50	3.00	2.50	2.00	1.50	1.00	_____
Two Shots, SHO	3.50	3.00	2.50	2.00	1.50	1.00	_____
Two Shots, WHO	3.25	2.75	2.25	1.75	1.25	0.75	_____
Two Shots, Face Right	3.75	3.25	2.75	2.25	1.75	1.25	_____
Two Shots, Face Left	3.75	3.25	2.75	2.25	1.75	1.25	_____
Two Shots, Face Rear	4.25	3.75	3.25	2.75	2.25	1.75	_____
Two Body, One Head	4.00	3.50	3.00	2.50	2.00	1.50	_____
Six Shots	4.50	4.00	3.50	3.00	2.50	2.00	_____
<b>Stage Subtotal</b>	<b>30.50</b>	<b>26.50</b>	<b>22.50</b>	<b>18.50</b>	<b>14.50</b>	<b>10.50</b>	_____
<b>1 Target - 7 Yards</b>							
Two Shots	3.75	3.25	2.75	2.25	1.75	1.25	_____
Two Shots, SHO	4.00	3.50	3.00	2.50	2.00	1.50	_____
Two Body, One Head	4.50	4.00	3.50	3.00	2.50	2.00	_____
Six Shots	5.00	4.50	4.00	3.50	3.00	2.50	_____
<b>Stage Subtotal</b>	<b>17.25</b>	<b>15.25</b>	<b>13.25</b>	<b>11.25</b>	<b>9.25</b>	<b>7.25</b>	_____

**2 Targets - 3 Yards**

Two Shots Each	4.50	4.00	3.50	3.00	2.50	2.00	_____
Two Shots Each, SHO	4.50	4.00	3.50	3.00	2.50	2.00	_____
Two Body, One Head	5.25	4.75	4.25	3.75	3.25	2.75	_____
<b>Stage Subtotal</b>	<b>14.25</b>	<b>12.75</b>	<b>11.25</b>	<b>9.75</b>	<b>8.25</b>	<b>6.75</b>	_____

**3 Targets - 3 Yards**

Two Each	5.50	5.00	4.50	4.00	3.50	3.00	_____
Two Each, SHO	5.50	5.00	4.50	4.00	3.50	3.00	_____
Face Rear, 2 Reload 2	10.00	9.00	8.00	7.00	6.00	5.00	_____
<b>Stage Subtotal</b>	<b>21.00</b>	<b>19.00</b>	<b>17.00</b>	<b>15.00</b>	<b>13.00</b>	<b>11.00</b>	_____

**3 Targets - 10 Yards**

Face Rear, 2 Reload 2	17.00	15.00	13.00	11.00	9.00	7.00	_____
<b>Stage Subtotal</b>	<b>17.00</b>	<b>15.00</b>	<b>13.00</b>	<b>11.00</b>	<b>9.00</b>	<b>7.00</b>	_____

**Subtotal Of  
All Stages**

<b>Points Down</b>						X .50	_____
						=	_____
<b>Procedurals</b>						X	_____
						3.00=	_____
<b>Shooting Totals</b>	<b>100.00</b>	<b>88.50</b>	<b>77.00</b>	<b>65.50</b>	<b>54.00</b>	<b>42.50</b>	_____

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1**

**Reloading And Malfunction Drills**

<b>Rank</b>	<b>Beginner</b>	<b>Novice</b>	<b>Average</b>	<b>Advanced</b>	<b>Expert</b>	<b>Master</b>	
<b>IDPA Equivalent</b>	<b>None</b>	<b>NV</b>	<b>MM</b>	<b>SS</b>	<b>EX</b>	<b>MS</b>	
<b>True Tactical Reload</b>	8.00	7.00	6.00	5.00	4.00	3.00	_____
<b>Reload W/ Retention</b>	7.50	6.50	5.50	4.50	3.50	2.50	_____
<b>Speed Reload</b>	3.75	3.25	2.75	2.25	1.75	1.25	_____
<b>Slide-Lock Reload</b>	3.75	3.25	2.75	2.25	1.75	1.25	_____
<b>Tap-Rack-Bang</b>	3.75	3.25	2.75	2.25	1.75	1.25	_____
<b>Double Feed</b>	9.50	8.50	7.50	6.50	5.50	4.50	_____
<b>Stage Subtotal</b>	<b>36.25</b>	<b>31.75</b>	<b>27.25</b>	<b>22.75</b>	<b>18.25</b>	<b>13.75</b>	_____
<b>Plus Page 1 Totals</b>	<b>100.00</b>	<b>88.50</b>	<b>77.00</b>	<b>65.50</b>	<b>54.00</b>	<b>42.50</b>	_____



1 shot to the head	2.00	_____
6 shots	4.00	_____
6 shots, SHO	4.50	_____
6 shots, WHO (from WH ready)	4.00	_____
<b>10 yards</b>		
2 shots	2.50	_____
6 shots	5.00	_____
6 shots, SHO	5.50	_____
face rear, turn, 6 shots, reload, 6 shots	10.00	_____
6 shots, slide-lock reload, kneel, 6 shots	11.00	_____
<b>15 yards</b>		
2 shots	3.00	_____
6 shots	6.00	_____
6 shots, kneeling	6.50	_____
<b>25 yards</b>		
2 shots	3.50	_____
6 shots	7.00	_____
6 shots each standing, kneeling, and prone reload between each position	40.00	_____

## #S21 The Central Texas Standards

C. McCormick/R. Coleman

Set up three IPSC targets in an "El Presidente" configuration, side by side, about shoulder width apart. The leftmost target is "A", middle target is "B", right target is "C". The course is divided into 6 parts and is a series of timed-fire, virginia count exercises. Since it's timed fire, misses and shots not fired incur no penalties. Overtime shots are -5 points. The start position for each string is your choice: I typically use hands at sides or 'surrender'. Score and tape targets after each part.

### Part 1

50 Yards

- 1 shot on A, prone -- 7.5 secs -- 5x (5 rnds)
- 2 shots on B, standing -- 5.5 secs - 4x (8 rnds)

35 YARDS

- 1 shot, reload, 1 shot on C -- 5.5 secs - 6x (12 rnds)

Total Hits: A=5 B=8 C=12

Total Rounds/Points: 25/125

## Part 2

25 Yards

- 1 shot on A -- 2.3 secs - 3x (3 rnds)
- 1 shot facing left, right, and back on B - 2.5 secs per shot (3 rnds)
- 2 shots on C, hands clasped behind back - 3.0 secs - 3x (6 rnds)

Total Hits: A=3 B=3 C=6

Total Rounds/Points: 12/60

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## Part 3

15 Yards

- 1 shot on A,B,C misc hand position and target order - 3.0 secs - 3x (9 rnds)
- 1 shot, reload, 1 shot, reload, 1 shot on A,B,C -- 5.5 secs - 2x (6 rnds)
- 1 shot, weak hand on B,C,A - 5.5 secs - then C,A,B (6 rnds)

Total Hits: A=7 B=7 C=7

Total Rounds/Points: 21/105

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## Part 4

15 Yards

- 2 shots - strong hand only on A,B,C - 6.0 secs (6 rnds)
- 1 shot head on A,B,C - 4.0 secs (3 rnds)

10 Yards

- 2 shots on A,B,C - 3.0 secs - repeat C,B,A (12 rnds)

Total Hits: A=7 B=7 C=7

Total Rounds/Points: 21/105

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## Part 5

10 Yards

- 2 shots on A,B,C, reload, 1 shot head on A,B,C - 6.5 secs - (8 rnds)
- 2 shots body/1 head on A, reload, repeat on B,C - 8.0 secs (9 rnds)
- 2 shots on C - 1.5 secs - 5x - (10 rounds)

Total Hits: A=6 B=6 C=16

Total Rounds/Points: 28/140

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## Part 6

7 Yards

- 1 shot head on A - 1.5 secs - 6x - (6 rnds)
- 2 shots on B - 1.3 secs - 3x (6 rnds)
- 1 shot, RL, 1 shot, reload, 1 shot on C - 4.5 secs -2x (6 rnds)

Total Hits: A=6 B=6 C=6

Total Rounds/Points: 18/90

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## Total Rounds: 125

## Total Points: 625

A Grand Master should be able to 'clean' this drill. Calculate your percentage assuming 100% is 625 points.

Variations

- Change the start position to drawing from a table or other position.
- Take one step forward during each reload to practice moving and reloading.
- Add no-shoots covering the right C/D zone of "A" to the left D zone of "B" and the right D



zone of "B" to the left C/D zone of "C". Score penalties.

- Score the bottom half of all targets as hard cover (from base of A zone down) and score hits in hard cover as misses.

## # S22 PDT Advanced Pistol Qualification

Unless specified otherwise, all stages to be shot from concealment or duty holster with all retention methods in place.

Target: PTD Risk, IDPA/ISPC or comparable (Chest zone no larger than 8" brain no larger than 2 ½ " high by 4" wide) Distances on stages requiring movement may be shortened if integrity of the line of skill level dictates.

### Phase 1

Each shooter has 1 target. At the signal, each shooter will execute the directive. If movement is called for, shooter will begin directed movement at the signal.

Distance	Procedure	Shots	Time in	Accumulative
		Fired	Seconds	Round Ct.
25	Start with 2 rounds in the gun , Pair standing, speed reload from slidelock, pair kneeling, pair prone all to body.	6	15	6
15	Pair standing, kneel pair to body	4	8	10
10	Three to body, Speed reload three to body.	6	7.5	16
10 - 3	Shooting on move. Pair to body single to brain.	3	4.5	19
3 - 10	Shooting on move Pair to body speed reload pair to body.	4	7	23
7	Dominate hand only. Pair to body.	2	2	25
5	Face 90 degrees left, turn, draw, two to body.	2	1.75	27
5	Face 90 degrees right, turn, draw, two to body.	2	1.75	29
3	From retention, two to body	2	1	31

Score targets. There should be 30 shots to body and one shot to the brain. There are sixty two points possible. Tally the score and write it on target. Paste all hits.

### Phase 2

Each shooter has 2 targets at least 1 foot apart edge to edge.

Distance	Procedure	Shots	Time in	Accumulative
		Fired	Seconds	Round Ct.
15	Pair to body, speed reload, pair to other body.	4	8.5	35
10 - 5	Shooting on move, 2 to each body speed reload 1 to each brain.	6	8.5	41
5 - 7	Shooting on move, 1 to each brain.	2	4	45
5	From ready or retention. Dominate hand only, 3 to one body shift to non dominate hand 2 to other body	5	4	48
3	From ready or retention single to each brain	2	1.5	50

Score targets. There should be 7 shots on one body and six on other body. Each brain should have 3 shots (13 body shots, 6 brain shots) There are 38 points possible. Tally the score for this phase, add it to the score of the previous phase, write it on the target. Maximum score possible for both phases is 100 points (an aggregate of phases 1 & 2). To qualify, each shooter must score at least 80 points.

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## # S23 South Carolina DPS Basic Law Enforcement Qualification

### BLE Handgun Qualification Course of Fire

**Stage 1**        3 yards 6 rounds Timed  
From Holster-Weaver Draw or Natural Point  
2 rounds- 2 Seconds  
2 rounds- 2 Seconds  
2 rounds- 2 Seconds

**Stage 2**        7 yards 12 rounds Timed  
From Holster-Natural Point-one hand shooting only  
4 rounds strong hand only and 2 rounds weak hand only (10 seconds)  
2 rounds strong hand only and 4 rounds weak hand only (10 seconds)

**Stage 3**        12 yards 8 rounds 15 seconds  
From Holster Behind Cover-strong side unsupported (if available)  
6 rounds (reload) fire 2 more rounds

**Stage 4**        12 yards 16 rounds timed  
From the Weaver Ready  
2 rounds (3 seconds)  
2 rounds (3 seconds)  
2 rounds (reload) fire 2 more rounds (12 seconds)  
2 rounds (3 seconds)  
2 rounds (reload) fire 2 more rounds (12 seconds)  
2 rounds (3 seconds)

**Stage 5**        15 yards 12 rounds timed  
From Holster-unsupported barricade  
3 rounds strong side standing and 3 rounds weak side standing  
(10 seconds)  
3 rounds speed kneeling strong side and 3 rounds speed kneeling weak  
side kneeling (12 seconds)

**Stage 6**      25 yard 6 rounds 30 seconds  
 From Holster From behind barricade  
 2 rounds rollover prone  
 2 rounds strong side kneeling supported  
 2 rounds strong side standing supported

## # S24 New Hampshire Dept of Public Safety Handgun Qualification.

### Handgun Qualifications as Follows:

DISTANCE	ROUNDS	FORMAT	TIME
A. 3 Yards	4	2 Sets of 2 from Holster Strong Hand	3 Sec.
B. 5 Yards	6	3 Rounds 15 Degree Cant Right Hand 3 Rounds 15 Degree Cant Left Hand	7 Sec.
C. 7 Yards	6	1 Set of 6 Rnds. Cover Down Holster	8 Sec.
D. 10 Yards	6	1 Set of 6 Rnds. Cover Down Holster	10 Sec.
E. 15 Yards	8	2 Right Side Tilt Out 2 Right Side Kneeling (Reload) 2 Left Side Tilt Out 2 Left Side Kneeling (All Strong Hand)	25 Sec.
F. 25 Yards	2 each segment 6 Total	Stand 5 Ft. Behind Cover, Upon Command Move into Kneeling Position Behind Cover, (Strong Side) Drawing Weapon Fire 2 Rnds.	8 Sec. each segment

Note: Reloading given numerous weapons, mag. Capacity, and calibers will be done upon need by student, except Section E.

*This course of fire must be fired twice consecutively and passing both times.*

36 Rounds Total - Q Target - 27 contacts for 75% Pass/Fail

## # S25 USNA Pistol Qualification Course Of Fire Prior to 2005.

**This course of fire is no longer used.**

Compiled by Rob Amagna

**On the pistol range**, Plebes shoot in the standing position. Silhouette targets are posted 25 meters down range from the firing line. The pistol qualification course of fire consists of 30 shots fired in a session. This 30 shot session is shot twice for a possible score of 150 points.

- Slow Fire portion - 10 shots in 5 minutes
- Timed Fire portion - Two 5 shot strings in 20 seconds (each of the 5 shot strings is shot in 20 seconds)
- Rapid Fire portion - Two 5 shot strings in 10 seconds (each of the 5 shot strings is shot in 10 seconds)

In preparation, Plebes fire a 40 round practice session and then pull their silhouette targets and hang new ones.

They then shoot two 30-round qualification sessions. After the two sessions, the pistol coaches score the silhouette targets and figure out who has not yet qualified at that point. Coaches take those Mids and give them a remedial round where they will shoot another 30 round qualification session.

The pistol qualification target used is the 25 meter B21X Reversed "Standing Man" Silhouette. It is 23" wide and 35" high with a 5X centershot ring. The silhouette is light tan with a black background making it easier to focus on sight alignment and the pistol's front sight post. The highest possible score on this target is 150 points (30 shots times 5). Although this is a K & D Target - scoring this target uses the indicated "K" values. The "D" values are not counted.

Pistol hand grip and position techniques may vary. The Weaver position is very popular. The isosceles triangle position is also widely used among IDPA competitors and law enforcement officers across the country.

#### Pistol Qualification Scores

- Pistol Marksman qual is shot with a minimum score of 114 points
- Pistol Sharpshooter qual is shot with a score of between 129 - 143 points
- Pistol Expert qual is shot with a score higher than 144 out of a possible 150 points

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## # S26 Wisconsin State Patrol Semi-Automatic Pistol Combat Course (1989)

The Semi-Automatic Pistol Combat Course is:

- \* A 60 round, six-phase course of fire
- \* Fired from distances of 1 to 25 yards
- \* Fired at NRA approved police targets

Fired from the following positions: close-combat weaver stance, standing weaver stance, standing barricade position, and kneeling barricade position

The "hot range" concept will be used in that all weapons will be loaded at all times once the initial order to load has been given

#### PHASE DISTANCE POSITION/PROCEDURE

1. 1 yard (3 ft) Close combat weaver. At the signal, the shooter will draw and fire

2 rounds in 3 seconds. Repeat 3X for a total of 6 rounds.

2. 5 yards (15 ft) Weaver stance. At the signal, the shooter will draw and fire 2 rounds to the body of the target and 1 round to the head in 6 seconds. Repeat 4X for a total of 12 rounds.

3. 7 yards (21 ft) Weaver stance. At the signal, the shooter will draw and fire 2 rounds to the body of the target and one round to the head in 8 seconds. Repeat 4X for a total of 12 rounds.

4. 12 yards (36 ft) Weaver stance, draw and fire 2 shots in 4 seconds. Repeat 6X for a total of 12 rounds.

5. 15 yards (45 ft) At the signal, fire 6 rounds from the standing barricade position, Perform a mandatory reload, drop to the kneeling barricade Position , and fire another 6 rounds for a total of 12 rounds in 30 seconds.

6. 25 yards (75 ft) At the signal, draw and fire three rounds from the standing Barricade position, drop to the kneeling barricade position and fire Another 3 rounds for a total of 6 rounds in 30 seconds.

60 total rounds fired

When fired on the NRA TQ-15 target, the target is scored 5-4-3 (head shots are 5 pts each) 210 points (70%) required to qualify. When fired on the NRA TQ-19 target, each shot in the grey center zone is scored as a hit, and each shot in the black is scored as a miss. 35 hits (70%) required to qualify.

Marksmanship Categories (TQ-15 target)

210-244 = Qualified

245-264 = Marksman

265-284 = Sharpshooter

285-300 = Expert

291-300 = Distinguished Expert (when fired in four consecutive qualifications)

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## #S27 Handgun Master Certification Course of Fire

Firearms Academy of Seattle

1. Marksmanship test: 6 out of 6 rounds fired at IPSC target at 15 yards, unsupported, 30 sec.

Expert: 5 out of 6 in A-zone, no D-zones or misses

Master: 6 out of 6 in A-zone

Instructor:\* time is 15 seconds

2. Draw and Fire: 6 out of 6 times, student must draw and fire one shot into A-zone of IPSC

target at 7 yards.

Expert: 5 out of 6 in A-zone, no D-zones or misses. May exceed 2.0 time on one D&F only

Master: All in A-zone, all under 2.0 seconds

Instructor: All A-zone, time is 1.8 secs

3. Multiple Targets: 4 out of 4 times, student must draw and fire one shot at each of three IPSC targets at 7 yards.

Expert: C zones or better, may exceed 3.5 in one string only.

Master: C zones or better, all strings under 3.5 seconds

Instructor: All A zones under time.

4. Reloading: Student must draw and fire one shot at IPSC target, gun going to slide lock, then reload and fire one more shot. Hits must be C zones or better.

Expert: 5.5 seconds for each string, 8.0 for revolvers.

Master: 5.0 seconds for each string, 8.0 for revolvers.

Instructor: All A zones under time.

5. Low Light Draw and Fire: 6 out of 6 times, student must draw and fire one shot at IPSC target at 5 yards.

Expert: 5 out of 6 in A zone, no D zones or misses, may exceed 2.0 on one D&F only.

Master: All 6 in A zone, all times under 2.0

Instructor: All 6 in A zone, time is 1.8

6. Low Light Multiple Targets: 4 out of 4 times, student must draw and fire one shot at each of three IPSC targets at 5 yards.

Expert: No hits outside C zone, may exceed 3.5 seconds in one string only.

Master: No hits outside C zone, all strings under 3.5 seconds

Instructor: 1/2 hits must be in A zone, time is 3.0 seconds.

7. Wounded Defender Strong Hand:\*\* Student draws strong hand only and does one handed vice presidente (3 targets @ 7 yards. On signal, D&F 2 shots into each target, gun going to slide lock. Reload strong hand only and fire 2 more shots into each target).

Expert: Time limit 25 seconds, C zones or better

Master: 20 seconds, C zones or better

Instructor: 15 seconds, 1/2 A zone hits

8. Wounded Defender Weak Hand:\*\* Student performs above drill weak handed.

Expert: Time limit is 35 seconds, C zones or better.

Master: 30 seconds, C zones or better.

Instructor: 20 seconds, 1/2 hits must be A zones.

\* Note all Instructor level quals are proposed only and still in flux.

\*\* Failure to perform any of these drills safely will result in failure of the drill.

\*\*\* If gun malfunctions during drills 1-6, student is allowed 3 seconds for level one stoppage, or 10 seconds for level two stoppage. If student must reload to complete drill, 3 seconds are allowed.

\*\*\*\* If gun malfunctions during drills 7-8, student must clear it one handed, but the clock stops while the malfunction is being cleared.

## #S28 Basic Handgun Skills Test

TAC2

Drill #1 – Strong Hand Only – 6 rds. only – 1 target, 5 yd. straight ahead. Gun fully loaded. Shooter starts facing target with gun in strong hand, with muzzle pointed 45 degrees to ground. At buzzer, shooter acquires and engages target with 6 rds. Strong hand only.

Drill #2 – Weak Hand Only – 6 rds. only – 1 target, 5 yd. straight ahead. Gun fully loaded. Shooter starts facing target with gun in weak hand, with muzzle pointed 45 degrees to ground. At buzzer, shooter acquires and engages target with 6 rds. Weak hand only.

Drill #3 – Double Tap – 2 rds. only – 1 target, 7 yd. straight ahead. Gun fully loaded. Shooter starts facing target with hands relaxed at sides. At buzzer, shooter draws and engages target with 2 rds. Freestyle.

Drill #4 – Failure Drill – 3 rds. only – 1 target, 7 yd. straight ahead. Gun fully loaded. Shooter starts facing target with hands relaxed at sides. At buzzer, shooter draws and engages target with 2 rds. to the body and 1 rd. to the head. Freestyle.

Drill #5 – Bill Drill – 6 rds. only – 1 target, 7 yd. straight ahead. Gun fully loaded. Shooter starts facing target with hands in surrender position (wrists above shoulders). At buzzer, shooter draws and engages target with 6 rds. Freestyle.

Drill #6 – Concealment Double Tap (jacket or vest, etc. must cover holstered gun when both arms are extended straight out to sides),– 2 rds. only – 1 target, 7 yd. straight ahead. Gun fully loaded. Shooter starts facing target with hands relaxed at sides. At buzzer, shooter draws and engages target with 2 rds. only. Freestyle.

Drill #7 – Tac-Load – 1 rd. only – 1 target, 7 yd. straight ahead. Chambered rd. and partially loaded magazine in gun. Shooter starts facing target with gun aimed at target, with proper grip, etc. At buzzer, shooter must perform a true Tac-Load (retrieve full magazine from belt pouch, then switch magazines at gun, then place partially filled magazine in pocket), then engage target with 1 rd. Freestyle.

Drill #8 – Speed-Load – 1 rd. only – 1 target, 7 yd. straight ahead. Slide locked open with empty magazine in gun. Shooter starts facing target with gun aimed at target, with proper grip, etc. At buzzer, shooter must perform a true Speed-Load (retrieve full magazine from belt pouch while simultaneously dropping empty magazine from gun, then insert full magazine into gun and then engage target with 1 rd. Freestyle.

Drill #9 – Modified Bill Drill 15 – 6 rds. only – 1 target, 15 yd. straight ahead. Gun fully loaded. Shooter starts facing target with hands relaxed at sides. At buzzer, shooter draws and engages target with 6 rds. only. Freestyle.

Drill #10 – Modified Bill Drill 20 – 6 rds. only – 1 target, 20 yd. straight ahead. Gun fully

loaded. Shooter starts facing target with hands relaxed at sides. At buzzer, shooter draws and engages target with 6 rds. only. Freestyle.

Drill #11 – Failure to Fire – 1 rd. only – 1 target, 7 yd. straight ahead. Slide closed on empty chamber with full magazine in gun. Shooter starts facing target with gun aimed at target, with proper grip, etc. At buzzer, shooter must “snap” on empty chamber to experience the malfunction, then perform an “Immediate Action Drill” (Tap-Rack) and then engage target with 1 rd. Freestyle.

Drill #12 – Stove Pipe – 1 rd. only – 1 target, 7 yd. straight ahead. Gun set up with a “stove pipe” malfunction with a rd. in the chamber and a full magazine in gun. Shooter starts facing target with gun aimed at target, with proper grip, etc. At buzzer, shooter must clear the malfunction and then engage target with 1 rd. Freestyle.

Drill #13 – Double Feed – 1 rd. only – 1 target, 7 yd. straight ahead. Gun set up with a “double feed” malfunction with a empty case in the chamber and a full magazine in gun. Shooter starts facing target with gun aimed at target, with proper grip, etc. At buzzer, shooter must clear the malfunction and then engage target with 1 rd. Freestyle.

Drill #14 – Standard El Presidente – 12 rds. only – 3 targets, 10 yd. straight ahead. Gun fully loaded. Shooter starts with back to targets and hands relaxed at sides. At buzzer, shooter turns, draws and engages T1-3 with 2 rds. each, shooter then performs a speedload and then engages T1-3 again, with 2 rds. each. Freestyle.

Drill #15 – Tactical El Presidente – 6 rds. only – 3 targets, 10 yd. straight ahead. Gun fully loaded. Shooter starts with back to targets and hands relaxed at sides. At buzzer, shooter turns, draws and engages T1-2 with 1 body shot each, then T3 with 2 body shots, then T1-2 with 1 head shot each. Freestyle.

Drill #16 – IDPA style El Presidente – 12 rds. only – 3 targets, 10 yd. straight ahead. 6 rds. only in gun at start. Shooter starts with back to targets and hands relaxed at sides. At buzzer, shooter turns, draws and engages T1-3 with 2 rds. each to slide lock, shooter then performs a speed-load, then engages T1-3 again, with 2 rds. each. Freestyle.

Drill #17 – Corner Drill, Tactical Order – 6 rds. only – 3 targets, 5 yd. T1 straight ahead, T2 90 degrees to left, T3 90 degrees to right. Gun fully loaded. Shooter starts facing T1 with hands relaxed at sides. At buzzer, shooter draws and engages T1-3 with 2 rds. each, starting with T1. Freestyle.

Drill #18 – Corner Drill, Tactical Sequence – 6 rds. only – 3 targets, 5 yd. T1 straight ahead, T2 90 degrees to left, T3 90 degrees to right. Gun fully loaded. Shooter starts facing T1 with hands relaxed at sides. At buzzer, shooter draws and engages T1-3 with 1 rd. each, then engages T1-3 again with 1 rd. each, starting with T1. Freestyle.

Drill #19 – Advancing Drill – 6 rds. only – 3 targets, 10 yd. straight ahead. Gun fully loaded. Shooter starts facing targets with hands relaxed at sides. At buzzer, shooter draws and engages T1-3 with 2 rds. each, while advancing toward targets. Freestyle. All shots must be made while moving and all shots must be completed before crossing the 5 yd. line.



Drill #20 – Retreating Drill – 6 rds. only – 3 targets, 5 yd. straight ahead. Gun fully loaded. Shooter starts facing targets with hands relaxed at sides. At buzzer, shooter draws and engages T1-3 with 2 rds. each, while retreating from targets. Freestyle. All shots must be made while moving and all shots must be completed before crossing the 10 yd. line.

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## # S29 Tactical Shooting Association Classifier #1

TSA

Part I (Stages 1 & 2) Instructions

Set-Up: (3) TSA targets spaced five feet to the top of the target & three feet edge to edge.

Scoring: Limited Vickers, 48 rounds.

Start Position: (1) Unconcealed (2) Pistol loaded & holstered (3) Facing downrange with head, shoulders & feet square to the firing line (4) Wrists above respective shoulders (Surrender position).

The only start position exception during Part 1 is Stage 2, String 3 (TSA El Prez), Face UP RANGE (back to targets).

Procedure: Engage targets as described in each Stage. Target engagement order is shooters choice.

Time start is audible with time stopping at last shot.

\*\*\*\*\*

Stage 1. 5 yards, 18 rounds

String 1

T1 & T3, with (2) rounds per body & (1) round per head (Body Armor Drill) while moving rearward. Freestyle

String 2

T2, with (2) rounds to the body & (1) round to the head (Body Armor Drill) while moving rearward. Freestyle

String 3

T1, T2 & T3, with (1) round per head.  
Strong Hand Only

String 4

T1, T2 & T3, with (2) rounds each.  
Support Hand Only (Draw with the strong hand & transfer to the support hand)

RSO Notes for Stage 1

Competitor must engage body before head on “Body Armor Drills”. Otherwise, targets may be engaged in any order.

Check targets after String 3. Each target should have no more than (2) body & (2) head hits. Paste any headshot misses from String 1-3 (which hit the body) prior to String 4. Hit requirement per target: (4) body & (2) head.

=====

Stage 2. 10 yards, 30 rounds

String 1

T1 & T3, with (2) rounds per body, then re-engage T1 & T3 with (1) round per head. Freestyle

String 2

T2, with (5) rounds to body, then (1) round to the head. Freestyle

String 3 (TSA El Prez) \*Reminder: Face up range for this string. T1, T2 & T3, with (2) rounds each, perform a Slide-lock Reload, re-engage T1, T2 & T3 with (2) rounds each. Freestyle

String 4

T1, with (3) rounds, perform a Slide-lock Reload, then engage T3 with (3) rounds while moving rearward. Freestyle

RSO Notes for Stage 2

Download pistol to 6 rounds total prior to start of String 3.

Download pistol to 3 rounds total prior to start of String 4.

Check targets after String 2. T1 & T3 should have no more than (2) body & (1) head hit. T2 should have no more than (5) body and (1) head hit.

Paste any headshot misses from String 1 & 2 (which hit the body) prior to String 3.

Hit requirement per target: (9) body & (1) head.

=====

Part II (Stages 3 & 4) Instructions

Set-Up: (3) TSA targets spaced five feet to the top of the target & three feet edge to edge.

Scoring: Limited Vickers, 48 rounds.

Start Position: (1) Unconcealed (2) Pistol loaded & holstered (3) Standing, facing downrange with head, shoulders & feet square to the firing line (4) Hands naturally at sides (relaxed).

Procedure: Engage targets as described in each Stage. Target engagement order is shooters choice.

Time start is audible with time stopping at last shot.

Stage 3. 15 yards, 24 rounds

String 1

T1, T2 & T3, with (2) rounds each. Strong Hand Only

String 2

T1 & T3, with (3) rounds each while moving forward. Freestyle

String 3

T2, with (6) rounds. Freestyle

String 4

T1, with (3) rounds, perform a Tactical Reload or Reload with Retention, and then engage T3 with (3) rounds. Freestyle

RSO Notes for Stage 3:

Hit requirement per target: (8) on each target

\*\*\*\*\*

Stage 4. 20 yards, 24 rounds

String 1

T1, T2 & T3, with (2) rounds each. Freestyle

String 2

T1, T2 & T3, with (2) rounds each. Kneeling

String 3

T1, T2 & T3, with (1) round each, Freestyle, perform a Tactical Reload or Reload with Retention, re-engage T1, T2 & T3 with (1) round each. Kneeling

String 4

T1, T2 & T3, with (2) rounds each. Prone

RSO Notes for Stage 4:

Start position for all strings as described in Part II instructions.

Kneeling is defined as having one or both knees on the ground.

Hit requirement per target: (8) on each target

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**# S30 Qualification Course of Fire- Duty Handgun, Daylight      Routt County Sheriff's Office**

<b>Range</b>	<b>Description</b>	<b>Total Rounds</b>
1 Yd	Draw and fire 1 round center of mass, strong hand only within 1.5 seconds	1
3 Yds	Draw and fire 2 rounds center of mass within 2 seconds.	2

5 Yds	Draw and fire 2 rounds center of mass within 2 seconds	2
5 Yds	Draw and fire 2 rounds center of mass, and 1 round to the head within 4 seconds.	3
	<i>** Shooters will load fresh magazine holding one (1) round only, and re-holster prior to moving to next stage.</i>	
7 Yds	Draw and fire 2 rounds center of mass, speed reload, fire an additional 2 rounds center of mass within 7.5 seconds.	4
	<i>** Shooters will load fresh magazine holding (1) round only (with one chambered), load weapon, and re-holster prior to moving to next stage.</i>	
10 Yds	Draw and fire 2 rounds center of mass, speed reload, fire an additional 2 rounds center of mass within 7.5 seconds.	4
15 Yds	From cover, draw and fire 2 rounds center of mass, strong side, and 2 rounds center of mass support side, within 7 seconds.	4
25 Yds	From cover front of vehicle, draw, assume a kneeling stance position and fire 2 rounds center of mass within 5 seconds.	2

Total Rounds                    22

Total possible score        =        110

Minimum passing            =        88

- ✓ Target is standard IPSC combat.
- ✓ 2 points off for each overtime, an additional 1 point off for flagrant lack of attempt to make time.
- ✓ Correct malfunction clearance drill results in no time fault.
- ✓ **SIDE STEP LEFT OR RIGHT FOLLOWING EACH STAGE, WITH EXCEPTION OF COVER POSITIONS. AT COVER POSITIONS COVER MUST BE MAINTAINED**
- ✓ Finger on trigger prior to position #4 on presentation and after position #4 on re-holster will result in automatic DQ.
- ✓ At position 5 & 6 weapon will go to slide lock. Slide **MUST** be manipulated following insertion of fresh magazine. Note: If shooting a Glock and the slide goes forward upon magazine insertion the slide **MUST** be manipulated.
- ✓ Shooter must maximize use of cover when shooting from “cover” stages or result in DQ.

## # S31 Masters Prep Test

**Front Sight Training Institute**

The Masters test is as follows:

Controlled pairs COM from the holster

- Speed rock, 1 meter 1.0 sec.
- Palm Strike, 1 meter 1.3 sec.
- 3 meters 1.3 sec.
- 7 meters 1.5 sec

10 meters 1.8 sec.  
15 meters 2.1 sec.  
25 meters 2.7 sec.  
50 meters 6.0 sec.

16 rounds total.

Weapons presentation, single shot COM from the holster.

7 meters 1.2 sec. Perform 5 times.

5 rounds total.

Multiple Targets.

Targets one meter apart center to center, single shots from the holster.

Two targets in 1.5 sec.  
Three targets in 1.8 sec.  
Four targets in 2.1 sec.

9 rounds total.

Responses, single shots from the holster.

7 meters.

Left 1.2 sec.  
Right 1.3 sec.  
Rear 1.4 sec.

15 rounds total.

Perform 5 times each.

Head shots, Single shot from the holster.

5 meters 1.3 sec.  
7 meters 1.5 sec.

Perform 4 times @ 5 meters, 5 times @ 7 meters.

9 rounds total

Ambidextrous shooting.

7 meters 6.0 sec.

Present and fire one round on each of three targets one meter apart, Emergency reload, and re-engage with support hand only.

6 rounds total

Hostage takers.

7 meters 1.5 sec.

Perform five times each, hostage taker right and left.

10 rounds total.

Odd angles.

7 meters 1.5 sec.

Perform five times right and left.

10 rounds total

Manipulations.

Emergency reload. 1.8 sec.

Tactical reload 3.0 sec.

Type one malfunction clearance 1.0 sec.

type two malfunction clearance 1.2 sec.

type three malfunction clearance 4.0 sec.

Perform each 3 times

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## # S32 Day/Night Combat Qualification Course

## LAPD Firearms Training Section

The course consists of 30 rounds fired on two silhouette targets 15 rounds fired on each target. Combat scoring is used, e.g. 10 points for each round in the body and head, 5 points for each round in the arm(s). Only two head shots are allowed on each target, additional head shots are 5 points each. The maximum score on each target is 150 points or 300 total points. The minimum score required to qualify is 70% or 105 points on both targets. Ricochets and rounds entering the back of the target after it has turned will not be scored.

The Following Are Grounds For Disqualification:

1. Any Violation Of The Safety Rules.
2. Shooting out of sequence. Failure to follow the correct course of fire or firing more than the designated number of rounds. Head shots must be attempted, deliberately firing body shots instead of the required head shots is considered out of sequence.
3. Failure to maintain the correct starting position, e.g. drawing before the start signal, aiming at the target when you should be in a Low Ready position, or starting the trigger press before the targets have turned on the barricade position.

The loading sequence is 7, 5, and 7 rounds in the magazines. The 7 round magazine is in the weapon, the weapon is made ready for live fire then holstered. The 5 round magazine is in the primary pouch. The second 7 round magazine is in the secondary pouch.

If You Have A Malfunction, You Must Clear It! After the malfunction has been cleared, you will be given extra time to complete the phase. If you do not clear the malfunction, you will not be given extra time and your targets will be scored in the normal manner.

Self Induced Malfunctions Do Not Receive Extra Time! You are responsible for the condition of your firearms! Self induced malfunctions include:

1. Improperly loading the magazines.
2. Failure to load the firearm.
3. Failure to seat the magazine.
4. Leaving the decocking lever down.

If You Induce A Malfunction, Clear It And Complete The Course Of Fire. You Will Not Be Given Extra Time!

PHASE ONE - 12 rounds in 25 seconds on the 7 yard line. Start with the weapon holstered, snapped, and both hands down by your side. When the targets turn, draw and fire 2 rounds at the right body, 2 rounds at the left body, 1 round at the left head, and 1 round at the right head. Perform an in battery speed reload with the 5 round magazine and repeat the sequence; 2 right, 2 left, left head, right head. When the phase is completed, perform an out of battery speed reload with the second 7 round magazine, decock and holster. Load two magazines, one with 6 rounds and one with 5 rounds, then place them in the magazine pouches.

PHASE TWO - 2 rounds in 2 seconds on the 10 yard line. Start in a two hand Low Ready. Each time the targets turn, 2 rounds in 2 seconds are fired. First pair on the left target, second pair on the right target, third pair on the left target. Between each pair of rounds you must return to a Low Ready. After the third pair, perform a tactical reload with the 6 round magazine and holster.

PHASE THREE - 6 rounds in 8 seconds on the 12 yard line. Start in a two hand Low Ready. When the targets turn, fire 2 rounds on the right target, 2 rounds on the left target, and 2 rounds on the right target. Perform a tactical reload with the 5 round magazine and holster.

PHASE FOUR - (barricade position) - 1 round in 3 seconds on the 15 yard line. Start in a left hand barricade position (sights aligned on target, finger on the trigger). Each time the targets turn, fire 1 round in 3 seconds on the left target. After the third round, decock and assume a right hand barricade position (sights aligned on target, finger on the trigger). Each time the targets turn, fire 1 round in 3 seconds on the right target. After the last round, unload and holster.

#### Combat Course Summary

PHASE ONE: 7 yard line, 12 rounds in 25 seconds, 2 right, 2 left, left head, right head, reload and repeat the sequence. Start with the pistol holstered.

PHASE TWO: 10 yard line, 2 rounds in 2 seconds. 2 left, 2 right, 2 left. Start in a Low Ready position.

PHASE THREE: 12 yard line, 6 rounds in 8 seconds. 2 right, 2 left, 2 right. Start in a Low Ready position.

PHASE FOUR: 15 yard line, 1 round in 3 seconds. 3 rounds left hand barricade on the left target, 3 rounds right hand barricade on the right target. Start with the sights aligned on target, trigger finger on the trigger.

### **Night Combat Qualification Course**

1. The course of fire is identical to day combat.
2. The light level is adjusted.
3. The minimum score required to qualify is 60% or 90 points on both targets.

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### **# S33 LAPD Bonus Course**

### **LAPD Firearms Training Section**

The bonus course is used to earn shooting medals and bonus pay. You may also perform your bimonthly qualification on the bonus course. The bonus course consists of 40 rounds fired on two silhouette targets. The targets are ring scored, e.g. a round in the 9 ring is worth 9 points, a round in the 8 ring is worth 8 points, etc. Head shots are scored 10 points. The maximum possible score is 400 points. The minimum score for qualification is 280 points.

Only approved duty weapons that are registered with the armory may be used. Only approved duty gear may be used, competition gear, (e.g. open front holsters are prohibited).

Any violation of the rules or procedures will result in disqualification. There are no excuses or alibis for weapon malfunctions, b/o ammo, shooting out of sequence or shooting on the wrong target. You may not load more than 6 rounds at any phase. The slide must lock open at the end of every phase unless you hold rounds.

PHASE ONE - 4 body shots in 3 seconds, 2 on the right target and 2 on the left target. The targets will turn. When they turn back, 2 head heads in 1.5 seconds, 1 round on each head. Start in a Close Contact position on the 7 yard line.

PHASE TWO - 6 rounds in 3.5 seconds, 2 on the right target, 2 on the left target and 2 on the right target. Start in a Close Contact position on the 7 yard line.

PHASE THREE - This is a repeat of Phase one except you start in a Low Ready position on the 10 yard line.

PHASE FOUR - 2 rounds in 2 seconds. First pair on the left target, second pair on the right target, third pair on the left target. Start in a Low Ready position on the 10 yard line. Between each pair, return to a Low Ready and decock.

PHASE FIVE - 10 rounds in 30 seconds alternating right target, left target. Start on the 17 yard line with 4 rounds in the holstered weapon and 6 rounds in the spare magazines. At the signal draw and fire 4 rounds alternating right target, left target. Speed reload and continue.

PHASE SIX (Barricade position) - 2 rounds in 4 seconds, 1 right, 1 left in each barricade position (right hand barricade, left hand barricade, and over the counter). Start each barricade position with the sights aligned on target, finger on the trigger.



## SHOOTING MEDALS AND BONUS PAY

DISTINGUISHED EXPERT	385 point average over six consecutive months	\$32.00 per pay day
EXPERT	380+ points	\$16.00 per pay day
SHARPSHOOTER	340-379 points	\$8.00 per pay day
MARKSMAN	300-339 points	\$4.00 per pay day

### Day Recruit Bonus Course (Post Test “C”)

The recruit bonus qualification courses (POST tests “C” and D”) are not used to earn shooting medals or bonus pay. The shooting sequence is the same as the regular bonus course with the following exceptions:

**FOR RECRUIT BONUS QUALIFICATION PURPOSES ONLY:** Combat scoring is used, e.g. 10 points for each round in the body and head, 5 points for each round in the arm(s). Only two head shots are allowed on each target, additional head shots are 5 points each. On phase five, after the speed reload, the final six rounds are fired from a kneeling position using the barricades for cover.

**PHASE FIVE:** A total of 10 rounds are fired in 30 seconds alternating right target, left target. Start on the 17 yard line with 4 rounds in the holstered pistol and 6 rounds in the spare magazines. At the signal draw and fire 4 rounds alternating right target, left target. During The Speed Reload Assume A Kneeling Position Behind The 17 Yard Barricades And Fire The Last 6 Rounds Alternating Right Target, Left Target. The 17 yard barricades are not to be used for support, you may shoot over or around them.

Malfunctions are handled in the same manner as on the combat course, you must clear the malfunction to receive alibi time and there are no alibis for self induced malfunctions. The targets are combat scored, 10 points for body and head shots, 5 points for arm shots. The minimum score for qualification is 70% or 280 points.

### Night Recruit Bonus Course (Post Test “D”)

1. The course of fire is identical to day bonus.
2. The light level is adjusted.
3. The minimum score required to qualify is 60% or 240 points.

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## # S34 Back-Up Firearm Qualification Course

## LAPD Firearms Training Section

This course is fired with an approved five shot, two inch barrel revolver. You may use your own revolver, otherwise one will be provided. The course consists of 30 rounds fired on two silhouette targets, 15 rounds on each target. Ring scoring is used, e.g. a round in the 9 ring is worth 9 points, a round in the 8 ring is worth 8 points, etc. Head shots are scored 10 points. The maximum score on each target is 150 points or 300 total points. The minimum score required to qualify is 70% or 210 points. At every phase

you will have 10 seconds to fire 5 rounds. Phases one through four are fired on the 3 yard line, phases five and six are fired on the 7 yard line.

**PHASE ONE:** Two on the right body, two on the left body, and one on the left head. One hand shooting with the Primary Hand, start in a Close Contact position with the support arm across the chest.

**PHASE TWO:** Two on the left body, two on the right body, and one on the right head. One hand shooting with the Primary Hand, start in a Close Contact position with the support arm across the chest.

**PHASE THREE:** Two on the right body, two on the left body, and one on the left head. One hand shooting with the Support Hand, start in a Close Contact position with the Primary Hand capping the holstered sidearm. When the targets turn, step back with the lead foot so your body is bladed.

**PHASE FOUR:** Two on the left body, two on the right body, and one on the right head. One hand shooting with the Support Hand, start in a Close Contact position with the Primary Hand capping the holstered sidearm. When the targets turn, step back with the lead foot so your body is bladed.

**PHASE FIVE:** Two on the right body and three on the left body. Start in a two hand Low Ready position.

**PHASE SIX:** Two on the left body and three on the right body. Start in a two hand Low Ready position.

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## **# S35 Day/Night Shotgun Qualification Course**

## **LAPD Firearms Training Section**

The Day Shotgun Qualification Course consists of 12 rounds, 6 on phase I and 6 on phase II. Both phases are scored separately. 70% on both phases is required for qualification

**Phase I:** 6 rounds in 25 seconds, one on the right body, one on the left body, speed reload 2 rounds, then one on the right body, one on the left body, one on the right body, and one on the left body. Start in a Low Ready position on the 10 yard line. The shotgun is loaded with a total of four rounds of buckshot, one of the rounds in the chamber, safety on. Only the pellets striking the 9 and 10 ring in the body are scored.

**Phase II:** A total of 6 rounds are fired on a clean pair of targets. Only the pellets striking the 9 and 10 ring in the body are scored.

**Part One -** 2 rounds in 4 seconds, one on the right body and one on the left body. Start in a Low Ready position on the 10 yard line. The shotgun is loaded with a total of four rounds of buckshot, one of the rounds in the chamber, safety on. When phase I is over, a tactical reload is conducted with two rounds (total of 4 rounds in the shotgun).

**Part Two (LEFT SHOULDER POSITION) -** Start in a Low Ready position, safety on, on the 7 yard line standing behind the barricade, shotgun on the left shoulder. When the targets turn, assume a kneeling position and using the barricade for cover, fire 2 rounds on the left target in 8 seconds.

**Part Three (RIGHT SHOULDER POSITION) -** Start in a Low Ready position, safety on, on the 7 yard line standing behind the barricade, shotgun on the right shoulder. When the targets turn, assume a kneeling position and using the barricade for cover, fire 2 rounds on the right target in 8 seconds.

## **Night Shotgun Qualification Course**

1. The Night Shotgun Qualification Course is identical to day the Day Shotgun Qualification Course.
2. The light level is adjusted.
3. The minimum score required to qualify is 60%.

### # S36 United States Navy Pistol Qualification (Current Day and Night)

USN

#### c. Summary Table - Navy Handgun Qualification Course

Yard Line	Rounds	Sequence	Remarks
3	12	Draw & fire 2 rds/4 sec Draw & fire 2 rds/4 sec Draw & fire 2 rds, reload 6 rds & fire 2 rds/10 sec Draw & fire 4 rds/8 sec	Strong hand supported " " " " " " 2 rds strong hand, 2 rds weak hand supported
7	12	Draw & fire 2 rds/4 sec Draw & fire 2 rds/4 sec Draw & fire 2 rds, reload 6 rds & fire 2 rds/10 sec Draw & fire 4 rds/8 sec	Strong hand supported " " " " " " 2 rds strong hand, 2 rds weak hand supported
15	24	Draw & fire 2 rds/4 sec Draw & fire 2 rds/4 sec Draw & fire 4 rds, 8 sec Draw & fire 4 rds, reload 12 rds & fire 4 rds/20 sec Draw & fire 8 rds/20 sec	Strong hand supported " " " " " " " " " Kneeling

d. Scoring for the Navy Handgun Qualification Course. For scoring use "K" values on the B-21 target or the regular printed values on the Transition Targets II. If the grease mark of the bullet (not the tear caused by the bullet) is located in the scoring areas of the target, or touches the outside of a higher scoring ring, the higher value shall be counted. Marksmanship awards, qualification, and record entries shall be based on the following:

Possible Score. . . . .	240
Expert . . . . .	228 - 240
Sharpshooter . . . . .	204 - 227
Marksman. . . . .	180 - 203
Minimum Qualifying Score . . . . .	180
Unqualified. . . . .	Less than 180
Sustainment Score. . . . .	36 hits in Scoring area (silhouette) of target

9. Navy Handgun Qualification Course

a. Description. The Navy Handgun Qualification Course is designed to be fired on a 15-yard range using the Transition Target II or B-21 target. If a 10-yard mobile range is used, the Transition Target I is used in place of the Transition Target II or B-21 target for the 15-yard sequences. The course is to be fired until achieving a qualifying score, not to exceed three consecutive times. Those personnel who do not qualify on their third attempt shall be carefully evaluated to determine if remedial training will correct their deficiencies. If remediation is determined by the SAMI to be effective, an additional attempt to qualify is authorized; however, if multiple fundamental and presentation issues exist, then all dry fire and simulator fire training shall be repeated before attempting qualification again. When using ranges with overhead baffling, it is permissible to move the targets downrange maintaining a fixed firing line beneath the baffling. All shots are to be fired at center mass of the target. The initial shot for each sequence of fire shall be fired double action, with all subsequent shots fired single action until the pistol is decocked as described in the course of fire. Personnel must first qualify on the Navy Handgun Qualification Course, within the periodicity requirements, before firing the Handgun Lowlight Course or the Handgun Practical Weapons Course. The Navy Handgun Qualification Course (NHQC) is the foundation course for this weapon and provides the necessary requisite marksmanship skills.

b. Flashlight Technique. The required technique is the Ayooob technique, where the flashlight is held in the non-firing hand in front of the body even with and immediately next to and touching the firing hand, while the shooter is in the Weaver or Isosceles firing stance. The light should be used judiciously and only for target identification immediately before firing. After firing, the light should be extinguished immediately. Practice is necessary to coordinate the light and bullet placement.

e. Summary Table - Handgun Lowlight Course.

Yard Line	Rounds	Sequence	Remarks
3	6	From alert carry, 2 rounds/3 seconds From alert carry, 2 rounds/3 seconds From alert carry, 2 rounds/3 seconds	Minimal ambient light
7	6	From alert carry, 2 rounds/3 seconds From alert carry, 2 rounds/3 seconds From alert carry, 2 rounds/3 seconds	Flashlight
15	6	From alert carry, 2 rounds/3 seconds From alert carry, 2 rounds/3 seconds From alert carry, 2 rounds/3 seconds	Vehicle or improvised light

f. Scoring for Handgun Lowlight Course. Scoring is completed by counting the number of hits within the silhouette of the target. A failure to qualify requires remedial dry fire training with a qualified Line Coach.

Possible Score. . . . . 18

# S37 Survival Index

Rick Miller

2 targets, 1 target width apart, 7 yards.

Draw, fire two rounds each target.

- 1- Facing targets.
- 2- Facing 90 degrees right.
- 3- Facing 90 degrees left.
- 4- Facing away.

16 rounds/80 points possible.

Total score divided by total time.

Multiply by RSP short form for caliber used-

- 9mm: 25
- 38Spl: 25
- 357Mag: 28
- 10mm: 29
- 40S&W: 29
- 44Spl: 30
- 45ACP: 30

45Colt: 30  
41Mag: 32  
44Mag: 33

Score/rating-  
149 & below: unsatisfactory  
150-199: adequate  
200-249: good  
250+: excellent

Examples-  
9mm, 76 points, 7.0 sec.:  $76(\text{points}) \div 7(\text{sec}) = 10.85$   $10.85 \times 25(9\text{mm RSP}) = 271$  excellent.  
.40S&W, 70 points, 8.5 sec:  $70 \div 8.5 = 8.235$   $8.235 \times 29 = 138.8$  unsat.

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## # S38 Police Firearms Instructor

State of Colorado

Tactical Qualification Course -- Modified

Total Rounds fired: 40  
Total Points possible: 200  
Minimum Qualification Standard: 140 pts/70%  
Minimum Qualification Standard for Firearms Instructors: 180 pts/90%

Target Used: DOE-15 target scored 5-4-1 or IDPA or IPSC target scored 5-4-2.

Two targets per shooter, 3 feet apart edge to edge

### DISTANCE PROCEDURE

1 yards From the holster, 2 rnds on T1 and 2 rnds on T2 from the Close Combat Position while stepping backwards. Total of 4 rnds in 6 seconds.

3 yards From the holster, 2 rnds on T1 and 2 rnds on T2 while taking 2 steps to the Right. Total of 4 rnds in 4 seconds.

3 yards From the holster, 2 rnds on T1 and 2 rnds on T2 while taking 2 steps to the Left. Total of 4 rnds in 4 seconds.

3 yards From the holster, 2 rnds on T1 and 2 rnds on T2 while taking stepping Backwards. Total of 4 rnds in 4 seconds.

5 yards From the holster, 2 rnds to the body and 1 rnd to the head on T1, PERFORM A MANDATORY TACTICAL RELOAD, 2 rnds to the body and 1 rnd to the head on T2. total of 6 rounds in 12 seconds.

5 yards From the holster, 3 rnds to T1 STRONG HAND ONLY. 3 rnds in 5 sec.

5 yards Begin with the weapon in the weak hand at low ready. 3 rnds to T2 WEAK HAND ONLY. 3 rnds in 5 seconds.

7 yards From the holster, headshot on T1, headshot on T2, 2 rounds in 6 seconds.

15 yards From the holster, 3 rnds on T1, drop to high kneeling , 2 rnds on T1.  
Total of 5 rounds in 10 seconds.\*

15 yards From the holster, 3 rnds on T2, drop to high kneeling, 2 rnds on T2.  
Total of 5 rounds in 10 seconds. \*

Modifications to the course of fire can be made as required to adjust to the structure of the range facility and the target stands.

(\*) If the facility permits, start at the 25 yard line. At the signal, shooters run forward to the high barricade at the 15 yards line and commence fire. The time limit begins when they reach cover.

At the discretion of the range officer, inert "dummy" rounds can be inserted into the officer's magazine at any stage to produce a "Failure to Fire" malfunction. The officer should clear any such malfunction with a tap/rack/bang (phase I) clearance and finish the exercise. If malfunctions are deliberately introduced as part of the course, that particular stage will not have a time limit.

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## # S 39 Modified PPC Course with Lateral Movement Spartan Tactical Training Group

STAGE 1 – 4 yard line

6 rounds - 5 seconds

The shooter starts with hands at the interview position. On the command signal, the shooter will take one step off the line of force to the LEFT while presenting the handgun from the holster and fire 5 rounds to the body and 1 round to the head in 5 seconds. The shooter will then reload (if necessary), assess the threat, scan and holster.

STAGE 2 – 4 yard line

6 rounds – 5 seconds

The shooter starts with hands at the interview position. On the command signal, the shooter will take one step off the line of force to the RIGHT while presenting the handgun from the holster and fire 5 rounds to the body and 1 round to the head in 5 seconds. The shooter will then reload (if necessary), assess the threat, scan and holster.

RELOAD MAGAZINES AND SPEEDLOADERS - IF NECESSARY

STAGE 3 – 7 yard line

6 rounds – 6 seconds

The shooter starts with hands at the interview position. On the command signal, the shooter will take one step off the line of force to the LEFT while presenting the handgun from the holster and fire 5 rounds to the body and 1 round to the head in 6 seconds. The shooter will then reload (if necessary), assess the threat, scan and holster.

STAGE 4 – 7 yard line

6 rounds – 6 seconds

The shooter starts with hands at the interview position. On the command signal, the shooter will take one step off the line of force to the RIGHT while presenting the handgun from the holster and fire 5 rounds to the body and 1 round to the head in 6 seconds. The shooter will then reload (if necessary), assess the threat, scan and holster.

## RELOAD MAGAZINES AND SPEEDLOADERS - IF NECESSARY

### STAGE 5 – 10 yard line

6 rounds – 8 seconds

The shooter starts with hands at the interview position. On the command signal, the shooter will take one step off the line of force to the LEFT while presenting the handgun from the holster and fire 6 rounds to the body in 8 seconds. The shooter will then reload (if necessary), assess the threat, scan and holster.

### STAGE 6 – 10 yard line

6 rounds – 8 seconds

The shooter starts with hands at the interview position. On the command signal, the shooter will take one step off the line of force to the RIGHT while presenting the handgun from the holster and fire 6 rounds to the body in 8 seconds. The shooter will then reload (if necessary), assess the threat, scan and holster.

## RELOAD MAGAZINES AND SPEEDLOADERS - IF NECESSARY

### STAGE 7 – 15 yard line

6 rounds – 10 seconds

The shooter starts with hands at the interview position to the RIGHT of the barricade. On the command signal, the shooter will move LEFT off the line of force into a standing position behind cover while presenting the handgun from the holster and fire 6 rounds to the body in 10 seconds from the LEFT side of the barricade. The shooter will then reload (if necessary) behind cover, assess the threat, scan and holster.

### STAGE 8 – 15 yard line

6 rounds – 10 seconds

The shooter starts with hands at the interview position to the LEFT of the barricade. On the command signal, the shooter will move RIGHT off the line of force into a standing position behind cover while presenting the handgun from the holster and fire 6 rounds to the body in 10 seconds from the RIGHT side of the barricade. The shooter will then unload and holster an empty weapon.

### Specifics:

When using the barricade for cover, the shooter must keep at least 80% of the body behind cover. The shooter will maintain at least one arms length distance away from cover while engaging the threat. The shooter is not allowed to extend the muzzle of the weapon beyond the barricade and cannot use the barricade as a brace. The shooter has the option to shoot with the strong hand or support hand from either side of the barricade.

### Penalties:

The following penalties will result in a 10-point deduction from the shooter's overall score for each infraction:

Moving hands from the interview position prior to the start signal.

Failing to re-engage holster retention devices.

Failing to conceal open top and non-retention holsters.

Failing to move off the line of force.

Engaging threats prior to moving to cover.

Exposing more than 20% of the body while engaging threats from behind cover.

Extending the muzzle of the weapon beyond the barricade.

Using the barricade as a brace.

Firing more than six shots for a stage will result in a 10-point deduction from the shooter's overall score for each shot fired over six.

Any shots fired after the stop signal will result in a 10-point deduction from the shooter's overall score for



each shot fired.

(Range Master's decision is final!)

Disqualification:

Covering any part of the body with the muzzle of the weapon will result in immediate disqualification for that relay. A second violation will result in disqualification from the match.

Covering any part of another persons body (other shooters, range staff, spectators) will result in immediate disqualification from the match.

Turning around with an unholstered weapon will result in immediate disqualification from the match.

Unholstering or handling a weapon in any area other than the designated SAFE AREA or on command on the firing line will result in immediate disqualification from the match and / or ejection from the range premises.

Committing any act deemed unsafe by the range staff will result in immediate disqualification from the match and / or ejection from the range premises.

(Range Master's decision is final!)

Scoring:

The Combat Challenge course is an eight stage, 48 round combat course.

Each round has a 10-point value with a possible top score of 480 points.

Any hits on the 2 inch circles posted in the center of the 10 rings on the body and head will count as an additional X count to the shooters overall score.

The Law Enforcement Targets, Inc. modified TQ-21 humanoid silhouette target will be used for the match.

Center mass scoring is as follows:

2" circle in center mass scoring ring = 10 points + 1 X

Center scoring ring of center mass = 10 points.

Middle scoring ring of center mass = 9 points.

Outside scoring ring of center mass = 8 points.

Any hits on the body outside center mass = 5 points.

Any hits on paper outside the scoring rings = 0 points.

Headshot scoring is as follows:

2" circle in center scoring ring of head = 10 points + 1 X

Center scoring ring of head = 10 points.

Any hits on the head outside center scoring ring = 5 points.

Shooters will automatically receive the higher scoring value for any hits that are on or touching lines.

Shooters may shoot the match as many times as they like - or until they run out of toys!

The shooters highest overall score recorded for the day will be the score that is posted for trophy ranking.

(One re-shoot per toy donated)

Top individual and team scores for all classes will be posted on a scoreboard in the main event tent for review and will be updated every hour.

In the event of a tie, the shooter with the highest 10-ring + X count, then 9-ring count and then 8-ring count, if necessary will determine the tie breaking score.

A man vs. man shoot-off on a steel dueling tree will decide all other ties.

Cross firing on another shooters target will result in disqualification of the shooter that has cross-fired for that relay, with no score posted.

The shooter with the target that has been cross-fired upon has the option to drop the lower scoring hits registered on his target and keep the posted score, or re-shoot the relay.

There will be no ALIBI re-fires.

## # S 40 Handgun Course 5      New Hampshire Police Standards & Training Council

Ammunition Required: 36 rounds fired/180 points possible

Qualification Standard: 75%/135 points

Target used: NRA B27 Police Silhouette scored 5-4-3

-5 point penalty for overtime shots or rounds not fired\*

Stage One:

3 yards. At the signal, draw and fire 2 rounds in 3 seconds. 2X for a total of 4 rounds.

Stage Two:

5 yards. At the signal, draw strong hand only and fire 3 rounds , transfer the gun to the weak hand and fire 3 rounds weak hand only. Total of 6 rounds in 7 seconds.

Stage Three:

7 yards. At the signal, draw and fire 6 rounds in 8 seconds.

Stage Four:

10 yards. At the signal, draw and fire 6 rounds in 10 seconds.

Stage Five:

15 yards. At the signal, fire 2 rounds standing, drop to high kneeling, fire 2 rounds kneeling, perform a mandatory reload fire 2 more rounds from kneeling, then return to the standing position and fire 2 rounds. Total of 8 rounds in 25 seconds.

Stage Six:

Begin at the 35 yard line. At the signal, run to the 25 yard line, drop to high kneeling and fire 2 rounds in 8 seconds. 3X for a total of 6 rounds.

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When fired in competition:

Ammunition Required: 36 rounds fired/360 points possible

Target used: NRA B27 Police Silhouette scored 10-9-8-7

-10 point penalty for overtime shots or rounds not fired

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## # S41 Air Force Qualification Course for Handgun (AFQC) -- Modified      US Air Force (21 May 2004)

Reference: AF MAN 36-2227 Volume 1 (Combat Arms Training Program for Individual Use Weapons)(21 May 2004)

Target: Military E target with 10-inch vital area circle drawn in the chest and 6 inch head circle drawn in the head. Top edge of the 10-inch circle 13-1/4 inches from the top of the head of the target. Top edge of the 6-inch head circle 3 inches below the top of the target.

Distances of Engagement: 5-7, 15 and 25 meters

Qualification Standard: Qualified: 35 hits of 45 rnds fired on target (77.7%)

Expert: 41 hits (91.1%) on target with at least 25 hits within the 10 inch (vital area) circle (81.3%) and 6 hits within the 6-inch (head) circle. A triple number score is annotated when any score 41 or higher has been achieved. (Example: "41/25/6").

The first number is the amount of hits on the entire target, the second number is the total number of hits inside the 10-inch vital area and the third number is the total number of hits within the 6-inch head area of

the target.

Starting Position: **For the M9 or M11, start each order and string of fire with a round in the chamber, hammer down, and the decocking lever/safety on the M9 in the “fire” position. Trainees are to fire the first round in each order and string of fire double action.** Starting position will be with the hands clasped in front at belt buckle level.

Concealed Carry: Trainees approved to carry the sidearm concealed **MUST** wear a jacket or vest concealing the holstered weapon. Drawing from a concealed carry is mandatory if the intent is to carry the weapon concealed.

Note: Evaluation orders 1-5 will be fired with 2 shots to the body and 1 shot to the head. The 3 shot strings are in actuality designed as a “failure to stop” drill. This technique is used when the two shots to the body are stopped by body armor or have no effect, and the third shot is fired into the head of the target to cause an immediate stop. During training, students will momentarily pause after firing the body shots and then fire the third round into the head of the target. This technique is used so students can determine if the threat has been eliminated. Students are responsible for pausing between the second and third shot. In a real life scenario, the time it takes for a student to move from the chest/torso area to the head should be sufficient to determine if a headshot is indicated. In reality, but not during this course of fire, shots may also be placed into the pelvic girdle to stop an enemy target.

Trainees will begin each order of fire on Evaluation Orders 1,3, and 6 with the handgun holstered and the flap fastened or retention device engaged. Magazine pouches will be secured on all orders of fire.

Trainees will place the loaded spare magazine in the magazine pouch with the top of the magazine down into the pouch first (magazine floorplate facing up) with the rounds pointed forward toward the belt buckle.

At the conclusion of any string of fire, shooters will remove their fingers from the trigger and DECOCK the weapon. On the M9, the decocking lever/safety is then pushed back up to the “FIRE” position.

#### Order Distance Procedure

1. 5-7 m Load with a 6 round magazine. At the signal, draw and fire 2 rnds to the body & 1 rnd to the head in 8 seconds. 2X  
(total of 6 rounds)

2. 15 m Load two magazines with 6 rnds. Begin behind the high barricade. At the signal, draw and fire 2 rnds to the body & 1 rnd to the head in 10 seconds. Two repetitions around the right side of the barricade, and two repetitions around the left side of the barricade. 4X (total of 12 rounds)

3. 15 m Load two magazines with 3 rounds each. At the signal, draw and fire 2 rnds to the body & 1 rnd to the head, perform a mandatory reload, and re-engage with 2 rnds to the body and 1 rnd to the head, in 25 seconds. (total of 6 rounds)

4. 15 m Load with a 9 round magazine. At the signal, draw and fire 2 rnds to the body & 1 rnd to the head from the strong side barricade position, in 10 seconds. 3X (total of 9 rounds)

5. 15 m Load two magazines with 3 rounds each. Begin behind cover. At the signal, draw and fire 2 rnds to the body & 1 rnd to the Head, from the strong side barricade position, perform a Mandatory reload behind cover and then re-engage with 2 Rnds to the body & 1 rnds to the head.(6 rnds in 25 seconds)

6. 25 m Load two magazines with 3 rounds each. Begin behind cover. At the signal, draw and fire 3 rnds to the body from the over- Barricade position, perform a mandatory reload, drop to the Kneeling barricade position and fire 3 rnds to the body. (6 rnds in 25 seconds)

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Trainees will clear their own stoppages during each order of fire during the AFQC. Ensure that students

keep their weapons near eye level (to ensure that the target stays in view) while clearing all malfunctions, stoppages or corrective actions (weapons may be brought in closer to the body as needed to accomplish these tasks). Give pro-rated time to complete the order of fire if the trainee has, or is in the position of, successfully applying immediate or remedial action to clear the stoppage. The ultimate goal is for the trainee to understand why the stoppage occurred and to have the ability to correct the problem and continue firing.

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## # S42 Police Firearms Inst. Tactical Qual. Course – Modified

State of Colorado

Total Rounds fired: 40

Total Points possible: 200

Minimum Qualification Standard: 140 pts/70%

Minimum Qualification Standard for Firearms Instructors: 180 pts/90%

Target Used: DOE-15 target scored 5-4-1 or IDPA or IPSC target scored 5-4-2.

Two targets per shooter, 3 feet apart edge to edge

### DISTANCE PROCEDURE

1 yards From the holster, 2 rnds on T1 and 2 rnds on T2 from the Close Combat Position while stepping backwards. Total of 4 rnds in 6 seconds.

3 yards From the holster, 2 rnds on T1 and 2 rnds on T2 while taking 2 steps to the Right. Total of 4 rnds in 4 seconds.

3 yards From the holster, 2 rnds on T1 and 2 rnds on T2 while taking 2 steps to the Left. Total of 4 rnds in 4 seconds.

3 yards From the holster, 2 rnds on T1 and 2 rnds on T2 while taking stepping Backwards. Total of 4 rnds in 4 seconds.

5 yards From the holster, 2 rnds to the body and 1 rnd to the head on T1, PERFORM A MANDATORY TACTICAL RELOAD, 2 rnds to the body and 1 rnds to the head on T2. total of 6 rounds in 12 seconds.

5 yards From the holster, 3 rnds to T1 STRONG HAND ONLY. 3 rnds in 5 sec.

5 yards Begin with the weapon in the weak hand at low ready. 3 rnds to T2 WEAK HAND ONLY. 3 rnds in 5 seconds.

7 yards From the holster, headshot on T1, headshot on T2, 2 rounds in 6 seconds.

15 yards From the holster, 3 rnds on T1, drop to high kneeling , 2 rnds on T1. Total of 5 rounds in 10 seconds.\*


15 yards From the holster, 3 rnds on T2, drop to high kneeling, 2 rnds on T2. Total of 5 rounds in 10 seconds. \*

Modifications to the course of fire can be made as required to adjust to the structure of the range facility and the target stands.

(\* ) If the facility permits, start at the 25 yard line. At the signal, shooters run forward to the high barricade at the 15 yards line and commence fire. The time limit begins when they reach cover.

At the discretion of the range officer, inert "dummy" rounds can be inserted into the officer's magazine at any stage to produce a "Failure to Fire" malfunction. The officer should clear any such malfunction with a tap/rack/bang (phase I) clearance and finish the exercise. If malfunctions are deliberately introduced as part of the course, that particular stage will not have a time limit.

### # S43 WA St. Handgun Inst.Re-Cert Course WA St. Crim.Justice Training Commission

CJT 224 Rev 02/04		<b>HANDGUN INSTRUCTOR Re-certification COURSE</b>	Washington State Criminal Justice Training Commission
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**Instructions:**

1. The shooting test set forth below is fired at the end of class, an exit qualification.
2. This course must be completed using standard patrol duty holster, handgun, and ammunition.
3. The target to be used is the Caudle II silhouette, however, any "milk bottle type" target with identical scoring area may be substituted. The target will be scored using the scoring rings as marked on the silhouette. Hits breaking the scoring line will be awarded the higher point value. Attendees will only be given two opportunities to pass the qualification.
4. A passing score shall be 85% of the total possible points at the end of class, an exit qualification. **Any shot off the shaded portion of the silhouette, either on paper or off is an automatic qualification course failure.** "Maximum-scoring-points" are deducted for: shots not fired, shots outside the scoring lines but on the shaded area, and shots fired after the stage has ended.
5. The reloads specified in the course must be done regardless of the type or magazine capacity of the handgun.
6. The holster must have all retention devices snapped/closed at the beginning of the stage.

Last Name	First	MI	Social Security Number		
Agency	Address		Phone	Email	
Date of TEST	City	zip	fax		
SEQUENCE	DISTANCE	DESCRIPTION	SHOTS	TIME	SCORE
1	3 Yards	Draw and fire 4 rds. (Failure drill – 2 Body, 2 Head)	4	4 sec.	
2	5 Yards	Draw and fire 3 rds. using a strong-hand only.	3	5 sec.	
3	5 Yards	Draw and fire 3 rds. using support-hand only. (Draw with strong hand, transfer pistol to support hand)	3	8 sec.	
4	7 Yards	Draw and fire 10 rds. Including a Type One malfunction clearance - (an inert round inserted somewhere into the magazine will be used to simulate the failure to fire).	10	15 sec.	
5	10 Yards	Draw and Fire 10 rds. (5 rounds, speed reload, 5 rounds)	10	15 sec.	
6	15 Yards	Draw and Fire 10 rds. (5 rounds, speed reload, 5 rounds)	10	20 sec.	
7	25 Yards	Draw and fire 10 rds. From barricade, (5 rds left side, speed reload then 5 rds. right side, then tactical reload). (Barricade must be used as cover; may be used as support.)	10	60 sec.	
<b>Total shots</b>			<b>50</b>		

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# S44 WA St. Private Security, Bails Recovery WA St. Crim.Justice Training Commission  
 Recovery Agents, Private Detectives

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<b>HANDGUN QUALIFICATION COURSE</b>					
<b>INSTRUCTIONS:</b>					
<ul style="list-style-type: none"> <li>30 rounds fired.</li> <li>Any malfunctions must be cleared during time allowed.</li> <li>All rounds fired must be on the silhouette target.</li> <li>B-27 target is to be used, scoring the rings as marked.</li> <li>Passing range score is 210 (70%).</li> </ul>					
RANGE/ YARDS	POSITION/ INSTRUCTIONS	SHOTS	TIME/ SECONDS	SCORE	
				#1	#2
25	Draw, fire 3 right side barricade, fire 3 left side barricade	6	30		
15	Draw, fire 6, speed load, kneel, fire 6	12	35		
7	Draw, fire 2, to ready position	2	5		
7	From ready position, fire 2, to ready position	2	3		
7	From ready position, fire 2, speed load, fire 6	8	16		
<b>TEST RESULTS</b>					
<b>FINAL SCORE</b> <span style="float: right;">(TOTAL POSSIBLE SCORE: <u>300</u>)</span>					
1. All rounds on target? Yes <input type="checkbox"/> No <input type="checkbox"/>			2. Number Score _____		
<b>SHOOTER'S NAME (PLEASE PRINT):</b> _____			PASSED <input type="checkbox"/> FAILED <input type="checkbox"/> SKILLS TEST PASSED <input type="checkbox"/> FAILED <input type="checkbox"/> QUALIFICATION COURSE		
GUN USED FOR CERTIFICATION TEST: Make _____ Model _____ Caliber _____ GUN USED FOR CERTIFICATION TEST: Make _____ Model _____ Caliber _____ GUN USED FOR CERTIFICATION TEST: Make _____ Model _____ Caliber _____ AMMUNITION USED FOR TEST (Revolvers only, example, .38 Special or .357 Magnum) _____					

Recovery Agents, Private Detectives