



Standards are under construction. Click on “Contact Us” at the bottom of any page on Handgunlaw.us and send us your Favorite Standard and if appropriate we will add it to our collection.

Thank You, Steve and Gary

CCW Handgun Standards (Part 3)

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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.

Standards

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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

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

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

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

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

recert practical.doc

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

HANDGUN QUALIFICATION COURSE					
INSTRUCTIONS:					
<ul style="list-style-type: none"> 30 rounds fired. Any malfunctions must be cleared during time allowed. All rounds fired must be on the silhouette target. B-27 target is to be used, scoring the rings as marked. Passing range score is 210 (70%). 					

RANGE/ YARDS	POSITION/ INSTRUCTIONS	SHOTS	TIME/ SECONDS	SCORE	
				#1	#2
25	Draw, fire 3 right side barricade, fire 3 left side barricade	6	30		
15	Draw, fire 6, speed load, kneel, fire 6	12	35		
7	Draw, fire 2, to ready position	2	5		
7	From ready position, fire 2, to ready position	2	3		
7	From ready position, fire 2, speed load, fire 6	8	16		

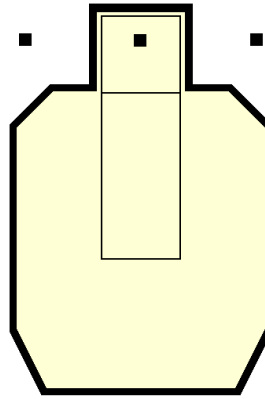
TEST RESULTS

FINAL SCORE *(TOTAL POSSIBLE SCORE: 300)*

1. All rounds on target? Yes <input type="checkbox"/> No <input type="checkbox"/>	2. Number Score _____
SHOOTER'S NAME (PLEASE PRINT):	PASSED <input type="checkbox"/> FAILED <input type="checkbox"/> SKILLS TEST PASSED <input type="checkbox"/> FAILED <input type="checkbox"/> QUALIFICATION COURSE

GUN USED FOR CERTIFICATION TEST: Make _____ Model _____ Caliber _____
GUN USED FOR CERTIFICATION TEST: Make _____ Model _____ Caliber _____
GUN USED FOR CERTIFICATION TEST: Make _____ Model _____ Caliber _____
AMMUNITION USED FOR TEST (Revolvers only, example, .38 Special or .357 Magnum) _____

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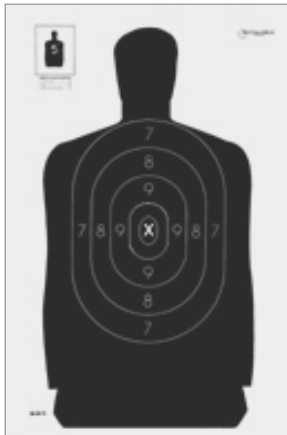
CAST Target

RANGE TO TARGET	7YDS	7YDS	7YDS	7YDS	7YDS
WEAPON CONDITION	PISTOL LOADED & ROUND IN CHAMBER	PISTOL LOADED & ROUND IN CHAMBER	PISTOL LOADED & ROUND IN CHAMBER	PISTOL LOADED & ROUND IN CHAMBER	PISTOL LOADED & ROUND IN CHAMBER
STARTING POSITION	STANDING HIGH READY	STANDING PISTOL IN HOLSTER	STANDING HIGH READY	STANDING HIGH READY	STANDING HIGH READY
NUMBER OF TARGETS	1	1	1	1	2
ROUNDS FIRED	1	1	2	7	4
ACTION TAKEN	FIRE 1 ROUND ON TARGET	FIRE 1 ROUND ON TARGET	FIRE 2 ROUNDS ON TARGET	FIRE 6 IN BODY & 1 IN HEAD	FIRE 2 ROUNDS ON EACH TARGET
TIME IN SECONDS	1.0	1.5	1.5	3.0	3.0

7YDS	7YDS	7YDS	25 YDS	7YDS
PISTOL LOADED ROUND IN CHAMBER	PISTOL COCKED CHAMBER EMPTY	ROUND IN CHAMBER ONLY 1 ROUND IN MAG	PISTOL LOADED & ROUND IN CHAMBER	PISTOL LOADED & ROUND IN CHAMBER RIFLE EMPTY
STANDING HIGH READY	HIGH READY WITH TYPE 1 STOPPAGE	STANDING HIGH READY	STANDING HIGH READY	STANDING RIFLE ON TARGET PISTOL IN HOLSTER
1	1	1	1	1
4	1	4	1	1
2 ROUNDS STRONG HAND ONLY 2 ROUND WEAK HAND ONLY	ATTEMPT TO FIRE CLEAR STOPPAGE THEN FIRE 1 ROUND	FIRE TO EMPTY, RELOAD AND FIRE 2 MORE ROUNDS	GO TO KNEE AND FIRE 1 ROUND	GO FROM RIFLE TO PISTOL AND FIRE 1 ROUND
4.5	3.0	4.5	3.0	3.5

S46 DTI Pistol Standards

Defensive Training Institute



- Test uses a standard full size B-27 target resembling the miniature shown on the left
- Distance will be 8 meters
- 100% of all rounds must hit inside the target's 9-ring or break the 9-ring line.
- Pistol will be drawn from concealment
- 1st magazine will have 6 rounds, one of which will be a dummy round. The dummy round will not be the first or last in the mag.
- 2nd magazine will contain at least 3 rounds.
- Student will start from an interview stance

DIRECTIONS: Draw and fire until the slide locks to the rear. Perform an emergency reload and fire 2 additional rounds. Clear any malfunctions that occur during the test. (dummy round will cause at least one failure to fire)

STUDENT LEVEL TIME	INSTRUCTOR LEVEL TIME	SKILL STANDARD
3.75	2.75	Draw and fire first shot
1.50 (6.0-T)	.75 (3.0-T)	Average time between 5 additional shots
3.50	2.75	Clear failure to fire caused by dummy round
4.75	3.50	Reload and fire 2 additional rounds
18 seconds	12 seconds	TOTAL TIME

S47 Advanced 3-Second Standards

Scott Warren

Range: varies (see below)

Target: three IPSC or IDPA targets spaced at least two feet apart shoulder to shoulder

Start position: holstered

Rounds fired: 63

A shot timer with PAR time set to three seconds is used for each string. There are three strings of fire for each stage of the drill:

1. Fire one (and only one) shot at the head of each target, going from left to right in 3 seconds.
2. Fire one (and only one) shot at the head of each target, going from right to left in 3 seconds.
3. Fire one (and only one) shot at the head of each target, beginning with the middle target and then finishing with the two outside targets in any order in 3 seconds.

This set of three strings is conducted for each of seven stages:

1. From the holster, freestyle at 5yd.
2. From the holster, freestyle at 7yd.
3. From the holster, freestyle at 10yd.
4. From the holster, freestyle at 15yd.
5. From the holster, strong hand only at 5yd.
6. From the ready position, support hand only at 5yd.
7. From the holster, while moving. (advance from 10yd to 5yd on string 1, retreat from 5yd to 10yd on string 2, and advance again from 10yd to 5yd on string 3)

A round anywhere in the scoring zone for the head (meaning both A and B zones for an IPSC target) counts as a hit. Shots fired after the 3-second PAR time count as misses. You may not take any extra shots. In total, you will fire 63 rounds: three rounds per string, three strings per stage, 7 stages.

A score of 49 or above (averaging at least 7 hits per stage) is a real accomplishment.

This course of fire is something I developed for the AT-IV class as a test of the essential skills: basic marksmanship, fast shooting on a single target, target acquisition, and presentation of the pistol from 'ready' and holstered positions. This 100 round course can be used as a basic practice regimen with or without a shooting timer.

Set up two IPSC or IDPA targets about 2-3 feet apart, at the specific range (3, 7 or 10 yards). There are 4 target zones: left center mass (L), right center mass (R), left head (LH), right head (RH). I use IPSC targets and use IPSC scoring, which means that the small A-zone in the middle of the head is worth 5 points, and the rest of the head is worth 4 points. It's also OK to score the head using IDPA scoring, which is that the whole head scores at maximum value. If you are using IDPA targets, score 5 points for the '0' zone, 4 points for the '1' zone, and 2 points for the '3' zone.

The goal for each string is the same: get the most points possible as quickly as you can. If you have a shooting timer, pick a level and use the par times for that level. Without a shooting timer, run the drills at whatever pace you can shoot your best, then repeat the whole thing (on the same day or a later practice session) and try to increase your speed by 10-15% over what's comfortable.

The three sections can be shot in any order, and each exercise can be broken out and repeated as part of a practice session.

If you are doing this drill at a range that won't allow drawing, run all the drills from low ready, or (better) start the holstered drills with the gun in a retention position (the point in the draw when you have both hands on the gun and the muzzle is pointed downrange, but your arms are pulled in close to your body). Start the drill by pushing the gun out, just as you would do in the last part of your draw.

All the 3 yard drills are run from 'defensive ready' which is my term for having both hands up at chest level, palms out (as in 'please don't hurt me, I don't want any trouble'). It's not the traditional surrender (wrists above shoulders). In defensive ready, wrists should be below shoulder level. I've seen this position called 'interview position' in law enforcement texts. It puts the hands close to midline and allows quick transition to drawing, blocking, punching, pushing back, and other options. You can substitute hands at sides or any other start position you like.

PART 1 - 10 YARDS

Drill	Rounds	Reps	Target	Start	Level I Par (seconds)	Level II Par (seconds)	Level III Par (seconds)
Slow Fire Group	6	1	Left Head	low ready	unlimited	unlimited	unlimited
Rapid Fire Group	6	1	Right Head	low ready	6.00	5.00	4.00
1 shot draw	1	6	Left	Hands at Sides	1.75	1.50	1.25
2 shot draw	2	4	Right	Hands at	2.00	1.70	1.40

				Sides			
1 shot per target	6	1	L,R,L,R,L,R	Hands at Sides	4.50	3.50	2.50

TOTAL HITS: 6 (head), 10 (center mass) per target

TOTAL ROUNDS/POINTS: 32/160

PART 2 - 7 YARDS

Drill	Rounds	Reps	Target	Start	Level I Par (seconds)	Level II Par (seconds)	Level III Par (seconds)
Two Per Target	8	1	LL, RR, LL, RR	Hands at Sides	4.50	3.50	2.50
1 shot draw	1	6	Left Head	Hands at Sides	2.00	1.75	1.50
2 body, 1 head	3	2	Right & Right Head	Hands at Sides	2.50	2.30	1.75
2 body, 1 head (both)	6	1	L, LH, R, RH	Hands at Sides	4.00	3.25	2.50
Rapid Fire Group	6	1	Left	Hands at Sides	3.00	2.50	2.00

TOTAL HITS: Left Head (7), Left Body (12), Right Head (3), Right Body (10)

TOTAL ROUNDS/POINTS: 32/160

PART 3 - 3 YARDS

Drill	Rounds	Reps	Target	Start	Level I Par (seconds)	Level II Par (seconds)	Level III Par (seconds)
1 head per target	6	1	LH, RH, LH, RH, LH, RH	Defensive Ready	4.00	3.25	2.50
2 shot draw	2	4	Left	Defensive Ready	1.75	1.50	1.25
Rapid Fire Group	6	1	Right	Defensive Ready	2.75	2.25	1.75
1 per target	8	1	L,R,L,R,L,R,L,R	Defensive Ready	4.25	3.25	2.75
2 per target	8	1	LL, RR, LL, RR	Defensive Ready	3.75	3.00	2.25

TOTAL HITS: Left Head (3), Left Body (16), Right Head (3), Right Body (14)

TOTAL ROUNDS/POINTS: 36/180

Note: because of the high number of hits per target, it may be useful to split this part into two sections and tape after the Rapid Fire Group.

TOTAL ROUNDS: 100

TOTAL POINTS: 500

S49 Index Shoot

Crucible Learning Center

This Index Shoot is conducted on standard ISPC targets, guns fired from concealment or snapped duty rigs. Depending on the Drill, A and C zone hits may have different values, but hits outside the c zone don't count.

Drill One – one round at three yards with one hand only in 1.5 seconds.

Drill Two – four rounds at five yards in three seconds, two rounds on each of two targets.

Drill Three – Two rounds at seven yards in two seconds.

Students must meet a minimum score and pass one of three manipulation standards: shot-to-shot reload from slide lock with a split time of 2.75 seconds; immediate action drill (tap-rack-target-bang) in 1.5 second; remedial action drill (clear a double feed) in six seconds.

S50 Proficiency Test

Defense Training International

TDI's Defensive Handgun Proficiency Test starts with a holstered pistol with one live round in the chamber and four live rounds and one dummy round (inserted at random). The magazine to be used for reloading is in its carrier and is fully charged with live rounds (no dummies).

The student starts moving laterally (staying behind the line) at random within a three-meter area, and at the signal he moves and draws, then continues to hold on the 8 X 10 inch target, trigger finger in register. On the next signal, the student moves laterally again before shooting and fires continuously at the target.

The shooter must be in continuous movement during his stoppage clearance and reload. Once the gun runs dry, the student reloads and fires two more rounds. Movement is required during the reload.

The student achieves a passing score if he or she hits with all shots within the 22 seconds and does not commit any safety or procedural errors.

Safety errors include getting a weak hand or arm in front of the muzzle or a trigger finger that enters the trigger guard when it's not supposed to. Procedural errors cover failing to move when required, incorrect stoppage clearing, incorrect reloading and the like.

S51 250 Standard

Gunsite

The 250 School Drill incorporates the following exercises, all fired from a holster. The center of the target is said to be an 8 inch circle so the IDPA target is the one probably used. The article I took this from did not specify a target.

Three Yards – single head shot in 1.5 seconds

Seven Yards – two rounds to the body in two seconds.

10 Yards – two rounds to the body in 2.0 seconds

15 Yards – two rounds to the body standing to kneeling in 3.5 seconds.

25 Yards – two rounds to the body standing to prone, in 7.0 seconds.

S52 Level V Handgun Qualification Course

Rangemaster

Rangemaster Level V Handgun Qualification Course is fired on an RM-Q2 target and Includes:

3 Yards – Draw and fire three rounds in 2.5 seconds

5 Yards – draw and fire five rounds with the dominant hand only in five seconds; do the same with the non-dominant hand, starting from low ready.

5 Yards – draw and fire three to the chest and two to the head in five seconds; do the same with the non-dominant hand only starting from low ready.

7 Yards – Draw and fire five rounds in five seconds.

7 Yards – start at ready with three rounds; fire, reload and fire two more in eight seconds.

10 Yards – start at ready, stove pipe malfunction in place; clear and fire two rounds in five seconds

10 Yards – start at ready, dummy rounds as top round in magazine; fire two rounds in five seconds.

15 Yards – draw and fire three rounds in five seconds.

25 Yards – draw and fire four rounds in eight seconds.

The total possible score is 250 and it takes 200 to pass.

S53 Instructor Level Qualification

Smith & Wesson Academy

This Qualification is fired on the Smith and Wesson Academy Target, hits must be in the shaded “preferred” zone.

3 Yards – four rounds, five seconds, from the holster.

5 Yards – four rounds, five seconds, from the holster.

7 Yards – one round, reload three rounds, 10 seconds from the holster.

10 Yards – four rounds, clearing a dummy round placed at an unknown location in the magazine in the process, 14 seconds, from the ready position.

12 Yards – four rounds, either seconds from the ready position.

S54 Advanced Student Standards

U.S. Training Center

For Advanced Students the Standards are:

Seven Yards – draw and fire one shot on eight inch dot in 1.75 seconds.

Seven Yards – drawn and fire one shot, do a slide-lock reload and fire a shot on an eight inch dot in 3.5 seconds.

Seven Yards – draw and fire six rounds on an eight inch dot in 3.5 seconds.

25 Yards – 10 shots slow fire inside ISPC A zone.

El. Prez – at 10 yards from the draw; standard is “smooth and effective with no misses

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