FIREARMS SKILLS TESTING REQUIREMENTS

- 1. Each participant will be permitted three(3) formal attempt to successfully pass the Firearms Skills testing. Should the participant fail three (3) formal attempts, the participant will be required to attend the firearms' portion of a POST Basic Academic Training Program. Attendance for a specific academy skills program is not automatic. Arrangements must be made by the student with an academy director's approval, coordinated with POST. Acceptance is entirely at the academy director's discretion.
- 2. Each participant must successfully pass the <u>entire</u> Block #1 of Safety, Maintenance, and Management before proceeding to Block #2. Block #1, Stage 1, requires that the applicant write the four POST Firearm Safety Rules. If the applicant fails Block #1, the applicant will not be allowed to continue and this will count as failure of the Firearms Skills exam.
- 3. If the participant fails Block #1, or if the participant chooses not to continue with a second or third qualification attempt during Block #2, they may retest at a subsequent firearms test-out or location, coordinated by POST staff, with payment of \$125.00 for each attempt, up to three total attempts.
- 4. If during any stage of qualification, the participant incurs an unanticipated malfunction, the participant may be given an "alibi" provided that in the opinion of the SME member overseeing the qualification the participant made an immediate effort to properly clear the malfunction but was unable to safely do so within the prescribed time limit. That stage may be re-shot at the discretion of the SME member.
- 5. Each participant must test with the handgun which he or she is presently carrying on duty or at the last law enforcement position.
- 6. EACH PARTICIPANT **MUST** ADHERE TO THE 4 FIREARMS SAFETY RULES WHILE DEMONSTRATING, DESCRIBING OR IN ATTENDANCE AT THE ENTIRE FIREARMS TESTING. ANY VIOLATION OF THESE FOUR RULES WILL RESULT IN **IMMEDIATE** FAILURE OF THE TESTING AND REQUIRED REMOVAL FROM THE TESTING AREA.

I. PREREQUISITES TO ATTEMPT THE FIREARMS TESTING PROCESS

- A. At the beginning of the firearms skills testing, each participant must present a letter from a factory certified armorer attesting to the participant's weapon's safety and factory specifications. This signed letter must contain the weapon make, model, and serial number.
- B. Only the following caliber service handguns will be permitted:
 - 1. .38 / .357 Caliber Revolver
 - 2. 9 x 19 MM
 - 3. .40 S&W Caliber or .45 ACP/GAP
- C. Each shooter must bring a set of police duty gear including:
 - 1. Duty belt
 - 2. Strong-side holster
 - 3. At least two magazines or speed loaders and belt mounted carriers
 - 4. Police-type flashlight
 - 5. Handcuffs with handcuff case
- D. Each shooter will bring a minimum of **75** rounds of new, factory loaded handgun ammunition that is full metal jacketed. NO REMANUFACTURED AMMUNITION WILL BE ALLOWED.
- E. Each shooter must provide his or her own eye and ear protection.

II. RULES FOR FIRING THE FIREARMS TESTING PROCESS

- A. No "alibis" will be permitted unless there is a weapon breakage or an immediate attempt to properly clear a malfunction during the skills testing.
- B. Pass/fail of Block One, target scoring, and adherence to the 4
 Firearms Safety Rules will be the responsibility of the POST SME
 Firearms Committee Member/Evaluator. Any safety violation
 disagreements or contested scores will be resolved by the POST
 Director.
- C. Applicants who fail to legibly print the 4 POST required Firearms Safety Rules [Block #1, Stage 1] will not be permitted to continue with any other portion of the firearms testing process.

III. FIREARMS SKILLS TESTING BY BLOCKS (As referenced in the POST Firearms Training Program)

- A. Block #1 Safety, Maintenance, and Management
 - 1. Stage 1 Required POST Safety Rules
 - a. The participant must <u>legibly print</u> the 4 POST required Firearms Safety Rules as stated in the Firearms Course Outline. *Applicants who fail this portion will not be permitted to continue with the testing process and this will count as failure of the exam.*
 - 2. Stage 2 Safety and Maintenance (required use of high-visibility, fluorescent colored, plastic "dummy" ammunition provided by POST)
 - a. The participant will properly **demonstrate** loading the weapon.
 - b. The participant will properly **demonstrate** presenting the weapon.
 - c. The participant will properly **demonstrate** reholstering the weapon.
 - d. The participant will properly **demonstrate** presenting and unloading the weapon.
 - e. The participant will properly **demonstrate** field stripping the weapon.
 - f. The participant **will describe**, in proper sequence and sufficient detail, the proper procedures in the cleaning of the weapon.
 - 3. Stage 3 Weapon Management (required use of high-visibility, fluorescent colored, plastic "dummy" ammunition provided by POST)
 - a. The participant will properly **demonstrate** proper ammunition management in:
 - 1) Combat reloading
 - 2) Tactical reloading
 - b. The participant will safely **demonstrate** the correct way to determine the weapon's status.
 - c. The participant will properly **demonstrate** the correct way to clear a <u>semi- automatic pistol's</u> malfunction of:
 - 1) Failure to fire, Failure to eject, and
 - 2) Failure to extract

OR

- c. The participant will properly **demonstrate** the correct way to clear a <u>revolver's</u> malfunction of:
 - 1) Failure to fire and
 - 2) Failure to extract
- B. Block #2 POST Required Live Fire Standardized Handgun Qualification Course

<u>Materials Needed</u>: 1 to 4 ratio of instructor to students, timing device, signaling device, targets.

Student needs: Duty handgun, police duty gear (strong-side holster, two extra magazines OR two speed loaders with appropriate belt holders, flashlight, and handcuffs), eye and ear protection, minimum of **75** rounds of new factory loaded ammunition appropriate for weapon.

Course Information:

1. Qualifying Score: 25/25 (100%)

This qualification course is a pass/fail course and all rounds must be fired and must be on the silhouette to pass. The head shot must be in the head above the neckline of the target and as a stipulated shot to count. Failure to accurately place the head shot in the head will result in a Did Not Qualify (DNQ). Any rounds not accounted for on the target will result in a DNQ

- 2. General: At the discretion of the instructor, alibis are allowed for immediate action malfunctions.
 - a. "Draw" is defined as starting with the weapon in a secured holster.
 - b. "Ready" is defined as the muzzle of the weapon pointed below the target with the trigger finger outside the trigger guard and indexed along the side of the slide/frame.
 - c. "Cover" is defined by the facilities available at the range and according to the instructions of the instructor.
 - d. There are no alibis for failure to obtain time limits unless, in the opinion of the SME member overseeing the qualification, the participant made an immediate effort to properly clear the malfunction but was unable to safely do so within the prescribed time limit. That stage may be re- shot at the discretion of the SME member.
 - e. Ammo management is the shooter's responsibility and, unless required, reloading will not be controlled by the instructor.

C. Course HANDGUN QUALIFICATION COURSE (Revised 07/01/2010)

STAGE	DISTANCE	# ROUNDS	TIME	POSITION
1		2 body	4 sec.	Standing, holstered, centered Draw & fire while taking 1 step right
1	3 yd. line	2 body	4 sec.	Standing, holstered, centered Draw & fire while taking 1 step left
2	7 yd. line	3 body	5 sec.	Standing, ready Fire while advancing to 3 yd. line
3	1 yd. line	2 body	4 sec.	Standing, holstered, simulating cuffing Draw & fire while taking 3 steps to the rear
4	5 ud line	$2 ext{ body}$	3 sec.	Standing, ready, with handheld flashlight in support hand
4	5 yd. line	2 body	3 sec.	Standing, ready 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.	LOCK BACK – COMBAT RELOAD Loaded chamber, 1 round in magazine Standing, at a ready position 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.	DOUBLE FEED Standing, ready 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 taking 3 steps to rear

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 taking 3 steps to the rear. 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 PRESSES 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 taking 3 steps to the rear. Time allowed is 5 seconds.



P.O.S.T. Firearms Skills Test-Out Grade Sheet

Participant:		
Date:	Test Location:	
Evaluator(s):		

- Each participant must provide his/her own weapon verified by an armorer and all prerequisites listed.
- Each participant will be permitted **one (1)** formal attempt at Block #1. Each participant must successfully pass the entire Block #1 of Safety, Maintenance and Management before proceeding to Block #2. Each participant will be permitted **three (3)** formal attempts at Block #2 (Handgun Qualification Course).
- Each participant must adhere to the firearms safety rules while demonstrating, describing or in attendance at the entire firearms test-out. Any violation of these four rules will result in immediate failure of the participant and required removal from the testing area.

Pre-requisites to Attempt the Firearms Skills Test

- ✓ The Participant has provided all of the following:
- ✓ The Colorado P.O.S.T. letter for Verification and Authorization of Handgun Compliance signed by a factory certified armorer dated no later than 90 days prior to the start of the firearms skills testing date containing the weapon's make, model and serial number. The letter attests to the weapons safe operating condition and factory specifications.
- ✓ Service sidearm duty weapon must be .38/.357 caliber revolver or 9 x 19 MM or .40 S&W caliber or .45 ACP/GAP.
- ✓ A set of police duty gear which includes: the duty belt, strong-side holster, police-style flashlight, handcuffs, and at least two magazines or speed loaders with belt mounted carriers.
- \checkmark A minimum of **75** rounds for the sidearm. The ammunition is full metal jacketed and is <u>not</u> remanufactured.
- ✓ Eye and ear protection.

Evaluator's Signature: _____

Block #1 – Stage One: Required P.O.S.T. Safety Rules

The participant must legibly print the *four* P.O.S.T. Firearms Safety Rules as stated in the Firearms Training Program outline.

	#1 – Stage One: :or's Signature:	PASS	
4.			
3.			
2.			
1.			

Block #1 – Stage Two: Safety and Maintenance

Block#1 –Stage Two requires the use of high visibility, fluorescent colored, plastic "dummy" ammunition provided by P.O.S.T.

The participant properly:

- YES NO Demonstrated loading the weapon
- YES NO Demonstrated presenting the weapon
- YES NO Demonstrated re-holstering the weapon
- **YES NO** Demonstrated presenting and unloading the weapon.
- **YES NO** Demonstrated field stripping the weapon.
- **YES NO** Described in proper sequence and detail, the proper procedures in the cleaning of the weapon.

Block #1 – Stage Two: PASS FAIL

Evaluator's Signature: _____

Evaluator's Comments /Observations: _____

Block #1 – Stage Three: Weapon Management

Block#1 –*Stage Three requires the use of high visibility, fluorescent colored, plastic "dummy" ammunition provided by P.O.S.T.*

The participant properly demonstrated proper ammunition management:

- YES NO 1) Combat Reloading
- YES NO 2) Tactical Reloading

The participant safely demonstrated the correct way to determine the weapon's status.

YES NO

The participant properly demonstrated the correct way to clear a weapon malfunction of:

YES NO	1) Failure to Fire
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- YES NO 2) Failure to Eject
- YES NO 3) Failure to Extract

Block #1 – Stage Three: PASS FAIL

Evaluator's Signature: _____

Evaluator's Comments /Observations: _____

STAGE	DISTANCE	# ROUNDS	TIME	POSITION
		2 body	4 sec.	Standing, holstered, centered Draw & fire while taking 1 step right
1	3 yd. line	2 body	4 sec.	Standing, holstered, centered Draw & fire while taking 1 step left
2	7 yd. line	3 body	5 sec.	Standing, ready Fire while advancing to 3 yd. line
3	1 yd. line	2 body	4 sec.	Standing, holstered, simulating cuffing Draw & fire while taking 3 steps to the rear
4	5 yd. line	2 body	3 sec.	Standing, ready, with handheld flashlight in support hand
	J yu. mic	2 body	3 sec.	Standing, ready 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.	LOCK BACK – COMBAT RELOAD Loaded Chamber, 1 round in magazine Standing, at a ready position 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.	DOUBLE FEED Standing, ready 1 step left or right while clearing, kneel if cover is available
8	25 yd. line	2 body	15 sec.	Standing, holstered Position of choice - standing or kneeling while using cover When done firing, perform tactical reload (tactical reload not time)
9	1 yd. line	2 body 1 head	5 sec.	Standing, holstered 2 shots to the body and 1 shot to the head while taking 3 steps to rear

Block #2 – Handgun Qualification Course

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

Block #2 – Handgun Qualification Scores

* REQUIRED NUMBER OF ROUNDS ON SILHOUETTE TO QUALIFY: 25

PASS/FAIL(SCORE)	PASS/FAIL (SCORE)	PASS/FAIL _	(SCORE)
Evaluator's Signature:			
Block #2 – Handgur	n Qualification Course		
	bservations on failure of the course:		