



CCW Handgun Standards (Part 4)

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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 of 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 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 <https://targets.net/collections/law-enforcement-targets> 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

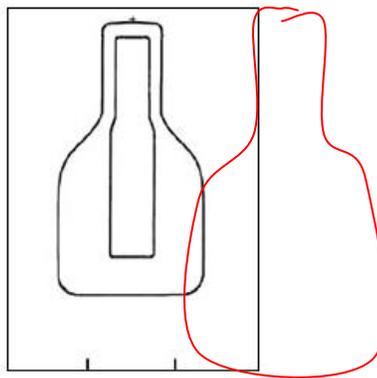
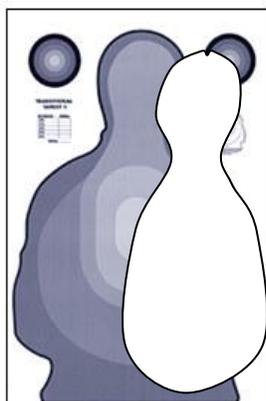
1. DESCRIPTION:

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:

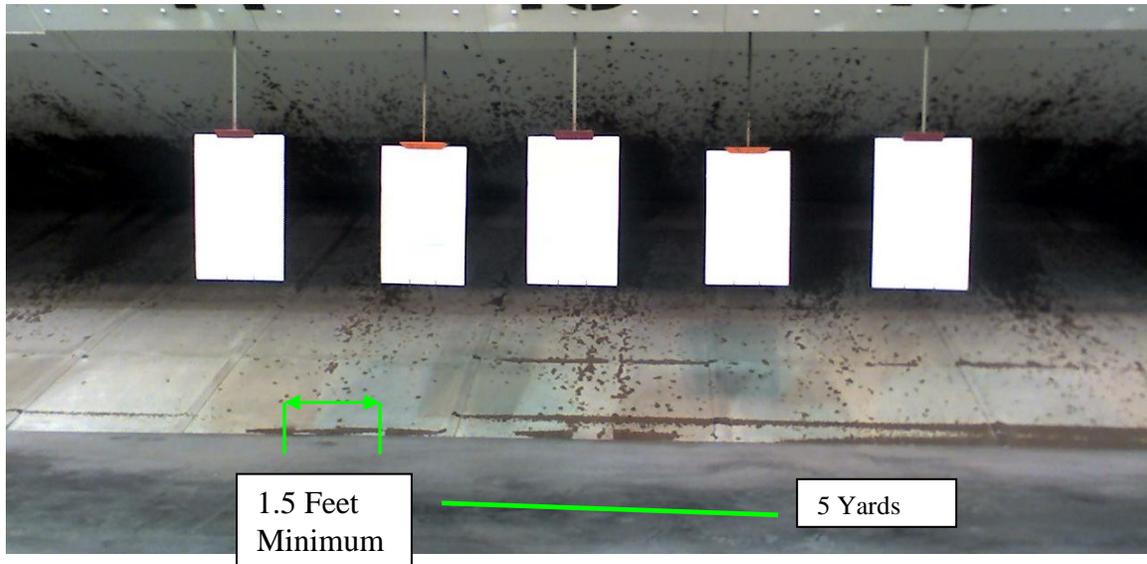
1. Must be proficient.
2. Must be fast.
3. Must be accurate.

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.

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#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.

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#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:

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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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#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

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#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.

=====

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.

=====
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.

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#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.

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#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.

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#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.

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#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.

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#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.

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#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.

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#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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#S68 Maine Criminal Justice Academy Approved Course of Fire 50 Rounds

MCJA

Student Proficiency = 40 hits total (80%) back to back
Instructor Proficiency = 45 hits total (90%) back to back

*Course emphasis at 15 and 25 yard line is accuracy and safe movement from position to position.
Times are a guide as to how long it should take.*

<u>Distance</u>	<u>Activity</u>	<u>Time</u>	<u>Total Rounds</u>
25 Yard	6 Rounds Total – Center Mass – Ready Gun		6 Rounds
	2 rounds standing behind barricade	20	
	2 rounds kneeling behind barricade	Seconds	
	2 rounds prone behind barricade		

Safely move on command to the 15 yard line and take a position of cover; de-cocked, muzzle down at low ready and finger off trigger.

15 Yard	9 Rounds Total – Center Mass – Ready Gun		9 rounds
	3 rounds kneeling right side of barricade	25	
	3 rounds kneeling left side of barricade	Seconds	
	3 rounds over the top of the barricade		

Student must demonstrate safe transition to each position and proper utilization of cover.

Re-holster and move to the 10 yard line on command.

10 Yard	6 Rounds Total – Start from Holster		6 rounds
	3 rounds center mass from the holster	3 Seconds	
	Search and breathe, de-cock on command		
	From the ready gun – Failure Drill	4 Seconds	
	(2 to the chest and 1 to the head)		

Re-holster and move to the 7 yard line on command.

7 Yard	9 Rounds Total – From the Holster – 3 Failure Drills		9 Rounds
	3 rounds – search and breathe – recover	3 Seconds	
	3 rounds – search and breathe – recover	3 Seconds	
	3 rounds – search and breathe – recover	3 Seconds	

Re-holster and move to the 5 yard line on command.

5 Yard	6 Rounds Total – Center Mass – From the Holster		6 Rounds
	3 rounds center mass – (Twice)	3 seconds	
	Search and breathe until told to recover		

Re-holster and move to the 3 yard line on command.

3 Yard	6 Rounds Total – Center Mass – From the Holster		6 Rounds
	1 round, search and breath, recover on command	1 second	
	2 rounds, search and breath, recover on command	2 seconds	
	3 rounds, search and breath, recover on command	2 seconds	

Re-holster and move to the 15 yard line on command.

15 Yard	Be sure shooters have 1 round in chamber and 7 rounds in magazine. Be sure student keeps moving with line.		8 Rounds
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8 Rounds Total – Center Mass - Ready Gun – Move and Shoot

Approach Target on Command – Low Ready

Threat Command - High Ready and Verbalize ID and Command.

Fire Command – 3 shots center mass

Dress Line and Command to Back-Up – Low Ready

Threat Command – High Ready and Verbalize

Fire Command – 3 shots center mass

Dress Line and Command to Back-Up – Ready Gun

Immediate Fire Command – 2 shots center mass

Shooters should be empty. Make line safe.

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#S69 FBI Pistol Qualification Course (This standard, revised April 2013)

Target: FBI QIT-99 or QIT-03

Ammunition: 60 rounds service ammunition

Scoring: Any hit inside the target area counts as 1 point. Passing 48 out of 60.

All shots from concealment.

Stage 1: 3 yard line

- 3 rounds in 3 seconds strong hand only
- 3 rounds in 3 seconds strong hand only
- 3 rounds strong hand only, switch hands, 3 rounds support hand only in 8 seconds
- Total of 12 rounds

After Stage 1, all shooting is done with two hands

Stage 2: 5 yard line

- 3 rounds in 3 seconds
- Total of 12 rounds

Stage 3: 7 yard line

- 4 rounds in 4 seconds
- 4 rounds in 4 seconds
- Have two magazines loaded with four rounds each. Fire four rounds, reload, fire another four rounds in 8 seconds.
- Total of 16 rounds

Stage 4: 15 yard line

- 3 rounds in 6 seconds
- 3 rounds in 6 seconds
- 4 rounds in 8 seconds
- Total of 10 rounds

Stage 5: 25 yard line

Barricade Required.

- Move to cover and fire 2 rounds standing, then 3 rounds kneeling, all in 15 seconds
- Move to cover and fire 2 rounds standing, then 3 rounds kneeling, all in 15 seconds
- Total of 10 rounds

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#S70 Georgia Semi- Auto Pistol Qualification Course

State of Georgia

I. Firearm: Standard Service large caliber Semiautomatic Pistol/Revolver

II. Ammunition: 30 rounds

III. Target: SQT A-1 (two targets per shooter)

IV. Clothing: Range attire & police service leather

V. General: Magazines may be loaded with 6 rounds each or as ordered by the Range Master. All reloads are shooters responsibility. Malfunctions must be cleared and no alibis, with the exception of defective ammunition. The shooter will be given an opportunity to shoot defective rounds only. Any subsequent rounds are the responsibility of the shooter. Rounds may be made up at the stage where problems or malfunctions occur, but only within the allotted time limits for that stage. Leftover rounds at any stage are to be given to a line instructor.

Scoring targets: Inside the center mass line – 10 points

Outside the center mass line – 8 points

Maximum Raw Score – 300 points

Minimum Qualifying Score – 240 points - 80%

VI: Course:

Stage one: 25 yard line using the angular search technique, on command shooter assumes left side cover pointing weapon at right target. Avoid contact with the cover object.

1 round – 4 seconds right target & return to cover

1 round – 4 seconds left target & return to cover

Holster

25 yard line using the angular search technique, on command shooter assumes right side cover pointing weapon at left target.

1 round – 4 seconds left target & return to cover

1 round – 4 seconds right target & return to cover

Holster

Stage two: 15 yard line shooter stands outside cover facing targets weapon holstered & snapped in. On command shooter draws the weapon moves to cover & fires 4 rounds in 12 seconds

1 round – right target

1 round – left target

Drop to a kneeling position (RELOAD)

1 round – right target

1 round – left target

Holster

Stage three: 7 yard line On command shooter draws and fires 4 rounds in 5 seconds

2 rounds – right target

2 rounds – left target

Reload and holster (Reload 2 Magazines 6 rounds) Standing in front of the right target, on command shooter draws and fires 2 rounds right target, then moves one step left and fires 2 rounds right target in 6 seconds Stand facing right target

2 rounds – right target Step left

2 rounds – right target

Holster

Standing in front of the left target, on command shooter draws and fires 2 rounds left target, then moves one step right, reloads and fires 2 rounds left target in 12 seconds. Stand facing left target

2 rounds – left target Step right, reload

2 rounds – left target

Holster

On command shooter (from a low ready position) fires a failure drill, 2 rounds in 3 seconds into the cranial vault.

1 round – right target (Head shot)

1 round – left target (Head shot)

Holster

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Stage four: 3 yard line On command shooter draws while taking one step back and giving verbal commands, fires 2 rounds in 3 seconds.

1 round – right target
1 round – left target

Reload and holster

On command shooter draws while taking one step back and giving verbal commands, fires 4 rounds in 5 seconds.

2 round – right target
2 round – left target

Come to the High ready position, evaluating the targets On command shooter will fire 2 rounds in two seconds.

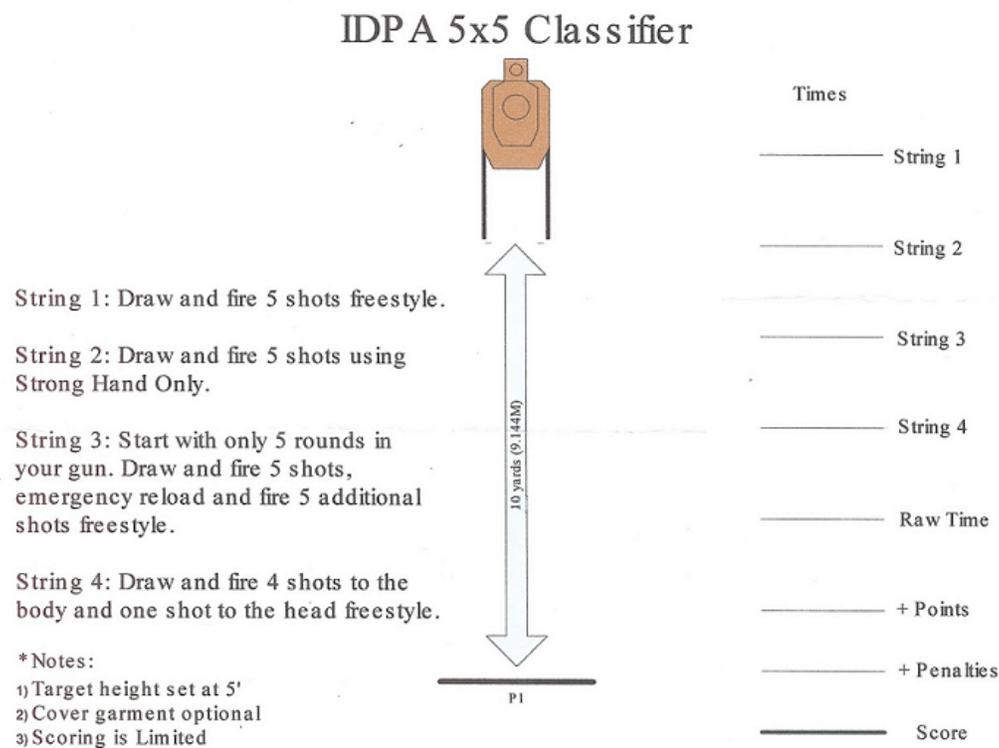
1 round – right target
1 round – left target

Come to the low ready with an empty weapon. Once the weapon has been cleared by a line instructor, holster a safe and empty weapon.

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#S71 IDPA 5 X 5 Classifier

IDPA



	ESP	SSP	CDP	CCP	REV	BUG
MA	20	20.3	20.8	21.7	23.1	24.7
EX	20.01-25.00	20.31-25.4	20.81-26.1	21.71-27.1	23.11-28.8	24.71-30.9
SS	25.01-32.00	25.41-32.4	26.11-33.3	27.11-34.7	28.81-36.9	30.91-39.6
MM	32.01-41.00	32.41-41.6	33.31-42.7	34.71-44.4	36.91-47.3	39.61-50.7
NV	> 41.01	> 41.61	> 42.71	> 44.41	> 47.31	> 50.71

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IDPA target is used. 1 second is added to your time for every point down on your target.

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#S72 DPA Classifier 2017 01/28/2017

IDPARules

The Classifier Match

Only current IDPA-affiliated clubs may run Classifiers and only current IDPA members may shoot the Classifier. New shooters that have applied for IDPA membership, but do not yet have an IDPA number may shoot the Classifier and the results will be held by the Match Director until the shooter receives a membership card.

Only the Match Director and Certified SOs specifically designated by the MD or Club Contact can hold a Classifier match for one person or several squads as needed. However, an MD or SO may not run the Classifier for him/herself. Every IDPA-affiliated club must run the Classifier as one of their monthly matches at least once per year. To accommodate local shooters that want to shoot Sanctioned Matches, holding more than one Classifier per year is recommended.

The Classifier must be shot as a single seventy-two(72) round match, shot all in one day to the best of one's ability. It is permissible to allow reshoots of a whole stage due to equipment problems and/or shooter mental errors for the purpose of accurate Classification as long as the reshoot occurs on the same day as the rest of the Classifier. However, no reshoots of individual strings of fire are permitted. If the Classifier is part of a scored match with other IDPA stages or the shooter is trying to attain a six firearm award, no reshoots are permitted.

During the Classifier only, shooters may load to division capacity, or fully load their normal IDPA compliant magazines, or load to any count sufficient to complete a string as required. The two strings that require downloading must use the exact loading specified.

A concealment garment is optional for the Classifier.

The start position for all strings is standing erect with hands naturally at sides.

A Bianchi barricade is 72" tall and 24" wide (1.8 meters x 0.6 meters.) Barrels are stacked two high and the fault lines run perpendicular to the targets 3.5' feet off the centerline on each side.

Stage 1

Start Position

Shooter Position 1

24 rounds total All Shot from P1

Stage Procedure

String 1 (12 shots): Load exactly 6 rounds in the firearm. Draw and fire 2 shots to each body, re-load from slide-lock and fire 2 shots at each head.

String 2 (6 shots): Draw and fire 2 shots at each target strong hand only.

String 3 (6 shots): Start with firearm in weak hand, pointed down range at a 45 degree down angle, safety may be off but the trigger finger must be out of trigger guard. Fire 2 shots at each target weak hand only.

Stage 2

Start Position

Shooter Position 2, Shooter Position 3

The start position for all strings is standing erect with hands naturally at sides.

Stage Procedure

String 1 (12 shots): Load exactly 6 rounds total in the firearm at P2. Start back to the target, turn, draw and fire 2 rounds to each target, re-load from slide-lock and fire 2 more shots at each target.

String 2 (6 shots): From the 10 yard line (P2), draw and fire 2 shots at each target while moving forward. Do not cross the line at P3.

String 3 (6 shots): From the 5 yard line (P3), draw and fire 2 shots at each target while retreating from the target

Stage 3

Start Position

Shooter Position, Shooter Position 5

The start position for all strings is standing erect with hands naturally at sides.

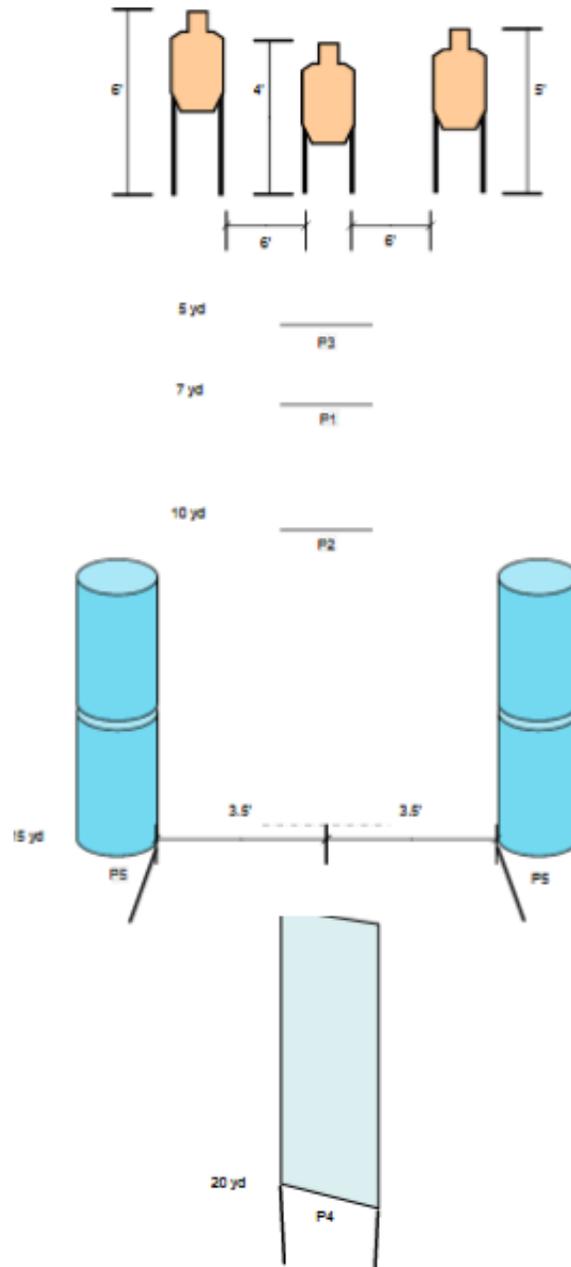
Stage Procedure

String 1 (12 shots): Load exactly 6 rounds total in the firearm at P4. Draw and fire 2 shots at each target using from either side of the barricade, re-load from slide-lock using cover, advance to barrels at the 15 yard line (P5) and fire 2 shots at each target using cover shooting inside of the barrels on either side. Shooters choice. Shooter may not shoot around outside of barrels without incurring a penalty Per 5.1

String 2(12 shots): Load exactly 6 rounds total in the firearm at P5. Draw and fire 2 shots at each target using cover from inside of the barrels, re-load from slide-lock using cover, move to the opposite barrels and fire 2 shots at each target using cover from inside the barrels. Shooter may not shoot around outside of barrels without incurring a penalty Per 5

Times for:	CDP	ESP	CO	SSP	CCP	REV	BUG	PCC
Master (MA)	75.00 or less	72.00 or less	72.00 or less	73.00 or less	78.00 or less	83.00 or less	89.00 or less	45.00 or less
Expert (EX)	75.01 thru 100.00	72.01 thru 95.00	72.01 thru 95.00	73.01 thru 96.00	78.01 thru 103.00	83.01 thru 110.00	89.01 thru 118.00	45.01 thru 56.25
Sharpshooter (SS)	100.01 thru 150.00	95.01 thru 140.00	95.01 thru 140.00	96.01 thru 142.00	103.01 thru 155.00	110.01 thru 165.00	118.01 thru 177.00	56.26 thru 67.50
Marksman (MM)	150.01 thru 240.00	140.01 thru 225.00	140.01 thru 225.00	142.01 thru 232.00	155.01 thru 248.00	165.01 thru 263.00	177.01 thru 283.00	67.51 thru 78.75
Novice (NV)	240.01 or greater	225.01 or greater	225.01 or greater	232.01 or greater	248.01 or greater	263.01 or greater	283.01 or greater	78.75 or greater

Effective as of Dec 1st, 2018



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#S73 FBI Pistol Qualification Course (Revised Jan 2019)

It's fired on a QIT silhouette, and scored 2 points per hit.

3 yards Draw and fire 3 rds strong hand only, switch hands and fire 3 rds support hand only, all in 6 seconds

5 yards Draw and fire 3 rds in 3 seconds

From the Ready, fire 3 rds in 2 seconds

From the Ready, fire 6 rds in 4 seconds

7 yards Draw and fire 5 rds in 5 seconds

From the Ready, fire 4 rounds, conduct an empty gun reload, and fire 4 more rds, all in 8 seconds

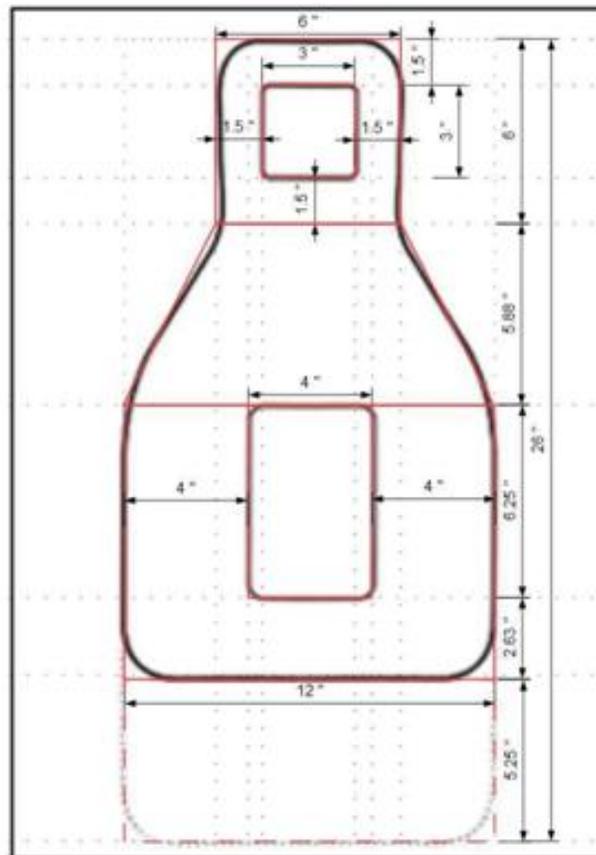
From the Ready, fire 5 rounds in 4 seconds

15 yards Draw and fire 3 rds in 6 seconds

From the Ready, fire 3 rds in 5 seconds

25 yards Draw and fire 4 rds from Standing, drop to a Kneeling Position and fire 4 more rds from Kneeling, all in 20 seconds.

50 rounds total 100 points possible 90 or above is a pass for instructors.



#S74 MAG 40/80 Qualification Course

Massad Ayoob

60 rounds, a score of 300 is perfect. Targets are standard IPSC brown cardboard. Shots in the middle “A” zone (6” wide by 11” tall) score 5 points, “B” and “C” zone are “1 down” or 4 points. “D” zone are 2 down or 3 points. Missed or unfired shots score zero.

- 4 YARDS: fire 6 rounds in 8 seconds – non-dominant hand only
- 4 YARDS: 6 rounds, 8 seconds – dominant hand only (qualifications from NRA Police Service Pistol Course)
- 7 YARDS: 12 rounds in 25 seconds. 6 rounds – reload – 6 rounds. Two hands, preferred standing position (Weaver, Chapman, or isosceles). (FBI Practical Police Course)
- 10 YARDS: 18 shots in 75 seconds. 6 in cover crouch – reload – 6 in high kneel – reload – 6 in low kneel. (New England Police Course)
- 15 YARDS: 18 shots in 90 seconds. 6 rounds classic Weaver – reload – 6 rounds Chapman – reload – 6 rounds isosceles. (Hybrid of other qualifications)

This is the qualification shot at the end of Massad Ayoob’s MAG 40 and MAG 80 Classes. The MAG 80 Class Qualification is the same course of fire but all times are cut In half. Once you become proficient with the course you can cut the times to your own liking if you wish.

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S75 PA Municipal Police officers Education & Training Commission

Sample MPOETC Adverse Light Handgun Qualification Course					
Total 50 Rounds Qualifying Score- 188					
Stage	Yards	Rounds	Time	Positions/ Maneuver	Description
1	2	6	3 seconds	Weapon Retention	On signal, shooter draws and fires two rounds in three seconds from the weapon retention stance (strong hand only, weapon held close to torso, not extended). Perform three times (six rounds). Lighting condition: Darkness .
2	2	6	3.5 seconds	Shove-Shoot	On signal, officer strikes at target with support hand, yells "GET BACK," steps back one step with each foot while drawing to a two-handed eye-level hold, and fires two rounds in 3.5 seconds. Perform three times (six rounds). Lighting condition: Darkness .
3	3	4	3.5 seconds	Vehicle Stop	Shooter starts with handgun holstered, flashlight rested on support shoulder with support hand, illuminating target. On signal, shooter draws while taking one step back with each foot, and fires two rounds in 3.5 seconds. Perform two times (four rounds). Lighting condition: Darkness, flashlight illumination .
4	4	4	3 seconds	Draw & Fire	On signal, draw and fire two rounds in three seconds. Perform two times (four rounds). Lighting condition: Darkness .
5	7	4	4 seconds	Draw & Fire	On signal, draw and fire two rounds in four seconds. Perform two times (four rounds). Lighting condition: Flashing red lights .
6	8	6	3.5 seconds	Fire with flashlight from Ready Position	Shooter draws handgun and comes to ready position with flashlight in flashlight shooting stance. On signal, shooter illuminates target and fire two rounds in 3.5 seconds, then turns flashlight off. Perform three times (six rounds). Lighting conditions: Darkness, flashlight illumination .
7	10	8	20 seconds	Draw and fire with flashlight from holster	Flashlight in hand, handgun holstered. Handgun loaded with two rounds only. On signal, draw to flashlight shooting stance, illuminate target, fire two rounds, turn off light, take one step to the side, perform a speed reload, reassume flashlight-shooting stance, illuminate target, and fire two rounds in 20 seconds. Turn light off after firing and take one step to side after completion. Perform two times (eight rounds). Light condition: Darkness, flashing red lights .
8	15	12	20 seconds	Kneeling fire with tactical reload	On signal, shooter kneels to use low cover, draws, fires three rounds, performs tactical reload, and fires three rounds in 20 seconds. Perform two times (12 rounds). Lighting condition: Vehicle headlights (or equivalent) illuminating target, shooter in darkened area .
<p>Total of 50 rounds. Possible 250 points. Seventy-five (75) percent (188 points) required to qualify. Lighting conditions described as "darkness" should be sufficiently dark that shooters cannot use conventional sight picture, but can distinguish target and threat level (gun in target's hand, etc.). At least twice total during Stages 3-7, command "challenge" is given, and shooters are required to draw to Universal Cover Mode (trigger finger outside trigger guard) and issue verbal challenge "POLICE- DON'T MOVE!" (or other agency-specified challenge). Thereafter, if firing signal is given, shooters fire. Shooters firing without firing signal being given fail to qualify on that attempt. Shooters challenging incorrectly (trigger finger inside trigger guard, or safety disengaged on single action weapons, etc.) minus ten points each time. Target: TQ-21 scored 5-3.</p>					

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