

Board Approved Active Duty Firearms Qualification Course

The weapon to be fired will be either a duty revolver or semi-automatic pistol. In this firearms course, 50 rounds are to be fired using duty ammunition or the equivalent. The start position is that of a loaded handgun in a secured holster. All firing will be in the two-handed standing position, unless noted otherwise. The initial loading procedure for semi-automatic handguns is to load with a full magazine, the second magazine is to be loaded with 5 rounds and all subsequent magazines are to be loaded to capacity. The initial loading procedure for revolvers is to load with 6 rounds. All speed-loaders, speed strips, ammunition pouches, or loops are to be loaded to capacity. All reloading must be from a secured ammunition pouch. No reloading commands will be given. Ammunition management is the responsibility of the shooter after Stage II. The shooter is responsible for speed reloading or tactical reloading in order to maintain a loaded handgun. Running out of ammunition during a stage is not a valid excuse. Any rounds not fired are scored as misses. A final score of seventy-five percent (75%) must be achieved to successfully complete the course. See page three (3) for the approved target list and scoring procedures.

STAGE 1 3 Yard Line, on command, draw and fire 2 rounds, weapon hand only in 3 seconds. On completion of time, scan and holster. Repeat two additional times. A total of 6 rounds are to be fired.

Note: After Stage 1, the weapon will be loaded with 6 rounds only. For Stage II only semi-autos will be loaded with 5 rounds in the magazine.

STAGE 2 5 Yard Line, on command, draw and fire 6 rounds, weapon hand only and reload in 14 seconds. (Mandatory speed reload). On completion of time, scan and holster. A total of 6 rounds are to be fired.

STAGE 3 5 Yard Line, on command, the shooter will draw and transfer the handgun to his/her support hand and remain at the ready position for the next string of fire. On command, fire 6 rounds with the support hand only in 6 seconds. On completion of time, scan and holster. A total of 6 rounds are to be fired.

STAGE 4 5 Yard Line, on command, draw and fire 2 rounds center of mass and 1 round within the head in 4 seconds. On completion of time, scan and holster. Repeat one additional time. A total of 6 rounds are to be fired.

STAGE 5 7 Yard Line, on command, draw and fire 2 rounds in 3 seconds. On completion of time, scan and holster. Repeat two additional times. A total of 6 rounds are to be fired.

STAGE 6 15 Yard Line, on command, draw and fire 3 rounds standing, drop to a kneeling position and fire 3 additional rounds in 12 seconds. On completion of time, scan, stand, scan and holster. Repeat one additional time. A total of 12 rounds are to be fired.

STAGE 7 25 Yard Line, if range has barricades, they will be used as simulated cover for this stage. Barricades may not be used for support. On command, draw and fire 4 rounds standing and 4 rounds kneeling in 45 seconds. On completion of time, scan and holster. A total of 8 rounds are to be fired.

Board Approved Off Duty/Backup Firearms Qualifications Course

The weapon is a handgun used for off-duty/backup (ONLY). See the approved target list and scoring procedure. This is a 25 round course using approved ammunition. All stages are from holster, two-handed standing firing position unless noted otherwise. The loading procedure is 5 rounds unless otherwise directed by the Firearms Instructor. A final score of seventy-five percent (75%) must be achieved to successfully complete the course.

STAGE 1 3 Yard Line, draw and fire 2 rounds weapon hand ONLY. The time limit is 3 seconds. Draw and fire 3 rounds weapon hand ONLY. The time limit is 4 seconds. A total of 5 rounds are to be fired.

STAGE 2 3 Yard Line (Disabled hand drill), when instructed, shooter will draw, transfer handgun to support hand and remain at the ready position for the next string. (To simulate that weapon hand is disabled). On command, fire 5 rounds support hand ONLY. The time limit is 5 seconds. A total of 5 rounds are to be fired.

STAGE 3 5 Yard Line, draw and fire 5 rounds standing. The time limit is 6 seconds. A total of 5 rounds are to be fired.

STAGE 4 7 Yard Line, draw and fire 3 rounds standing. The time limit is 5 seconds. Draw and fire 2 rounds standing. The time limit is 4 seconds. A total of 5 rounds are to be fired.

STAGE 5 10 Yard Line, draw and fire 2 rounds standing. The time limit is 5 seconds. Draw and fire 3 rounds standing. The time limit is 6 seconds. A total of 5 rounds are to be fired.

Board Approved Target List and Scoring Procedures

Values on all targets: Regardless of target type, rounds breaking a scoring line count the lesser value. Rounds breaking the edge of the silhouette are scored as a miss.

For the Off-Duty/Backup Qualification course, point values will be double of those listed for a 50 round course.

Target B-27 (All Versions). Hits inside the 8 ring counts 5 points, hits inside the 7 ring counts 4 points, and hits outside the 7 ring and in black count 3 points. Multiply the total number of points by .4 to score.

Target TQ-19 (All Versions). Hits inside the center of mass and the head area count 2 points and hits in other areas of the silhouette count 1 point.

Target TQ-21 (All Versions). Hits inside the center mass and the head area count 2 points and hits in other areas of the silhouette count 1 point.

Target DOE-15. Hits inside the center of mass and the head circle count 5 points, hits inside of the larger center of mass area count 4 points, and hits in other areas of the silhouette count 3 points. Multiply the total number of points by .4 to score.

Target Q (All Versions). 2 points will be scored for each hit inside of the bowling pin area.

Qualification scores are: 75 to 85 percent = Marksman (Minimum passing),
86 to 92 percent = Sharpshooter, and
93 to 100 percent = Expert.