

## **2<sup>nd</sup> Quarter Pistol/Rifle Qualification, 2023**

M. Lopez

**Location:** Salinas PD Range

**Material Needed:**

Duty Belt

Duty Handgun/Rifle, with 3 Magazines

Ballistic Vest

Eye and Ear Protection

Range Appropriate Attire (Uniform, BDU's or Jeans)

**Safety:** Qualifications will only take place with a range master present to conduct the qualification. Due to the qualification being based in a scenario/combat shoot, it will only be done, one shooter at a time. Prior to beginning the shoot, go over gun safety rules with the shooter. There is a hardline phone within the range, and a first aid kit, located on a hook, behind the main entry door to the range. At the conclusion of the qualification, rangemaster is to instruct the shooter to download his/her weapon.

**Qualification Objectives:** Shooter will show their level of proficiency in performing tactical and combat reloads. A minimum standard will be outline and if it is not met, the range master will provide the needed training. Shooter will also show their level of proficiency in dealing with malfunctions, if they do not meet the established minimum standard, the range master will provide the needed training.

**Course Description:** The qualification will be a two-part qualification and the two portions will be described below.

**Shoot #1:**

**Pre-shoot briefing:** Students will be instructed that the first course of fire begins at the 5-yard line. The qualification target silhouette is to be considered a threat. The photo realistic target should be evaluated to determine if it is a threat. Throughout the shoot, students are expected to deliver an acceptable minimum number of rounds while the targets are forward facing. After the first course of fire, they will move to the barricade behind them, and perform a "tactical reload." Note: Instructors may remind them of the steps or demonstrate at their discretion.)

The is a combat/scenario-based shoot, in which the shooter will display their level of proficiency in performing one tactical reload and 2 to 4 combat reloads. The shoot has been preprogrammed into the range computer as **"combat course #6 and #7"**.

There will be 4 standard qualification targets hung on lanes #2,3,4 and 5. Along with 1 no-shoot target placed on a standing target, placement of the no-shoot target is at the range master's discretion, but somewhere between and slightly in front of the four shoot targets.

A black barricade is to be place at the 13 yard-line for pistol, 17 yard-line for rifle, centered up between the four threat targets. The four threat targets are to be “edged” prior to the course of fire beginning.

If it’s a pistol qualification, shooter will have 3 magazines (1 with 12 round and 2 with 10 rounds) or if their magazines hold less than 10, they are to have 4 magazines loaded to capacity. If it’s a rifle qualification, they are to have 3 magazines (1<sup>st</sup> magazine with 16 rounds the 2<sup>nd</sup> and 3<sup>rd</sup> magazines will both have 12 rounds each).

Shooter will stand at the 5 yard-line at the low ready. **If the target is facing forward it is still a threat.** Range Master will instruct shooter that when the targets are down (edged), shooter can safely move to cover, at the 13 or 17 yard-line, and if they have a partial magazine in the weapon, a “tactical reload” would be in order. Once that has been understood by the shooter, Range Master will start **“combat course #6”**. Targets 2 and 3 will turn and edge, the entire course last 7 seconds. Once both targets have edged, shooter is to quickly move to cover and perform their tactical reload, at which point the range master will start **“combat course #7”**.

During **“combat course 7”**, targets 2,3,4 and 5 will face forward and edge in their programmed order, **if the target is facing forward it is still a threat.** Shooter is to perform combat reloads as needed. This course duration is approximately 34 seconds of which there will be at least 1 forward facing target for 25 seconds.

Being that this is a scenario-based qualification, there is no set number of rounds that must be fired by the shooter, however, the shooter is to be actively engaging the threat whenever it is present and should be able to perform their reloads in a timely manner.

Therefore, for pistol anything less than **18 total rounds fired is a fail, and for rifle, anything less than 28 is a fail.** Shooter is required to meet the following score based on total rounds fired. The hit zone is the majority of the silhouette (example on the wall).

**ANY hit on the NO-Shoot Target is a DQ.**

## SCORING

Round count	Allowed misses	Round count	misses	Round count	misses
18	5	25	7	33	9
19	5	26	7	34	10
20	6	27	8	35	10
21	6	28	8	36	10
22	6	29	8	37	11
23	6	30	9	38	11
24	7	31	9	39	11
25	7	32	9	40	12

## **Shoot #2:**

This portion will focus on our immediate action, malfunction drill **Tap-Rack-Bang**.

Target used will have twelve 2-inch circles on it. Shooter will stand at the 3-yard line for pistol and 5-yard line for rifle. Pistol will be from the holster, rifle from low ready.

Range Master will load 12 total live rounds in with 5 randomly placed dummy rounds mixed in. If the magazine capacity is less than 17 rounds, this will require 2 magazines. Range Master will safely load that magazine and provide firearm back to shooter.

Audible threat command will be the prompt to begin the drill and continue at a reasonable pace. Passing performance on this drill is at range staff discretion. If you feel accuracy or timeliness is unacceptable, have the student repeat the drill.