

Level 1 Handgun Instructor

Entry Test

(BLEA Mid Term)

Revised 1/18

INSTRUCTIONS:

Unless otherwise instructed, Shooters will begin each stage of fire in the “interview stance” with handgun holstered and all retention devices properly engaged.

- Except on designated stages, Ammo management is responsibility of the Shooter.
- Instructor will allow Shooters to fill magazines when the Shooter feels it necessary.
- Direct Shooters to notify instructors after each stage if they did not fire the necessary rounds. Instructors should track this for scoring purposes.
- Stage 8: **Any hits on target scoring area (10, 7, 3) count for 10 points.**
Target: Use the standard BLEA Combat target. See reverse side for example
Scoring: Max score is 500 points, minimum passing score is 450 points or 90%.
- Addition method will be used for scoring.
- Hits outside silhouette or off target are minus 10 points.
- Stage 7: **Zero** points are given for missed head shots.
- Stage 8: Zero points awarded no lateral movement is used.
- Malfunctions are not an excuse or alibi to stop the qualification. If a malfunction occurs, the shooter will clear the malfunction and continue. For the purpose of 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 shooter was unable to complete the sequence due to a malfunction, they will be allowed to re-shoot the sequence.
- **SHOOTERS ARE REQUIRED TO SHOOT ALL STAGES OF THE COURSE.**

SHOOTERS NAME:	(LAST),	(FIRST)	(MI)	SESSION NUMBER
HANDGUN:	MAKE	MODEL	&	CALIBER

SEQUENCE	DISTANCE	DESCRIPTION	SHOTS	TIME	SCORE
1	25 Yards	From behind Barricade, 5 shots one side of barricade/ TAC Reload/ 5 shots other side of barricade.	10	30 Sec	
2	15 Yards	Draw & transition to kneeling position, fire 5/ transition to prone fire, 5. Use low barricade/cover if available.	10	25 Sec	
3	10 Yards	Load mag in gun with 1 dummy round within first 3 rounds/Draw and fire; perform primary malfunction clearance within the 5 shot sequence.	5	8 Sec	
4	10 Yards	Begin with 1 round in mag and 1 in chamber Draw and fire 2 rounds, speed reload then 3 rounds.	5	9 Sec	
5	5 Yards	Draw and fire / STRONG HAND Only.	5	5 Sec	
6	5 Yards	Starting with weapon in SUPPORT HAND/ fire using support hand only.	5	7 Sec	
7	5 Yards	2-handed rapid fire: Draw and fire 3 to body / 2 to head	5	5 Sec	
8	3 Yards	I handed CQB (stance directed) position: fire 3 rounds/ Single hand Fire 2 to the head with lateral movement.	5	4 Sec	

Total required shots	50	Percent	Total
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I HEREBY ATTEST THAT THE STUDENT’S POINT SCORE HAS BEEN FULLY AND ACCURATELY RECORDED HEREON.

 Print Name of Instructor

 Instructor’s Signature

Student Agency

Date of test



On the silhouette - outside the scored area
No Penalty



STAGE #8

In any scoring area = 10 points

Outside scoring area but on silhouette = 0 points