

Salinas Police Firearms Training Unit

1st Quarter Standard Handgun Qualification and Training Lesson Plan

2023

Kinney / Zamora



1st Quarter, Standard Quarterly Handgun Qualification

This training will cover all standard handgun qualifications. This includes duty, backup, and off-duty handguns.

Training Objective: Officers will complete qualifications, utilizing the **standard** basic qualifications for duty, backup, and off-duty. Students will be required to complete the qualifications with a passing score. 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. Prior to completing the qualifications, Officers will shoot the “Dot Torture Drill” as a warm-up and assessment of their shooting capability.

Students: This training will accommodate 1-4 students per session, with a 1-2 instructor to student ratio.

Materials Needed:

1. Duty Weapon, back up, and off-duty handgun with normal duty load of ammunition
2. Eye and Ear Protection
3. Ballistic Vest
4. Patrol belt and normal mode of carry for backup/ off-duty
5. Weapon Mounted lighting system and/or handheld light
6. Backers and standard qualification target (Orange or blue) (if no, orange use Dot Torture printout.
7. Uniform or Range Appropriate Attire.

Safety: All Officers involved in this training are responsible for safety. If anyone involved observes any unsafe action, they are to stop the training and address the issue. Prior to any demonstration non-live fire activity, a weapons check will be conducted to ensure that all weapon(s) are unloaded, and no live ammunition is present. If any person leaves the training site a weapons check will be done on them prior to them resuming training. There will be radios and a cell phone on site in case of an emergency. There will also be a trauma kit maintained at the range.

Shoot #1: Dot Torture Drill

This drill should be utilized as a warm-up and shooter evaluation. The dot drill is located on the bottom, left corner of the orange qualification target. If the target is unavailable, a printout is available under- I:\PolRM\Target Directory\Misc. Targets -it is labeled Dot Torture.

The 10 dots (targets) are 2-inches in diameter, with each having a different course of fire. Students will begin with the target 3 yards away. The aim is to shoot a perfect score, with all 50 rounds inside the 10 dots. Students can also keep the distance the same but with a set a time limit, forcing students to shoot faster while still maintaining 100% accuracy. Dot Torture mixes in some draw stroke practice, speed reloads, and one-handed shooting.

Students will begin each course of fire at the sound of a shot timer or threat command, i.e., threat, gun.

Instructors should evaluate the shooter's stance, grip, trigger press, breathing, sight picture, sight alignment, and follow through. Discrepancies should be addressed and corrected.

Dot Torture

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adapted from David Blinder, www.personaldefensestraining.com

Date: _____

Score: _____ / 50

Distance: _____



5 shots slow fire



draw, one shot (x5)



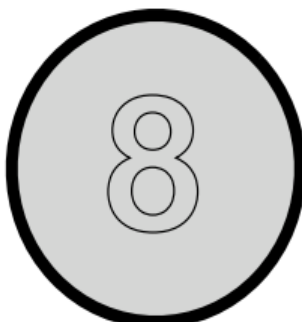
draw, 1 on 3, 1 on 4 (x4)



draw, five shots strong hand



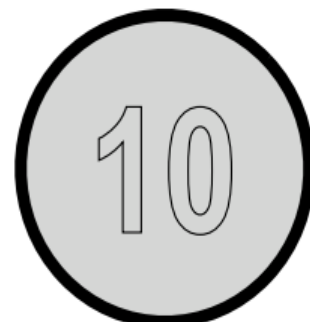
draw, 2 on 6, 2 on 7 (x4)



ready, five shots weak hand



draw, 1 on 9, speed reload, 1 on 10 (x3)



Shoot #2: Standard Quarterly Handgun Qualifications – 2 students at a time

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.

Shoot #3: Backup Qualification

Course of Fire

| <u>Range</u> | <u>Rds.</u> | <u>Position</u> | <u>Repetitions</u> |
|--------------|-------------|-----------------|--------------------|
| 3 Yrds | 2 | Mode of Carry | 2 |
| 5 Yrds | 3 | Mode of Carry | 1 |
| 7 Yrds | 3 | Mode of Carry | 1 |
| 7 Yrds | 2 | Low ready | 2 |

*Officers will start lying on their backs with their feet downrange. The officer will then sit up and engage the target from a seated position.

Total (14) Rounds 70%= 9

Shoot #4: Off-Duty Qualification

Course of Fire

| <u>Range</u> | <u>Rds.</u> | <u>Position</u> | <u>Repetitions</u> |
|---------------------|--------------------|------------------------|---------------------------|
| 5 Yrds | 2 | Mode of Carry | 2 |
| 7 Yrds | 2 | Mode of Carry | 2 |
| 7 Yrds | 2 reload 2 | Mode of Carry | 2 |
| 10 Yrds | 3 | Mode of Carry | 2 |
| 15 Yrds | 2 | Low ready | 2 |

Total (22) Rounds 70%= 15