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Thank You, Steve and Gary

## CCW Handgun Standards (Part 2)

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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.

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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.**

**Standards                      Clicking on Standard in listing will take you to that Standard.**

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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.

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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 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

## #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.

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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.

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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.

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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

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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>
<b>1 Yd</b>	Draw and fire 1 round center of mass, strong hand only within 1.5 seconds	1
<b>3 Yds</b>	Draw and fire 2 rounds center of mass within 2 seconds.	2
<b>5 Yds</b>	Draw and fire 2 rounds center of mass within 2 seconds	2
<b>5 Yds</b>	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>	
<b>7 Yds</b>	Draw and fire 2 rounds center of mass, speed reload, fire an additional 2 rounds center of mass within 7.5 seconds.	4



*\*\* Shooters will load fresh magazine holding (1) round only (with one chambered), load weapon, and re-holster prior to moving to next stage.*

<b>10 Yds</b>	Draw and fire 2 rounds center of mass, speed reload, fire an additional 2 rounds center of mass within 7.5 seconds.	4
<b>15 Yds</b>	From cover, draw and fire 2 rounds center of mass, strong side, and 2 rounds center of mass support side, within 7 seconds.	4
<b>25 Yds</b>	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 Institute

## Front Sight Training

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.

[www.handgunlaw.us](http://www.handgunlaw.us)

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 Section

## LAPD Firearms Training

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 Section

#### LAPD Firearms Training

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.
1. The minimum score required to qualify is 60% or 240 points.

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### **# S34 Back-Up Firearm Qualification Course Section**

### **LAPD Firearms Training**

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

United States Navy Pistol Qualification (Day and Night)

USN

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%.

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**# 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(points) divided by 7(sec)= 10.85 10.85x25(9mm RSP)= 271 excellent.

.40S&W, 70 points, 8.5 sec: 70 div by 8.5= 8.235 8.235x29= 138.8 unsat.

## # 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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## # S39 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.

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## # S40 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.

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 floor plate 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.

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)

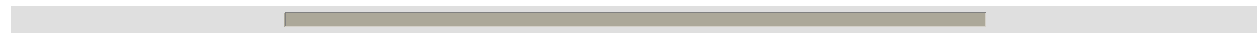
4. 15 m Load with a 9 round magazine. At the signal, draw and fire 2 rnds to the body & 1 rnd to the head from the strong side barricade position, in 10 seconds. 3X (total of 9 rounds)

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.



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

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[Go To Part 1](#)

[Go To Part 3](#)

[Go to Part 4](#)

**Updates:**

11/9/12 – Contents page entries linked to position in document.