Handgun Qualification Course

50 rounds

Student must show proficiency with **both** pistol and revolver.
Student will have two chances to qualify with a minimum score of 90% with each weapon.
Notes:
A locked-back slide is the only way to change magazines for this course of fire.
Any accidental discharge will be grounds for dismissal from the course.
Alibis will not be allowed.

Distance (Yards)	Starting Firearm Position	Hand	Reload	Rounds Fired	Time Limit (Seconds)
25	holstered weapon shooter's choice	2	if needed	8 (fired in 2 shot strings)	20 (5 seconds per string)
25	holstered weapon standing or kneeling	2	no	6	20
15	holstered weapon loaded with 6 rounds in the magazine	2		2	4
15	low ready	2		4 (fired in 2 shot strings)	8 (4 seconds per string)
			yes		
15	low ready	2		6 (fired in 2 shot strings)	12 (4 seconds per string)
7	holstered weapon	2	yes	12	20
3	holstered weapon loaded with 6 rounds in the magazine	weapon hand only		6	12
			yes		
3	low ready	support only		6	12

Targets: Targets will be TQ 19 or equivalent, with a reduced TQ20 or equivalent for 50 yard sequence if fired from 25 yards.

Scoring: 5 points for the inner ring and 3 points for the outer ring

Shotgun Qualification Course of Fire

A minimum of 90% for both slugs and buckshot is required to successfully complete this portion of the course.

The course requires 9 pellet 00 Buckshot.
The course can be shot with 5 Rifled Slug rounds and 5 Buckshot rounds or 10 rounds of Buckshot.

Distance (Yards)	Instructions	Position	Rounds Fired	Time (Seconds)
25	Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged.	Standing	3	12
	On command, load magazine with 3 Rifled Slugs.			
	On command, chamber and fire 3 rounds.			
25	Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged.	Standing	2	8
	On command, load magazine with 2 Rifled Slugs.			
	On command, chamber and fire 2 rounds.			
15	On command, load the magazine with 2 Buckshot rounds.	Standing	3	10
	Chamber a round and engage safety.			
	On command, chamber and fire 3 rounds.			
10	On command, load the magazine with 2 Buckshot rounds.	Standing	2	5
	Chamber a round and engage safety.			
	On command, fire 2 rounds.			

Targets: Targets will be TQ 19 or equivalent

Scoring: Each pellet on the target = 1 point, misses = 0 point.