



*"A Professional Service Agency"*

## Pistol Qualification Course

Total Rounds Needed – 25 rounds

Scoring - Each round inside bottle is 4 points. Each round outside bottle is 0 points. 80% or 20 hits inside the bottle is a passing score. Automatic disqualification if shooter fires on "challenge" command.

Set Up - 2 fully loaded magazines. 1 magazine loaded with 2 rounds. Shooters will begin with fully loaded magazine loaded into a holstered weapon.

Commands - Commands will be "threat" (shoot) or "challenge" (don't shoot). Only 1 "challenge".

Money Shoot Scoring – 92% or 23 hits inside the bottle will earn expert classification. Rounds fired must be within each time domain. Automatic DQ if shooter fires on "challenge" command. Shooters only get 1 attempt during money shoot.

Course of Fire

3 Yard Line

On command of "threat" fire 3 rounds to target (4 sec). Scan, communicate and holster.

5 Yard Line

On command of "threat" fire 3 rounds to target (4 sec). Scan, communicate and holster.

On command of "threat" conduct failure drill to target (5 sec) and complete tactical reload. Scan, communicate and holster.

7 Yard Line

Shooters face to the left. On command of "threat" turn to the right and fire 3 rounds to target (7 sec). Scan, communicate and holster.

Shooters face to the right. On command of "threat" turn to the left and fire 3 rounds to target (7 se). Scan, communicate and holster.

Completely unload weapon. Shooters load their 2 round magazines. On command of "threat" fire 2 rounds to target do combat reload and fire 1 round to target from kneeling position (10 sec). Scan, communicate and holster.

10 Yard Line

On Command of "threat" fire 3 rounds to target from standing position then fire 3 rounds to target from kneeling position (15 sec). Scan, communicate and holster.

15 Yard Line

On command of "threat" fire 1 round to target (5 sec). Scan, communicate and holster.