

# **Salinas Police Firearms Training Unit**

## **Quarterly Handgun Standard Qualification**

### **Lesson Plan**



#### **Materials**

**Needed:** Eye and Ear Protection/Vest  
Duty Belt or Mode of Carry for Current Assignment  
Duty Weapon & Magazines  
Handgun Ammo. 9mm and 45 cal. (30 Rounds per shooter)  
Target (ATF)  
Tape  
Handheld and/or Weapon Mounted Flashlight  
Range Master Tablet

**Location:** Salinas Police Firearms Training Facility

#### **Course**

**Objectives:** This qualification course is designed to have officers utilize the fundamentals of good shooting and will give the officers an opportunity to perform various firearms manipulations. The shoot will also give the Firearms Instructors an opportunity to evaluate shooters, point out possible issues and provide instruction to resolve those issues.

A failed qualification must be remediated per department policy.

Firearm Instructors must verify the shooter's firearm information to be sure the weapon is cataloged in the Master Officer Weapons spreadsheet.

**Safety:** Everybody is responsible for safety. If anyone feels there may be a potential safety hazard during a training exercise, that person is to stop the exercise and point out the problem.

All shooters will have on eye/ear protection and ballistic vest when the range is in use.

All posted range rules will apply. The shooter will be responsible for, and the range master will ensure, weapons will be pointed down range at all times. The shooter will not place his/her finger on the trigger until the moment they are prepared to shoot.

A first aid kit will be present on the range during qualification, and the nearest hospital in the event of an emergency will be NMC or SVMH.

Range staff will have a police radio for emergency communication.

## **Course**

### **Description:**

- This qualification course is a pass/fail course and all rounds must be fired and must be on the silhouette to count. Any rounds not accounted for on the target will result in a DNQ.
- 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 30 rounds as described will result in a "Does Not Qualify" (DNQ).
- Verbal challenges are encouraged.
- For the purpose of this qualification course, "Low Ready" position is defined as the muzzle of the weapon depressed low enough "to see the hands" of the target, with the shooter's trigger finger outside of the trigger guard and indexed along the side of the slide/frame.
- There are no alibis for failure to obtain time limits.
- For the purpose of this qualification course, "head shot" is defined as the head above the neckline. The stipulated head shot must be within the head portion of the target. Failure to accurately place the head shot in the head will result in a DNQ. The shooter may be allowed to reshoot Stage 6 but must pass two consecutive times to qualify.
- 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.
- Ammunition management is the shooter's responsibility.

## **Primary Duty Weapon/ Large Off-Duty**

1. CQB w/ rear shuffle      1-5 yds      2+2      Holster      4 sec.

**Stage 1-** At the 1-yard line, the shooter will stand in front of edged target with the weapon loaded, charged and secured in the holster. From the FI position, when the target presents itself, the shooter will draw and fire two (2) rounds from the #2 drawing position, center mass, on the target. After the firing two rounds, the shooter will take one to two “shuffle step(s)” backward and will fire two (2) additional rounds, center mass, on the same target. Time allowed is **4 seconds**.

2. Triple Tap      7 yrd      3      Holster      5 sec.

**Stage 2-** At the 7-yard line, the shooter will stand in front of the edged target with the weapon loaded, charged, and secured in the holster. When the target presents itself, the shooter will draw and fire three (3) rounds, center mass, on the target. The time allowed is **5 seconds**.

3. Double Tap w/ Light      7 yrd      2      Holster      6 sec.

**Stage 3-** At the 7-yard line, the shooter will stand in front of the edged target with the weapon loaded, charged, and secured in the holster. The shooter will have a flashlight in their non-gun hand. On the threat command, the shooter will draw and, using an acceptable flashlight technique, fire three (3) rounds, center mass. The shooter must illuminate the target before and/or during addressing the threat. Time allowed is **6 seconds**.

**\*If the shooter has a weapon mounted lighting system, the shooter may use the weapon mounted system instead of a handheld flashlight. Note—If the shooter fails to properly use the weapon mounted light correctly (does not turn it on while firing, etc.), the shooter must complete the stage using a handheld flashlight. The “remediation” will take place after completion of the qualification.**

4. Combat Reload on the Move    7 yrd            2+2    Holster            9 sec.

**Stage 4-** 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).

At the 7-yard line, the shooter will stand in front of the edged target with the weapon loaded, charged, and secured in the holster. On the move command, the shooter will begin to walk forward. When the target presents itself, the shooter will draw and fire two (2) rounds, center mass, on the target. After firing two rounds and still moving forward, the shooter will conduct an acceptable "combat" reload. At the completion of the reload, the shooter will fire two (2) additional rounds, center mass, on the same target. Time allowed is **9 seconds**.

5. Failure to Fire                    7 yrd            3                    Holster            7 sec.

**Stage 5-** 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.

At the 7-yard line, the shooter will stand in front of the edged target with the weapon secured in the holster. When the target presents itself, the shooter will draw and attempt to fire the weapon. When the firearm does not discharge, the shooter will shuffle step to the left or the right. While moving, the shooter will apply immediate action drill (tap, rack) and fire three (3) rounds, center mass, on the target. Time allowed is **7 seconds**.

6. Drug/Body Armor            7 yrd            3                    Holster            7 sec.

**Stage 6-** At the 7-yard line, the shooter will stand in front of the edged target with the weapon loaded, charged, and secured in the holster. When the target presents itself, the shooter will fire two (2) rounds to the body, center mass and one (1) round to the head portion of the target. Time allowed is **7 seconds**.

7. One Hand (Dominant)    7 yrd            2                    Holster            5 sec.

**Stage 7-** At the 7-yard line, the shooter will stand in front of the edged target with the weapon loaded, charged and secured in the holster. When the target presents itself, the shooter will draw and using the shooter's dominant hand only (unsupported), fire two (2) rounds, center mass, at the target. Time allowed is **5 seconds**.

8. One Hand (Off)                      7 yrd                      2                      Low Ready                      3 sec.

**Stage 8-** At the 7-yard line and right after completing Stage 7, the shooter will safely transfer the firearm from the dominant hand to the non-dominant, “off,” hand. Once the shooter obtains a proper grip with the off hand, the shooter will stand in front of the edged target with the firearm in the “low ready” position. when the target presents itself, the shooter will fire two (2) rounds, center mass, on the target. Time allowed is **3 seconds**.

9. Triple Tap                              15 yrd                      3                      Low Ready                      5 sec.

**Stage 9-** At the 15-yard line, the shooter will stand in front of the edged target with the firearm loaded and at the low ready position. When the target presents itself, the shooter will fire three (3) rounds, center mass, on the target. The time allowed is **5 seconds**.

10. Distance Shooting                      20 yrd                      4                      Low Ready                      7 sec.

**Stage 10-** At the 20-yard line, the shooter will stand in front of the edged target with the firearm loaded and at the low ready position, When the target presents itself, the shooter will fire four (4) rounds, center mass, on the target. the time allowed is **7 seconds**.

TOTAL NUMBER OF BODY SHOTS: 29

TOTAL NUMBER OF HEAD SHOTS: 1

TOTAL NUMBER OF ROUNDS FIRED: 30

REQUIRED NUMBER OF ROUNDS ON SILHOUETTE TO QUALIFY: 21

**Scoring:**

90% = 27, 80% = 24, 70% = 21

**While the shooter may have a qualifying score, the firearms instructor reserves the right to have the shooter “remediate,” demonstrate or reshoot any stage to the instructor’s satisfaction.**