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Thank You, Steve and Gary

Last updated: Part 4 7/28/11

Handgun Standards (Part 1)

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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.

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 <http://www.letargets.com/> 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.

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.

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 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.

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
*** Hits below the head area should be pasted before shooting String Five ***			
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 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string.	6
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

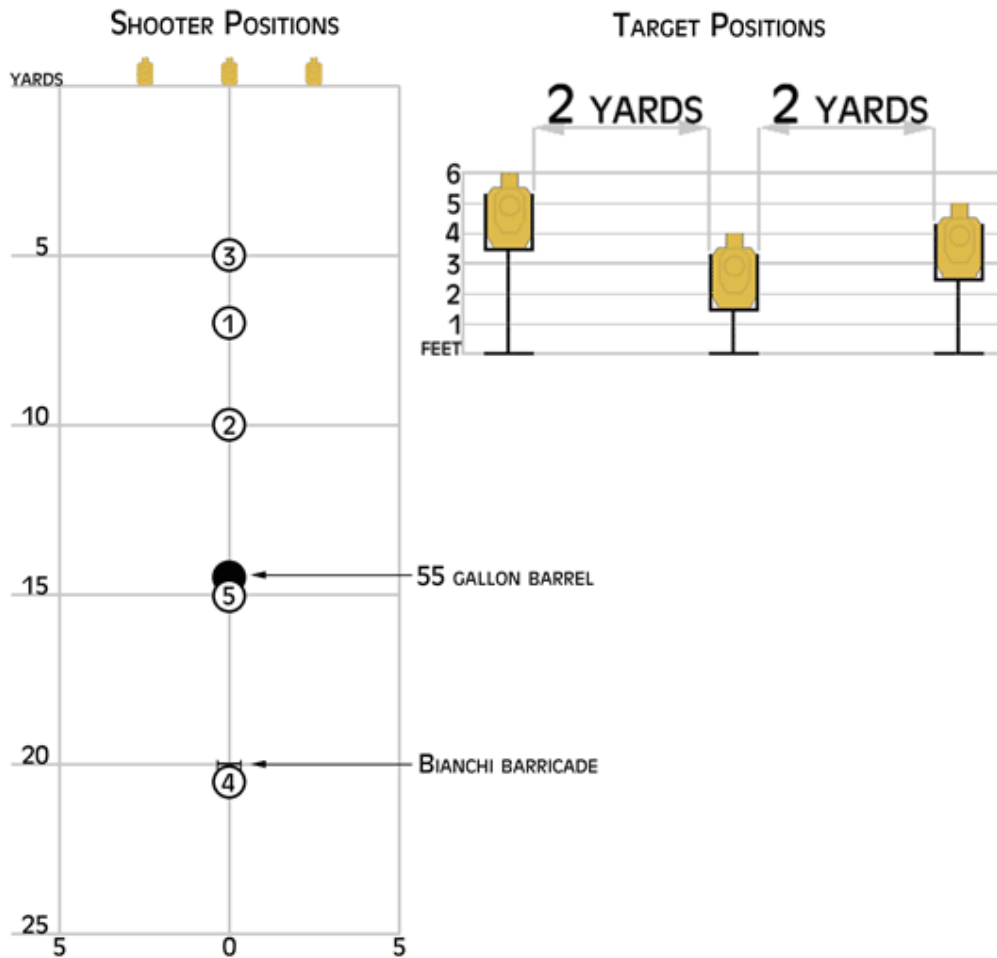
Position 4 - 20 yards

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.

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

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, it's 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

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	Low	3.00	6

between each shot.	Ready		
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.

**# 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

**# 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

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.

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.

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.

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.

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.

See Next Page

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. NO EXCEPTIONS.
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.

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

Shooting Drills IDPA Equivalent	Beginner None	Novice NV	Average MM	Advanced SS	Expert EX	Master MS	Time
1 Target - 3 Yards							
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	_____
Stage Subtotal	30.50	26.50	22.50	18.50	14.50	10.50	_____
1 Target - 7 Yards							
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	_____
Stage Subtotal	17.25	15.25	13.25	11.25	9.25	7.25	_____
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	_____
Stage Subtotal	14.25	12.75	11.25	9.75	8.25	6.75	_____

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	_____
Stage Subtotal	21.00	19.00	17.00	15.00	13.00	11.00	_____

3 Targets - 10 Yards

Face Rear, 2 Reload 2	17.00	15.00	13.00	11.00	9.00	7.00	_____
Stage Subtotal	17.00	15.00	13.00	11.00	9.00	7.00	_____

Subtotal Of All Stages

Points Down						X .50	_____
						=	_____

Procedurals						X	_____
						3.00=	_____

Shooting Totals	100.00	88.50	77.00	65.50	54.00	42.50	_____
						Page	
						1	

Reloading And Malfunction Drills

Rank	Beginner	Novice	Average	Advanced	Expert	Master	
IDPA Equivalent	None	NV	MM	SS	EX	MS	
True Tactical Reload	8.00	7.00	6.00	5.00	4.00	3.00	_____
Reload W/ Retention	7.50	6.50	5.50	4.50	3.50	2.50	_____
Speed Reload	3.75	3.25	2.75	2.25	1.75	1.25	_____
Slide-Lock Reload	3.75	3.25	2.75	2.25	1.75	1.25	_____
Tap-Rack-Bang	3.75	3.25	2.75	2.25	1.75	1.25	_____
Double Feed	9.50	8.50	7.50	6.50	5.50	4.50	_____
Stage Subtotal	36.25	31.75	27.25	22.75	18.25	13.75	_____
Plus Page 1 Totals	100.00	88.50	77.00	65.50	54.00	42.50	_____
Grand Total	136.25	120.25	104.25	88.25	72.25	56.25	_____

- A. Use standard IDPA scoring of .50 seconds for each point down and 3 seconds for procedural errors.
- B. Close DOES NOT count. If a shot barely touches a scoring ring, you DO NOT get the better score.
- C. All exercises are freestyle, except where noted: SHO = Strong Hand Only WHO = Weak Hand Only
- D. All exercises are 'from the holster' except 'WHO' shots which are from the 'Weak Hand Ready'.
- E. For concealment or retention duty rig, add 6.00 seconds to the total. (approximately .25 per string)
- F. Reloading drills are 'shot to shot' times. In other words, after the start signal, fire a shot, perform the reload, fire another shot, then check the time from shot one to shot two. No target required.
- G. Malfunction drills are 'start signal to shot times.' In other words, set up the malfunction, then on the start signal, perform malfunction clearance, then fire a shot. No target required.
- H. Target placement: 5.5 feet high at top of head, one yard apart, center to center.

Name _____ **Range Officer** _____

Date ___/___/___ **Time** __:__ AM PM **Rank** _____

Gun Info: Brand/Model _____ **Caliber** _____

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2

Advanced Shooting Drills

Shooting is freestyle, from the holster, unless otherwise noted

5 yards

2 shots	1.50	_____
1 shot to the head	1.50	_____
6 shots	3.00	_____
6 shots, SHO	3.50	_____
6 shots, WHO (from WH ready)	3.00	_____

7 yards

2 shots	2.00	_____
1 shot to the head	2.00	_____
6 shots	4.00	_____

6 shots, SHO	4.50	_____
6 shots, WHO (from WH ready)	4.00	_____
10 yards		
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	_____
15 yards		
2 shots	3.00	_____
6 shots	6.00	_____
6 shots, kneeling	6.50	_____
25 yards		
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

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

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

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

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

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.

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

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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

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)

#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.

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