

## Department of Homeland Security I.C.E. Course - SIMPLIFIED

**Firearms:** Contract Authorized Handgun

**Ammunition:** Contract Authorized, 51 rounds (shooters will begin with one 17-round magazine loaded in their firearm and two 17-round magazines in their pouch)

**Target:** DHS-ICE-QT (25yd)

**Qualification:** A total of 50 rounds shall be fired with a maximum possible score of 250 points. Minimum qualification score is 200 points (80%)

Stage	Distance	Rounds	Position	Description
1	1.5 YDS	6	Strong hand only from the holster using the bent elbow position with the support arm/hand placed against the upper centerline of the officer's chest.	On command the shooter will:  Draw and fire one round in two seconds and re-holster.  Draw and fire two rounds in two seconds and re-holster.  Draw and fire three rounds in two seconds and re-holster.
2	3 YDS	6	Using two hands from the holster point shoulder shooting, referencing sights	On command the shooter will:  Draw and fire three rounds in the chest of the target in three seconds, and re-holster.  Draw and fire three rounds in three seconds to the chest, <b>re-holster and perform a magazine exchange with a 17 round magazine.</b>  <b>Place the 4 round magazine in your pouch or pocket, to be used later behind the barricade.</b>
3	7 YDS	6	Body armor and cover drills  Two-handed shooting using the sights	On command the shooter will:  Draw and fire two rounds to the chest of the target and one round to the head of the target in five seconds and assume a high search position.  From high search, move to an aimed in position and fire two rounds to the chest of the target and one round to the head of the target in four seconds. Holster.  At the end of this stage, the two headshot rounds must be in the five ring head area for each to count as five points. The head area outside the five-ring is worth two points.
4	7 YDS	12	One-handed shooting	On command, the shooter will:  Draw and fire three rounds, using both hands, then transfer the weapon to the strong hand only and fire three rounds, in ten seconds.  Holster and perform a <b>magazine exchange with a 17 round magazine.</b>  <b>Place the 5 round magazine in your pouch.</b>

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Stage	Distance	Rounds	Position	Description
				<p>Draw and fire three rounds, using both hands, then transfer the weapon to the support hand only and fire three rounds, in ten seconds.</p> <p><b>Holster and perform a magazine exchange with a 5 round magazine.</b></p>
5	15 YDS	12	Two-handed shooting from the standing and kneeling position	<p>On command the shooter will:</p> <p>Draw and fire six rounds from the standing position in ten seconds.</p> <p>Move to a kneeling position.</p> <p><b>The slide will lock to the rear after the 6 rounds are fired. Drop the magazine.</b></p> <p>When the command is given that threat has diminished, shooter performs an <b>emergency reload with an 11 round magazine</b> in five seconds and assumes a ready position.</p> <p>When command to fire is given, fire six additional rounds from the kneeling position in ten seconds.</p> <p>Holster.</p>
6	15 YDS	4	Barricade	<p>On command the shooter will:</p> <p>Take one step to the rear and one to the right of the barricade.</p> <p>When the command to fire is given, move to cover, draw and fire two rounds from the right side standing barricade position, move to the right side kneeling barricade and fire an additional two rounds, in twenty seconds.</p> <p><b>While in a position of cover, perform a magazine exchange with the 4 round magazine and re-holster.</b></p>
7	15 YDS	4	Barricade	<p>On command the shooter will:</p> <p>Take one step to the rear and one to the left of the barricade.</p> <p>When the threat appears or command to fire is given, move to cover and fire two rounds from the left side standing barricade position, move to the left side kneeling barricade and fire an additional two rounds, in 20 seconds.</p> <p><b>You will have 1 round left in the chamber.</b></p>