



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

Last addition 11/8/11

CCW Handgun Standards (Part 4)

[Go To 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.

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

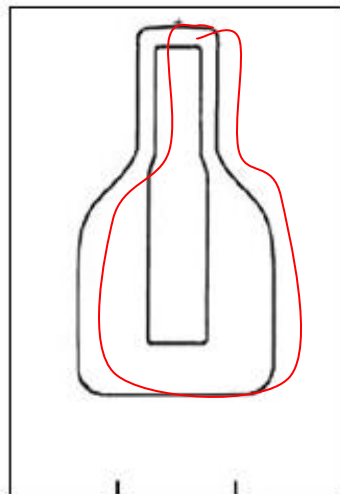
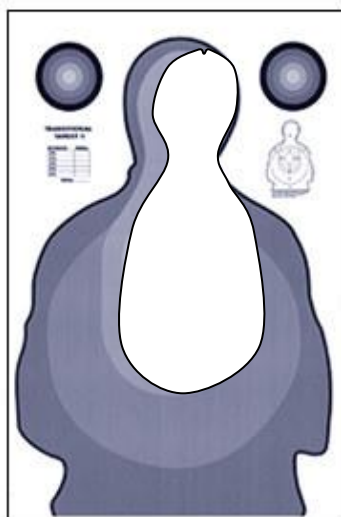
1. DESCRIPTION:

The Triple-Nickel course is used to measure a shooter's proficiency level and ability to consistently PERFORM ON DEMAND! Through thorough application of fundamentals of marksmanship and weapon handling, this advanced firearm drill evaluates the capacity to save your own life, against multiple assailants, in a short amount of time. The student must consistently demonstrate proficiency by maintaining 100% accuracy in the 5 second time allotment; just like in real life...there is no award for losing. This course is shot with a cover garment and with a holster one would utilize either on, or off duty. A minimum of 3 successful attempts (not consecutive) must be accomplished in order to be awarded the coveted "Triple-Nickel" coin. The shooter has exactly 365 days to complete this task beginning on the day of the first successful attempt. I developed this for the Air Marshalls.

2. SAFETY PRECAUTIONS:

- a. Normal range safety rules apply.
- b. Shooters must be efficient in their movements, and cognizant of the barrel direction (laser rule).
- c. Shooters must utilize a standard safe holster, and magazine pouch. This holster must be worn as designed. All retention devices engaged.
- d. Prior to each attempt, the shooter will acknowledge that they understand the course of fire and will comply with all decisions made by the TWO (2) administering "Triple-Nickel" Coin bearers.

Scoring: Number of rounds on each target are 2, for a total of 10 rounds. The scoreable area is the 4/5 ring area (Tran Star-II) or the outer bottle for the QIT target. Unlike most courses of fire, the benefit DOES NOT go to the shooter; liners are considered misses regardless of which side they are located. When scoring this course, if there becomes any doubt on a shot placement, it shall be considered a miss. No questions asked.



SCORING (Hits only)

Hits must be in scoreable areas.

Anything touching the line is considered a MISS.

2 Hits must be in each target for a total of 10.

A reload must have been accomplished before the 5th target.

PAC TIMER run- 5 seconds period.

3. SHOOTER SPECIAL REQUIRMENTS:

1. Must be proficient.

2. Must be fast.

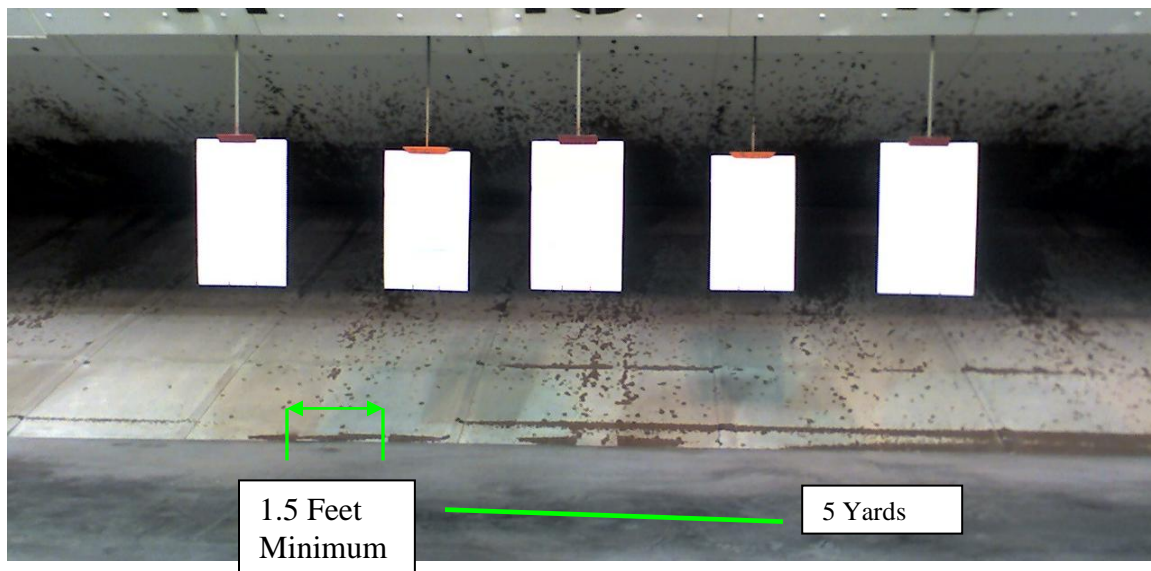
3. Must be accurate.

Although any person wishing to become proficient in the proper life saving fundamentals may shoot this course of fire, in order to be awarded the “Triple-Nickel” challenge coin, the shooter must fall within certain categories. They are as follows:

4. TRAINING AIDS/EQUIPMENT:

Range, 5 Tran-Star II or 5 QIT targets, 10 rounds of ammunition, PAC TIMER or computerized target system. Box of Tissues.

5. TRAINING VENUE DESCRIPTION/PREPARATION:



6. METHODOLOGY:

The “Triple-Nickel”

The shooters will stand at the 5 yard line facing the adversarial targets, with a cover garment as to not alert threats of the intentions of the shooter. At the tone or when targets face the shooter will draw and engage the first target with 2 rounds, then transition to each target engaging with 2 rounds. Shooter MUST conduct a reload AFTER the 1st target, and anytime BEFORE the 5th target.

#S56 United States Marshals Service

Handgun Qualification Course – Modified

Target: USMS uses the TransTar II target scored 5-4-3-2 Other targets may be used at the discretion of the Rangemaster

Ammunition Required: 60 rounds

Distances of Engagement: 3,7,15 and 25 yards

Minimum Qualification Standard: 210 pts/70%

STAGE DISTANCE PROCEDURE & CONDITION

1. 3 yds/9 ft From the holster, draw & fire 2 rnds center mass and one headshot. 3 rnds in 4 sec. 2X

2. 3 yds/9 ft Begin at the low ready with the handgun in the weak hand. At the signal fire 3 rnds in 4 seconds
WEAK HAND ONLY. 2X

3. 7 yds/21 ft From the holster, draw & fire 3 rnds center mass in 4 seconds. 2X

4. 7 yds/21 ft From the holster, draw & fire 3 rnds center mass in 5 seconds. STRONG HAND ONLY. 2X

5. 7 yds/21 ft From the holster, draw & fire 2 rnds center mass and one headshot. 3 rnds in 5 seconds. 4X

6. 15 yds/45 ft From the holster, draw & fire 3 rnds center mass in 5 seconds. 4X

7. 25 yds/75 ft From the holster, using the high barricade for cover: fire 6 rounds standing, perform a mandatory reload, drop to the high kneeling position and fire 3 rnds, perform a mandatory reload, go prone and fire 3 rnds. Total of 12 rounds in 60 seconds.

6 headshots required

Qualification Standards:

300 pts = Distinguished Expert

285-299 = Expert

255-284 = Sharpshooter

210-254 = Marksman

below 210 = DNQ (did not qualify)

This course is based on the USMS Handgun QC in use on 1 January 2004.

The USMS fires this course from concealment.

#S57 New Hampshire Modified PPC

Fired on the NRA B-27 target scored 5-4-3

60 rounds fired

300 points possible

225 points (75%) required to qualify

PROCEDURE:

Stage 1 7 yards. At the signal, draw and fire 6 rounds, perform a mandatory reload, and fire another 6 rounds, total of 12 rounds in 25 seconds.

Stage 2 15 yards. At the signal, draw and fire 6 rounds, perform a mandatory reload, and fire another 6 rounds, total of 12 rounds in 30 seconds.

Stage 3 15 yards. At the signal, draw and fire 6 rounds strong hand with support, perform a mandatory reload, transfer the gun to the weak hand and fire another 6 rounds weak hand with support for a total of 12 rounds in 35 seconds.

Stage 4 25 yards. At the signal, draw and fire 6 rounds strong side barricade, perform a mandatory reload, fire 6 rounds weak side barricade, perform a mandatory reload, and fire 6 rounds strong side barricade kneeling, for a total of 18 rounds in 90 seconds.*

Stage 5 25 yards. At the signal, draw and fire 6 rounds in 12 seconds.

R/O Notes:

--starting position is hands clasped in front.

--all retention devices on the holster must be engaged.

(*) Absent a high barricade, a low barricade may be used and the procedure would then be 6 rounds over barricade crouch or high kneeling, reload, 6 rounds right side kneeling, reload 6 rounds left side kneeling. Double kneeling is an acceptable position.

#S58 New Hampshire Police Standards & Training Council Handgun Course 5

Ammunition Required: 36 rounds fired/180 points possible

Qualification Standard: 75%/135 points

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

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

Stage One:

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

Stage Two:

5 yards. At the signal, draw strong hand only and fire 3 rounds , transfer the gun to the weak

hand and fire 3 rounds weak hand only. Total of 6 rounds in 7 seconds.

Stage Three:

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

Stage Four:

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

Stage Five:

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

Stage Six:

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

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When fired in competition:

Ammunition Required: 36 rounds fired/360 points possible

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

-10 point penalty for overtime shots or rounds not fired



#S59 Modified PPC Qualification Course

Unknown

NRA TQ-15 target scored 5-4-1

IPSC or IDPA target scored 5-4-2

Ammunition Required: 60 rounds

Distances of engagement: 3,7,15 and 25 yards

Possible Score: 300 points

Qualification Standard: 225 pts/75%

STAGE ONE @ 3 yards

Begin from a snapped holster. At the signal, draw and fire 2 rounds in 3 seconds. Perform 3 times for a total of 6 rounds.

STAGE TWO @ 5 or 7 yards

Begin from a snapped holster. At the signal, draw and fire 2 rounds to the body and 1 round to the head in 5 seconds (Mozambique Drill/Failure to Stop drill). Perform 4 times for a total of 12 rounds.

STAGE THREE @ 5 or 7 yards

Begin from a snapped holster. At the signal, draw and fire 6 rounds, perform a mandatory reload and fire another 6 rounds, for a total of 12 rounds in 18 seconds.

STAGE FOUR @ 15 yards

Begin from a snapped holster. At the signal, draw and fire 6 rounds, perform a mandatory reload and fire another 6 rounds, for a total of 12 rounds in 25 seconds.

STAGE FIVE @ 25 yards

Begin from a snapped holster concealed behind a high barricade. At the signal, draw & fire 6 rounds strong side barricade , perform a mandatory reload, transfer the gun to the weak hand, fire 6 rounds weak side barricade, perform a mandatory reload, drop to a high kneeling position and fire 6 rounds strong side barricade kneeling, for a total of 18 rounds in 75 seconds.

RANGE OFFICER NOTES: The time limits on this course are generous to encourage accuracy. Time limits can be adjusted at the discretion of the Range Master as required. On Stage 5, shooters should make maximum use of the barricade for cover and should not fire more than 2 rounds at a time. All rounds fired in Stage 5 are fired with two hands.

For revolver shooters, the time limits are adjusted as follows:

Stage 3 -- 25 seconds

Stage 4 -- 30 seconds

Stage 5 -- 90 seconds

#S60 Wisconsin DOJ Firearms Qual Course 1990

WI Standards Board

75 total rounds fired

375 points possible

50 rounds fired in Stage I. 250 points possible. 200 points (80%) required to qualify on Stage I (fired at 1,3, and 5 or 7 yards)

25 rounds fired in Stage II. 125 points possible. 87 points (70%) required to qualify on Stage II (fired at 15 and 25 yards)

Fired on the NRA TQ-15 target scored 5-4-1.

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STAGE I

1 yard /Close Combat Position. Beginning from a snapped holster, draw and fire 2 rounds in 3 seconds. 6X (total of 12 rounds)

3 yards/Standing position. Beginning from a snapped holster, draw and fire 2 rounds in 3 seconds. 6X (total of 12 rounds)

7 yards/Standing position. Beginning from a snapped holster draw and fire 2 rounds in 4 seconds. 7X (total of 14 rounds)

7 yards/Standing position. Beginning from a snapped holster, draw and fire 6 rounds, perform a mandatory reload, and fire another 6 rounds, for a total of 12 rounds in 25 seconds.

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Cease fire. Have the students reholster empty weapons. Score the targets used in Stage I. 50 rounds fired. 250 points total possible score. Shooters must fire 80% (200 points) to qualify on Stage I. post new targets

STAGE II

15 yards/Standing position. Beginning from a snapped holster, draw and fire 2 rounds in 5 seconds. 5X for a total of 10 rounds.

25 yards/Standing position. (Load magazines or speedloaders with 5 rounds each). Beginning from a snapped holster, draw and fire 5 rounds left barricade standing, perform a mandatory reload, fire 5 rounds right barricade standing, perform a mandatory reload, fire 5 rounds strong side barricade kneeling. A total of 15 rounds in 75 seconds.

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Cease fire. Have the students reholster empty weapons. Score the targets used in Stage II. 25 rounds fired. 125 points total possible score. Shooters must fire 70%/87 points to qualify on Stage II.

NOTES: This course is based on the NRA PPC course. Students must fire a passing score on Stage I before progressing to Stage II.

When firing around the barricade at the 25 yard portion of Stage II, the weapon remains in the shooter's strong/dominant hand regardless of which side of the barricade they are firing around HOWEVER the shooter may fire weak side barricade standing weak hand supported at their option.

#S61 Octagon (Full Time Police Officer) Our Department Course.

Midsized Municipal PD

Stage 1 Approach Phase.

Shooter starts with weapon holstered at 25 yard line. At start signal shooter runs to 15 yard line behind cover, draws and shoots **11 rounds** into dominant side target, scan 360/3D and holster. **25 seconds from start signal.**

Stage 2 Front Yard phase

Shooter starts standing weapon holstered a large step from barrel(kneeling cover) Blank gun is fired as start signal. Shooter moves laterally to a kneeling position behind cover and fires **5 rounds dominant side into dominant side target.** Shooter moves fully behind cover and does a combat reload then engages the support side target from the support side of cover with **5 rounds.** Scan 360/3D, stand then holster.

20 seconds total time.

25 feet from targets

Stage 3 Living room phase

Shooter starts with weapon holstered in interview stance. "gun" shouted is start signal. Shooter draws while simultaneously moving laterally one step and shooting **2 rounds into each target**, scan 360/3D then holster.

Repeat same moving to left if moved to right first time.

4 rounds per exposure, 8 rounds total.

Targets at 15 feet

6 seconds per exposure

Stage 4 Interview phase.

Shooter starts with weapon holstered with pen in dominant hand and notepad in support hand. Shooter is advised of designated start letter (i.e "S") Range officer begins calling out random letters and shooters must write each letter on notepad until designated letter is called out.

Shooters then drops pad and pen while moving one step left or right and shooting **2 rounds into each target**, scan 360/3D then holster.

Repeat same but move left if moved right first time(new designated letter)

6 seconds for string without combat reload

10 seconds per string with combat reload

Targets 6-8 feet from shooter

Stage 5 Close Contact Phase

Shooter starts with weapon holstered arms length from target.

At start signal (shouted " die cop") shooter strikes target with support hand then draws and fires

3 rounds from immediate threat position (1/4 hip) scan 360/3D then holster.

Repeat 3 times for 9 rounds total.

3 seconds each exposure.

Two TCQ-95 targets per shooter spaced approx 3 feet apart. All hits must be on silhouette.

46 rounds total.

We shoot this on an indoor range with turning targets and at an outdoor range with stationary targets. Shooters move forward on outdoor range and stay in place at indoor range except for stage 1 Approach stage. Targets turning is start signal for indoors with just random letters called out for stage 4.

#S62 Hackathorn Standards

Ken Hackathorn

Range: 5 – 25 Yards

Target: three IPSC (or IDPA) targets spaced 1yd apart at heights (L to R) of 5' - 6' - 4'.

Start position: As Per Instructions

Total Rounds: 60

Scoring Of The Targets:

- Anywhere In The Head, 5 Points
- A-Zone (-0 Down Points Area On IDPA Target), Counts 5 Points
- C-Zone (-1 Down Points Area On IDPA Target), Counts 3 Points
- D-Zone (-3 Down Points Area On IDPA Target), Counts 2 Points
- Miss, Counts 0 Points

Any time a head shot is required, a hit anywhere else on the target counts as a complete miss. Any time no target zone is specified, or body shots are specified, hits to the head box still score 5 points. Shots fired more than 0.30 seconds after the PAR time count as misses. (Ken grants a 0.30 second *grace period* on the PAR times. In other words, if a string calls for a 3.00 second PAR, any shot fired within 3.30 seconds counts for score.)

There Is No Concealment Required. No Extra (“make up”) Shots Are Allowed.

String	Distance	Hand(s)	Shots	PAR
1	5 yd	2 Hand	Draw And Fire One To Each Head	3 sec
2	5 yd	Strong Hand Only	Draw And Fire One To Each Head	4 sec

3	5 yd	Strong Hand Only	Draw And Fire One To Each Body	3 sec
4	5 yd	Strong Hand Only	Draw And Fire One To Each Body (Repeat Of String #3)	3 sec
5	8 yd	2 Hand	Draw And Fire Two Rounds On Left Target	2 sec
6	8 yd	2 Hand	Draw And Fire Two Rounds On Center Target	2 sec
7	8 yd	2 Hand	Draw And Fire Two Rounds On Right Target	2 sec
8	10 yd	2 Hand	“El Presidente” Begin Facing Up Range W/Exactly 6 Rounds In Pistol; On Buzzer, Turn, Draw, And Fire 2 Rounds On Each Target Then Reload From Slide lock And Fire Two Rounds On Each Again	10 sec
9	10 yd	Weak Hand Only	“Weak Hand Pickup” Begin Standing, Strong Hand In Small Of Back; Pistol Is The Ground, Butt Towards Strong Side; On Buzzer, Retrieve Handgun, Fire 1 On Each Target From Standing Or Kneeling Position	5 sec
10	12 – 8 yd	2 Hand	Draw And Fire Two On Each While Advancing From 12yd To 8yd	5 sec
11	15 yd	2 Hand	“Transition Drill” Begin With Hands At Shoulder Level As If Holding A Rifle; On Buzzer, Draw And Fire One On Each Target	4 sec
12	20 yd	2 Hand	“Prone Drill” Begin Standing; On Buzzer Drop To Prone, Draw And Fire 2 Rounds On Each Target	10 sec
13	25 yd	2 Hand	“Barricade Drill” Begin Standing Behind Barricade; On Buzzer, Draw And Fire 2 On Each From Cover While Standing Then Perform A Tactical/Retention Reload Then 2 Rounds On Each From Cover While Kneeling	24 sec

A score of 250 or more is considered Excellent. 200-249 Acceptable. Below 200 Needs Improvement.

See Next Page

#S63 Virginia Modified Double Action Course For Revolvers.

VA DOCJ

Target - Silhouette (B21, B21X, B27, Q)

60 rounds

Double action only

Minimum qualifying score - 70%

a. Phase 1 - 7 yards, hip shooting, crouch position, 24 rounds

Load 6 rounds, fire 1 round on whistle (2 seconds), repeat or fire 2 rounds on whistle (3 seconds), repeat

Load 6 rounds, fire 2 rounds on whistle (3 seconds), repeat

Load 6 rounds, fire 12 rounds on whistle (30 seconds)

b. Phase 2 - 15 yards, point shoulder position, 18 rounds

Load 6 rounds, fire 1 round on whistle (2 seconds), repeat or fire 2 rounds on whistle (3 seconds), repeat

Load 6 rounds, fire 2 rounds on whistle (3 seconds), repeat

Load 6 rounds, fire 6 rounds on whistle (12 seconds)

c. Phase 3 - 25 yards, 90 seconds, 18 rounds

Load 6 rounds, on whistle:

fire 6 rounds, kneeling, strong hand; reload fire 6 rounds, standing behind barricade, weak hand; reload fire 6 rounds, standing behind barricade, strong hand (kneeling position may be fired using barricade)

(1) B21, B21X targets: use indicated K value with a maximum 300 points; divide by 3 to obtain percentage.

(2) B27 target: 8, 9, 10, X rings - value 5 points; 7 ring - value 4 points; other hits on silhouette - value 3 points; divide by 3 to obtain percentage.

(3) Q targets: any fired round striking the bottle area to its marked border - value 5 points, any fired round striking outside the bottle area - value 3 points.

#S64 VA Modified Double Action Course For Semi-Auto Pistols.

VA DOCJ

Target - Silhouette (B-21, B-21X, B-27, Q)

Minimum Qualifying Score - 70%

a. Each officer is restricted to the number of magazines carried on duty. Magazines shall be loaded to their full capacity. The range instructor shall determine when magazines will be changed.

b. Phase 1 - 7 yards, hip shooting, crouch position, load magazine, fire 1 round double action on command (2 sec.), or fire 2 rounds (3 seconds), make weapon safe, holster, repeat until 6 rounds have been fired.

(1) On command, draw and fire 2 rounds (3 sec.), make weapon safe, holster, repeat until 6 rounds have been fired.

(2) On command, draw and fire 12 rounds in 20 seconds, make weapon safe, and holster.

c. Phase 2 - 15 years point shoulder position. On command, draw and fire 1 round (2 sec.), or draw and fire 2 rounds (3 sec.), make weapon safe, holster, repeat until 6 rounds have been fired.

(1) On command, draw and fire 1 round (2 sec.), or 2 rounds (3 sec.), make weapon safe, holster, repeat until 6 rounds have been fired.

(2) On command, draw and fire 6 rounds (12 sec.), make weapon safe, holster.

d. Phase 3 - 25 yards, kneeling and standing position. On command, assume kneeling position, draw weapon and fire 6 rounds, then fire 6 rounds weak hand, standing, barricade position, then fire 6 rounds strong hand, standing, barricade position, until a total of 18 rounds have been fired. (70 seconds)

(1) (Kneeling position may be fired using barricade.)

(2) (Weapons which do not have a double action capability will require the first round be chambered manually.)

e. Scoring.

(1) B21, B21X targets: use indicated K value with a maximum 300 points; divide by 3 to obtain percentage.

(2) B27 target: 8, 9, 10, X rings - value 5 points; 7 ring - value 4 points; other hits on silhouette - value 3 points; divide by 3 to obtain percentage.

(3) Q targets: any fired round striking the bottle area to its marked border - value 5 points, any fired round striking outside the bottle area - value 3 points.

#S65 VA 50 Round Tactical Qualification Course for Rev & Semis

VDCJ

Pistols.

Target - silhouette (B21, B21X, B-27, Q) Minimum Qualifying Score 70%

a. Each officer is restricted to the number of magazines carried on duty. Magazines shall be loaded to full capacity. The range instructor shall determine when magazines will be changed.

b. Phase 1 - On 5 or 7 yard line or fraction thereof, point shoulder shooting, fire 2 rounds on command in 3 seconds for 12 rounds. Between each 2 rounds holster, repeat until all rounds have been fired.

(1) On command, draw and fire 6 rounds in 8 seconds from point shoulder positions.

(2) On command draw and fire 4 rounds strong hand only, point shoulder point in 8 seconds.

(3) On command, fire 4 rounds, weak hand only, point shoulder position in 10 seconds.

c. Phase 2 - 15 yard point shoulder position

(1) On command, draw and fire 2 rounds in 3 seconds for 6 (optional to re-holster after each 2 rounds)

(2) On command, draw and fire 6 rounds in 12 seconds, holster.

d. Phase 3 - 25 yard, kneeling and standing position on command, assume a kneeling position, draw weapon and fire 6 rounds behind a barricade, than fire 6 rounds strong hand, standing

barricade position, until a total of 12 rounds have been fired for a total of 45 seconds for semi-automatic pistols or 60 seconds for revolvers. A kneeling position may be fired using a barricade.)

e. Scoring:

(1) B21, B21x targets: use indicated K value with a minimum of 250 points: Multiply by .4 to obtain percentage.

(2) B27 target: 8, 9 and 10 X rings-value 5 points, 7 ring - value 4 points, other hits on silhouette - value 3 points; multiply by .4 to obtain percent.

(3) Q target: any fired round striking the bottle area to its marked border - value 5 points, any fired round striking outside the bottle area - value 3 points.

#S66 Langdon 3.5 Second Standards

Ernest Langdon

80 Rounds Total.

For this drill, you will need three IDPA targets placed at shoulder height with at least two feet of separation between each target. You will also need a shot timer, set to a 3.5-second PAR time. Each string has a 3.5-second PAR time. You must get all “-0” hits within the PAR time for each run. Dropping any points or going past the PAR time is considered a failure. All rounds are fired from concealment except WHO.

T1 is the left target; T2 is the center target, T3 is the right target.

- **Head-Body-Head:** 7yd
 1. two body T1; two head T2; two body T3.
 2. two body T3; two head T2; two body T1.
 3. two head T1; two body T2; two head T3.
 4. two head T3; two body T2; two head T1.

- **Two-Reload-Two:** 7yd
 1. two body T1; reload; two body T1.
 2. two body T2; reload; two body T2.

- **Shooting on the Move:** 5yds to 10yds
 1. two body on each target left to right while moving from 10yds to 5yds.
 2. two body on each target left to right while moving from 5yds to 10yds.
 3. two body on each target right to left while moving from 10yds to 5yds.
 4. two body on each target left to right while moving from 5yds to 10yds.

- **SHO & WHO:** 7yds
 1. 2 body on each target left to right, Strong Hand Only.
 2. 2 body on each target right to left, Strong Hand Only.
 3. 2 body on each target left to right, Weak Hand Only (start from low-ready).
 4. 2 body on each target right to left, Weak Hand Only (start from low-ready).

At the end, you should have 24 hits to the bodies of each T1 and T2; 20 hits to the body of T3; and four hits to each head. To get a passing score, Ernest requires the entire drill to be run twice with no misses and no shots fired past the PAR Time.

#S67 Langdon 9 Second Standards

Ernest Langdon

60 Rounds Total

For this drill, you will need three IDPA targets placed at shoulder height with at least two feet of separation between each target. You will also need a shot timer, set to a 9-second PAR time. Each string has a 9-second PAR time. You must get all “-0” hits within the PAR time for each run. Dropping any points or going past the PAR time is considered a failure. All rounds are fired from concealment

- **Vice Pres Modified:** 7yds
 1. two body on each; slidelock reload; two body on each Strong Hand Only.
 2. repeat
- **Vice Pres:** 15yds
 1. two body on each; slidelock reload; two body on each freestyle.
 2. repeat
- **Speed at Distance:** 25yds
 1. two body on each freestyle.
 2. repeat

At the end, you should have 20 hits to the down zero zone of the body of each target. To get a passing score, Ernest requires the entire drill to be run twice with no misses and no shots fired past the PAR Time.

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