



This course will be administered to those seeking to gain entry into the PS HANDGUN INSTRUCTOR CERTIFICATION Course #2322 and for those instructors attending the PS HANDGUN INSTRUCTOR RECERTIFICATION Course #2320.

Instructions

1. This course must be completed using the agency patrol duty holster & handgun.
2. The BLEA Tactical Target (BLEA 2) will be used. 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. Attendees will be given two opportunities to pass the course.
3. A passing score shall be 90% of the total possible points, **(450 out of a possible 500)**. A hit outside the scoring zones, but on the silhouette will result in zero points, but not constitute a miss. However, misses off the silhouette will be assessed a penalty of 10 points for each miss. The head shots called for in Sequence #1 below must be within the inner shaded zone on the target.
4. The holster must have all retention devices secured at the beginning of each sequence.
5. All shots in each sequence must be fired in time allowed. Shots not fired will be considered a "miss" and scored as such. Malfunctions must be cleared during the time allowed.

Last Name		First	MI	Agency			
Agency Address				Phone	Email		
Date and Location of Test				Instructor Scoring Target			
Handgun Make & Model		Caliber					
SEQUENCE	DISTANCE	DESCRIPTION			SHOTS	TIME	SCORE
1	3 Yards	Draw and fire (4) rounds. (Failure Drill – 2-Body, 2-Head) Untimed Tactical Reload			4	4 sec.	
2	5 Yards	Draw and fire (3) rounds. Strong-hand only. Untimed Tactical Reload			3	5 sec.	
3	5 Yards	Draw and fire (3) rounds. Support-hand only. The gun will be drawn with strong-hand and transitioned to support hand and fired using only the support hand.			3	13 sec.	
4	7 Yards	Draw and fire 10 rounds including a Primary Malfunction Clearance - (An inert round inserted somewhere into the magazine will be used to simulate the failure to fire). Untimed Tactical Reload			10	15 sec.	
5	10 Yards	Draw and Fire 10 rounds. (5-rounds, speed reload, 5-rounds) Untimed Tactical Reload			10	15 sec.	
6	15 Yards	Draw and Fire 10 rounds. (5-rounds, speed reload and kneel, 5-rounds) Untimed Tactical Reload			10	25 sec.	
7	25 Yards	Draw and fire 10 rounds from barricade, (5-rounds left side, timed tactical reload, 5-rounds right side) Untimed Tactical Reload. (Barricade <u>must</u> be used as cover & may be used as support.)			10	60 sec.	
Total shots					50		