



**HANDGUN
INSTRUCTOR
COURSE**

Instructions:

1. This course must be completed using a standard patrol duty holster, handgun, and ammunition.
2. The target to be used is the Caudle II silhouette. The target will be scored using the scoring rings as marked on the silhouette. Attendees will **only be given two** opportunities to pass each qualification.
3. A passing score shall be **85%/425pts** of the total possible points. **Any saved round or shot off the shaded portion of the silhouette, either on paper or off is an automatic qualification course failure.** Shots outside the scoring lines but on the shaded portion of the silhouette will score zero points. The head shots called for in Sequence #1 below must be within the "T" zone portion of the target, above the "8"ring, for maximum points, those outside the "T" but inside the head score "5"pts. Hits breaking the scoring line will be awarded the higher point value.
4. The reloads specified in the course must be done regardless of the type or magazine capacity of the handgun.
5. The holster must have all retention devices snapped/closed/locked, engaged at the beginning of each sequence.

Last Name		First	MI	Social Security Number		
Agency		Address	Phone	Email		
Date of TEST		City	zip	fax		
SEQUENCE	DISTANCE	DESCRIPTION		SHOTS	TIME	SCORE
1	3 Yards	Draw and fire 4 rds. (Failure drill – 2 Body, 2 Head "T" Zone)		4	4 sec.	
2	5 Yards	Draw and fire 3 rds. using a strong-hand only.		3	5 sec.	
3	5 Yards	Draw and fire 3 rds. using support-hand only. (Draw with strong hand, transfer pistol to support hand)		3	8 sec.	
4	7 Yards	Draw and fire 10 rds. Including a Type One malfunction clearance - (an inert round inserted somewhere into the magazine will be used to simulate the failure to fire).		10	15 sec.	
5	10 Yards	Draw and Fire 10 rds. (5 rounds, speed reload, 5 rounds)		10	15 sec.	
6	15 Yards	Draw and Fire 10 rds. (5 rounds, speed reload, 5 rounds)		10	20 sec.	
7	25 Yards	Draw and fire 10 rds. From barricade, any position(5 rds left side, speed reload then 5 rds. right side, then tactical reload). (Barricade <u>must</u> be used as cover; may be used as support.)		10	60 sec.	
Total shots				50		