Firearms Instructor Qualifications

- Student must show proficiency with handgun and shotgun.
- Student will have two chances to qualify with a minimum score of 90%.

Handgun Qualifications

A locked-back slide is the only way to change magazines for this course of fire.
Any accidental discharge will be grounds for dismissal from the course. Alibis will not be allowed.

Number of Rounds: 50   Target: TQ-19   Scoring: Inner Ring – 5 Points: Outer Ring – 3 Points

25 Yard Stage – 1 Magazine Loaded with 8 Rounds, 1 Magazine Loaded with 6 Rounds
1) Weapon Holstered, 2 Rounds from Holster, 5 Seconds, Repeat 4 Times
2) Weapon Holstered, 6 Rounds from Holster, 20 Seconds

15 Yard Stage – 2 Magazines Loaded with 6 Rounds Each
3) Weapon Holstered, 2 Rounds from Holster, 4 Seconds
4) Low Ready, 2 Rounds, 4 Seconds, Repeat 2 Times
   Reload
5) Low Ready, 2 Rounds, 4 Seconds, Repeat 3 Times

7 Yard Stage – 2 Magazines Loaded with 6 Rounds Each
6) Weapon Holstered, 6 Rounds, Timed Reload, 6 Rounds, 20 Seconds

3 Yard Stage – 2 Magazine Loaded with 6 Rounds Each
7) Weapon Holstered, Weapon Hand Only, 6 Rounds, 12 Seconds
8) Low Ready, Support Hand Only, 6 Rounds, 12 Seconds
Firearms Instructor Qualifications

Shotgun Qualifications

A minimum of 90% for both slugs and buckshot is required to successfully complete this portion of the course. This course requires **9 Pellet 00 Buckshot**. This course should be shot with 5 Rifled Slug rounds and 5 Buckshot rounds. Any accidental discharge will be grounds for dismissal from the course. Alibis will not be allowed.

**Number of Rounds:** 10  
**Target:** TQ-19  
**Scoring:** Each Pellet on Target – 1 Point; Misses – 0 Points

25 Yard Stage – Standing

1) Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged  
   On Command, Load Magazine with 3 Rifle Slugs  
   On Command, Chamber and Fire 3 Rounds, 12 Seconds

2) Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged  
   On Command, Load Magazine with 2 Rifled Slugs  
   On Command, Chamber and Fire 2 Rounds, 8 Seconds

15 Yard Stage – Standing

3) On Command, Load Magazine with 3 Buckshot Rounds  
   Chamber a Round and Engage Safety  
   On Command, Fire 3 Rounds, 10 Seconds

10 Yard Stage – Standing

4) On Command, Load Magazine with 2 Buckshot Rounds  
   Chamber a Round and Engage Safety  
   On Command, Fire 2 Rounds, 5 Seconds

Revised 08/02/2017
TQ-19 Target Scoring