



BASIC TRAINING DIVISION FIREARMS PROFICIENCY TEST

Washington State Criminal Justice
Training Commission
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[WAC 139-05-210](#), set the requirements to attend the WSCJTC Basic Law Enforcement Equivalency Academy (BLEEA).

Recruit Information

Name (LAST, First, Middle)	Agency (Do Not Abbreviate)
Date of Test	Location of Test

Instructions

1. This course must be completed using the agency patrol duty holster & handgun. The holster must have all retention devices secured at the beginning of each sequence.
2. The BLEA-2 target will be used. The target will be scored using the scoring zones as marked on the silhouette. Hits breaking the scoring line will be awarded the higher point value. **Any round impacting outside the scoring zone of the silhouette will be scored as 0 points.**
3. A passing score shall be 70% of the total possible points, **(350 out of a possible 500)**. Recruits not achieving 70% on the initial test will have **one more** opportunity to achieve 70% after remedial training and appropriate time between tests.
4. Malfunctions are not an excuse or alibi to stop the qualification. If a malfunction occurs, the recruit will clear the malfunction and continue. For this examination, a malfunction is an unforeseen mechanical breakage or defect related to the weapon or ammunition and was not shooter induced such as a failure to properly seat the magazine or properly load the handgun. If the recruit was unable to complete the sequence due to a malfunction, they will be allowed to re-shoot the sequence.
5. Recruits are required to shoot all stages of the qualification.
6. For stages 1, 4, 7, 8 ensure enough spacing is provided on the firing line for safety.
7. **SPECIAL INSTRUCTIONS: For stage 2, after briefing the course of fire, the Lead Instructor will give the command of "Challenge". Firing during the stage after the command of challenge will result in a disqualification. After the challenge is completed, stage 2 will be conducted as prescribed in the description box. For line 1, the three CQB body shots all have a 10-point value if they hit anywhere in the scoring area of the target.**

Stage	Distance	Description	Shots	Time	Score
1	2 yards	3 rounds stance directed, step offline, 2 rounds to head from the holster	5	4 sec.	
2	5 yards	Challenge Line. Search Pos. Flashlight on TGT, draw, 5 rounds utilizing the preferred handheld flashlight technique	5	8 sec.	
3	5 yards	4 to the body, 2 to the head from the holster	6	4 sec.	
4	15 -7 yards	5 rounds while moving from 15 to 7-yard line, starting at the low ready or SUL	5	9 sec.	
5	7 yards	6 rounds from the holster	6	5 sec.	
6	10 yards	Draw, Kneel, fire 6 Rounds	6	8 sec.	
7	15 yards	6, emergency reload BEHIND Barricade, 6 rounds from the holster	12	22 sec.	
8	25 yards	5 rounds from the holster. Standing, kneeling OR prone	5	10 sec.	
			TOTAL SHOTS	50	TOTAL SCORE
					TOTAL PERCENT

I hereby certify that this handgun proficiency course was administered to the recruit and that the recruit's point score has been fully and accurately recorded.

Name and Signature of Evaluator

Signature of Recruit