



Form CJTC 729 – Handgun Test Form

Private Security Guards, Private Investigators, Bail Bond Recovery Agents

- Complete and return to WSCJTC, 19010 1st Avenue South, Burien, WA 98148

Instructor and Student Information

Range Name		Range Location	
Instructor Name (Print)		Instructor Employer	
Instructor Email		Instructor Phone	
Shooter Name (Print)		Shooter Signature	
Shooter Agency		Shooter Agency Training Officer	

Handgun Used for Qualification

Handgun Make	Model	Caliber
Ammunition Caliber (if different than firearm caliber)		

Handgun Skills and Safety Test

1. Drawing the Handgun <input type="checkbox"/> Perform a proper and safe draw (presentation to the guard and to the shot).	3. Clear Weapon Malfunctions (Semi-Automatics Only, Requires Ammunition) <input type="checkbox"/> Clear a Failure to Fire Malfunction (Primary Malfunction Clearance) Tap, Rack, Roll. <input type="checkbox"/> Clear a Failure to Eject Malfunction (Primary Malfunction Clearance) Tap, Rack, Roll. <input type="checkbox"/> Clear a Failure to Extract Malfunction (Secondary Malfunction Clearance) Look, Lock, Strip, Rack, Rack, Rack, Insert, Rack <i>Semi Auto Handguns Only</i> .
2. Loading/Unloading Handgun <input type="checkbox"/> Perform proper loading and unloading of the handgun. <input type="checkbox"/> Perform a Speed Reload (magazine is discarded) for <i>both Semi Auto and Revolver</i> . <input type="checkbox"/> Perform a Tactical Reload (magazine is retained) for <i>Semi Auto Handguns Only</i> .	4. Holstering the Handgun <input type="checkbox"/> Perform a Press Check on the Handgun. <i>Semi Auto Handguns Only</i> . <input type="checkbox"/> Perform a proper return to holster.

Distance	Description	Shots	Time	Remarks
3 Yards	Draw and fire 2 rounds center of available mass.	2	4	
5 yards	Pivot right, then draw and fire 2 rounds.	2	5	
5 Yards	Pivot left, then draw and fire 2 rounds.	2	5	
7 Yards	Draw and fire 6 rounds, clear malfunction (6 rounds for revolver) (6 rounds and 1 inert round for semi-autos).	6	15	
10 Yards	Draw and fire 6 rounds, speed load, and fire 6 rounds.	12	35	
15 Yards	Draw and fire 6 rounds while standing, initiate a speed reload while kneeling, fire 6 rounds kneeling. Upon completion of the course of fire, the shooter will recover to a standing position with weapon in guard position.	12	35	
25 Yards	From a standing position behind cover; draw, fire 3 rounds from the left side of the barricade, speed load behind cover, fire 3 rounds from the right side of the barricade and perform and untimed tactical load behind cover. (Revolvers complete a speed load.)	6	60	

FINAL RESULTS		TOTAL SCORE	
SKILLS AND SAFETY TEST		<input type="checkbox"/> PASSED	<input type="checkbox"/> FAILED
QUALIFICATION COURSE		<input type="checkbox"/> PASSED	<input type="checkbox"/> FAILED
Test Date	Instructor Signature	<i>Instructor signatures must be original (handwritten).</i>	

Handgun Skills and Safety Test

Instructions for Skills and Safety Test

- ❖ The individual being tested must demonstrate each skill to qualify.
- ❖ The instructor will verify each skill is demonstrated correctly and safely.
- ❖ The following skills require the individual to keep their finger off the trigger and the firearm pointed in a safe direction.
- ❖ This is a pass/fail test.
- ❖ Individuals are to use their duty firearm and the test is conducted on a range.

Instructions for Handgun Qualification Course

- ❖ This course must be completed using standard new manufactured ammunition of the same grain weight as duty ammunition, duty handgun, and holster.
- ❖ The entire course of fire must be completed at all distances; failure to attempt any string will result in course failure.
- ❖ Any malfunctions must be cleared and resolved in the time allowed.
- ❖ The Basic Law Enforcement Academy target BLEA-1 or BLEA-2 (Tactical) will be used. 50% reduced targets are acceptable for ranges shorter than 25 yards.
- ❖ The target will be scored using the scoring rings as marked on the silhouette. Hits breaking the scoring line will be awarded the higher point value. The head area of the target is not used for scoring and will count as a hit on the silhouette but outside the scoring rings.
- ❖ Hits in the silhouette, but outside the scoring rings, and DNFs (Did Not Fire) result in zero points but are not penalized. A miss off the silhouette, will result in a ten-point penalty.
- ❖ **294 (70%) of the 420 total possible points must be scored in order to certify.**
- ❖ The reloads specified in the course must be performed regardless of the type of magazine or capacity of the handgun.
- ❖ The holster and ammunition pouches must have all retention devices snapped/closed at the beginning of each firing sequence.
- ❖ During Pivot Sequences, individuals start with their side down range. On command to fire, individuals must turn and face the firing line, then draw while facing down range.
- ❖ The weapon malfunction sequence of the test requires semi-automatic shooters to insert (6) live rounds and (1) inert round in the magazine. The inert round may not be the first or last round. Semi-auto shooters must clear the malfunction (tap, rack) and fire within the time allowed. Revolver shooters fire this sequence normally.