<u>LCRLEOA/BPD – HR218 HANDGUN QUALIFICATION</u> <u>COURSE OF FIRE (Revised 01/02/2020)</u>

STAGE 1: The shooter will start at the 3 yard line and upon command for each stage, engage the target to complete a total of 10 rounds timed.

- 1. FROM THE READY 1. 1 round, 2 seconds, 2. 2 rounds, 2 seconds, 3. 2 rounds, 2 seconds
- 2. FROM THE HOLSTER 1. 1 round, 3 seconds, 2. 2 rounds, 5 seconds, 3. 2 rounds, 5 seconds

STAGE 2: The shooter will start at the 5 yard line and upon command for each stage, engage the target to complete a total of 5 rounds timed.

1. FROM THE HOLSTER – 5 rounds, 10 seconds

STAGE 3: The shooter will start at the 5 yard and upon command for each stage, draw from the holster and engage the target with **ONE HAND SHOOTING ONLY**, for a total of 10 rounds timed.

- 1. 3 rounds strong hand only and 2 rounds weak hand only (15 seconds)
- 2. 2 rounds strong hand only and 3 rounds weak hand only (15 seconds)

STAGE 4: The shooter will start at the 7 yard line and upon command draw from the holster and engage the target for 5 rounds, **reload (revolver) or one tactical magazine change** – and then **RE-ENGAGE** the target for 5 additional rounds, for a total of 10 rounds – strong hand or two hand grip.

1. 10 rounds – strong or two handed grip (30 seconds-semi auto, 40 seconds revolver)

STAGE 5: The shooter will start at the 10 yard line and upon command draw from the holster and engage the target for a total of 5 rounds – strong hand or two hand grip.

1. 5 rounds – strong or two handed grip – (18 seconds)

STAGE 6: The shooter will start at the 12 yard line and upon command draw from the holster and engage the target for a total of 5 rounds – strong hand or two handed grip.

1. 5 rounds – strong or two handed grip – (20 seconds)

STAGE 7: The shooter will start at the 15 yard line and upon command draw from the holster and engage the target for a total of 5 rounds – strong hand or two handed grip.

1. 5 rounds – strong or two handed grip – (22 seconds)

Scoring: B21 Police Silhouette Target
Pass/Fail – 80% - 40 hits of 50
Score in 8, 9, 10 – (7 ring and out no score)