

X. HANDGUN QUALIFICATION COURSE

Required Minimum Hours: 1

General Learning Goal: The student will qualify with a handgun at a range using the POST-approved course.

Learning objectives: The student will pass the POST-approved Handgun Qualification Course.

Method of Instruction:

1. The student will be allowed a maximum of four (4) formal attempts to pass the Course.
2. A formal attempt on the Handgun Qualification Course is announced before the qualification (it is not a practice attempt).
3. The remediation procedures for a failed formal attempt are as follows:
 - a. 1st failure: The number of hours of remediation between the first and second formal attempts is at the discretion of the lead instructor/academy director.
 - b. 2nd failure: There will be a minimum of four hours of remediation between the second and third formal attempts.
 - c. 3rd failure: The number of hours of remediation between the third and fourth formal attempts is at the discretion of the lead instructor/academy director.
 - d. Failure of a fourth formal attempt will require the student to successfully complete the entire firearms training program at a POST-approved Basic or Reserve Academy.

The remediation curriculum will be left to the discretion of the academy director and lead firearms instructor for the affected academy.

Course Information:

A. Target:

1. The target for formal qualification attempts will be the Colorado POST target. The target has no scoring rings, and a dotted line designates a head area. The target depicts a handgun pointing directly at the shooter attempting the qualification course.
2. This qualification course is a pass/fail course, and all rounds must be fired and must be on the silhouette to pass. All rounds must be full caliber hits to pass.
3. The stipulated headshot must be in the head above the chin line of the target. Failure to accurately place the headshot in the head will result in a "Does Not Qualify" (DNQ).
4. Any rounds not accounted for on the target will result in a DNQ.

B. General:

1. The course must be fired in the given order. All rounds MUST be fired exactly as described and within the time parameters for each stage. Failure to fire all 25 rounds as described will result in a-DNQ.
2. Verbal challenges are optional; verbiage and usage are at the academy/agency's discretion.
3. For the purpose of this qualification course, the "standby position" (meaning that the next command will likely be the stimulus to fire) will be the interview position or a position of readiness taught by the academy.
4. When starting a stage with the pistol in the holster, the pistol must be fully secure, and all active retention devices/straps must be secured unless otherwise prescribed by the instructor
5. For the purpose of this qualification course, "ready" is defined as the muzzle of the weapon depressed below the point of aim with the trigger finger outside of the trigger guard and indexed along the side of the slide/frame.
6. For the purpose of this qualification course, "cover" is defined by the facilities available at the range and according to the instructions of the instructor, but must use an actual barricade/barrel/object.
7. For the purpose of this qualification course, cuffing may be done with

actual handcuffs OR with a similar size object (block of wood, empty 50 round ammo box, etc.).

8. For the purpose of this qualification course, “head shot” is defined as the head above the chin line and must be full caliber hit.
9. For the purpose of this qualification course, the flashlight in Stage 4 must be handheld and will be in addition to a pistol mounted light. The student must use an acceptable handheld flashlight method for qualification as taught in the firearms program.
10. Ammunition management is the shooter’s responsibility.
11. If there is an issue with the firearm or ammunition that is out of the shooter's control, they will receive an alibi. An alibi will only be given if the shooter attempts to perform the proper malfunction clearance and an instructor can confirm the issue.
 - a. If the issue is confirmed, the shooter will have an opportunity to perform the stage again in its entirety.
 - b. In the event the shooter cannot complete the qualification, it will not count as an official attempt.

C. COURSE

STAGE	DISTANCE	# ROUNDS	TIME	POSITION
1	3 yd. line	2 body	4 sec.	Standing, holstered, centered Draw & fire while taking 1 step right
		2 body	4 sec.	Standing, holstered, centered Draw & fire while taking 1 step left
2	7 yd. line	3 body	5 sec.	Standing, gun out Fire while advancing to 3 yd. line
3	1 yd. line	2 body	4 sec.	Standing, holstered, handcuffs in the dominant hand Draw & fire while backing up
4	5 yd. line	2 body	3 sec.	Standing, gun out, with handheld flashlight in support hand
		2 body	3 sec.	Standing, gun out One hand, strong hand only
5	7 yd. line	2 body	6 sec.	FAILURE TO FIRE Empty chamber, loaded magazine Standing, holstered 1 step right or left while clearing
6	10 yd. line	2 body 1 body	8 sec.	COMBAT RELOAD Loaded chamber, 1 round in magazine Standing, gun out Fire two rounds then take 1 step right or left while reloading After reloading, fire third round
7	15 yd. line	2 body	15 sec.	FAILURE TO EXTRACT Standing, gun on target 1 step left or right while clearing or move to a covered standing or kneeling position while clearing
8	25 yd. line	2 body	15 sec.	Standing, holstered Position of choice – standing or kneeling while using cover When the target faces away or after the 15 seconds, perform tactical reload (not timed)
9	1 yd. line	2 body 1 head	5 sec.	Standing, holstered 2 shots to the body and 1 shot to the head while backing up

TOTAL NUMBER OF BODY SHOTS: 24
TOTAL NUMBER OF HEAD SHOTS: 1
TOTAL NUMBER OF ROUNDS FIRED: 25

REQUIRED NUMBER OF ROUNDS ON SILHOUETTE TO QUALIFY: 25

EXPLANATION OF EACH STAGE OF FIRE

- Stage 1, 3 yards The shooter stands in front of target with the weapon loaded, charged and secured in the holster. On the command to fire the shooter draws while taking 1 step to the right and fires 2 rounds to the body of the target. Time allowed is 4 seconds. The shooter stands in front of target with the weapon loaded, charged, and secured in the holster. On the command to fire, the shooter draws while taking 1 step to the left and fires 2 rounds to the body of the target. Time allowed is 4 seconds.
- Stage 2, 7 yards The shooter stands in front of the target with the weapon loaded, charged, and at the ready position. On the command to fire the shooter fires 3 rounds to the body while advancing to the 3-yard line. The time allowed is 5 seconds.
- Stage 3, 1 yard The shooter stands in front of the target with the weapon loaded, charged, and secured in the holster. The shooter will simulate handcuffing by having handcuffs in one hand with the other hand out in front ready to defend. On the command to fire, the shooter will drop the handcuffs, draw, assume a two-handed shooting position, and fire 2 rounds to the body while backing up. Time allowed is 4 seconds.
- Stage 4, 5 yards The shooter stands in front of the target with the weapon loaded, charged, and at the ready position with the flashlight held in the support hand. On the command to fire, the shooter will fire 2 rounds to the body using an acceptable handheld flashlight method. Time allowed is 3 seconds. The shooter stands in front of the target with the weapon loaded, charged, and at the ready position. On the command to fire, the shooter will fire 2 rounds to the body one handed, strong hand only. Time allowed is 3 seconds.
- Stage 5, 7 yards **PRIOR TO BEGINNING THIS STAGE, WEAPON WILL BE CONFIGURED SO THAT THE CHAMBER OF THE WEAPON IS EMPTY WITH A LOADED MAGAZINE SEATED IN THE WEAPON.** The shooter stands in front of the target with the weapon secured in the holster. On the command to fire, the shooter will draw and attempt to fire the weapon. The shooter will apply immediate action while stepping to the left or right (direction will be determined by the lead instructor) and fire 2 rounds to the body. Time allowed is 6 seconds.

Stage 6, 10 yards PRIOR TO BEGINNING THIS STAGE, THE WEAPON WILL BE CONFIGURED SO THAT THE CHAMBER IS LOADED WITH ONLY 1 ROUND IN THE MAGAZINE (THIS WILL ENSURE THE SLIDE WILL LOCK BACK TO THE REAR AFTER FIRING 2 ROUNDS).

The shooter stands in front of the target with the weapon loaded, charged, and held at a ready position. On the command to fire, the shooter will fire 2 rounds to the body. After the slide locks to the rear, the shooter will perform a combat reload while stepping to the right or left (direction will be determined by the lead instructor) and fire 1 round to the body. Time allowed is 8 seconds.

Stage 7, 15 yards PRIOR TO BEGINNING THIS STAGE, THE WEAPON WILL BE CONFIGURED SO THAT THE WEAPON HAS A DOUBLE FEED (FAILURE TO EXTRACT). THERE WILL BE AN EMPTY CASING OR FLUORESCENT-COLORED “DUMMY ROUND” IN THE CHAMBER AND A LOADED MAGAZINE SEATED IN THE WEAPON WITH THE SLIDE FORWARD SO THAT THE TOP ROUND IN THE MAGAZINE PASSES AGAINST THE CASING IN THE CHAMBER.

The shooter stands in front of the target with the weapon at the ready position. On the command to fire, the shooter will attempt to fire the weapon. The shooter will clear the malfunction while taking 1 step to the right or left (direction will be determined by lead instructor) and fire 2 rounds to the body. If cover is available, the shooter will move to a covered kneeling position or a covered standing position while clearing the malfunction. Time allowed is 15 seconds.

Stage 8, 25 yards The shooter stands in front of the target with the weapon loaded, charged, and weapon secured in the holster. On the command to fire, the shooter will draw while moving to cover and fire 2 rounds to the body. The shooter has the option to fire from a covered standing or covered kneeling position. The shooter has the option to fire from a braced position using his cover. Time allowed is 15 seconds. When the target faces away, or after the 15 seconds, the shooter will perform a tactical reload (not timed).

Stage 9, 1 yard PRIOR TO BEGINNING THIS STAGE, ENSURE ANY SHOTS TO THE HEAD OF THE TARGET ARE MARKED.

The shooter stands in front of the target with the weapon loaded, charged, and weapon secured in the holster. On the command to fire, the shooter will draw and fire 2 rounds to the body then 1 round to the head while backing up. Time allowed is 5 seconds.