



**SHOTGUN  
INSTRUCTOR  
COURSE**

**Instructions:**

1. This course must be completed using an agency issued/ approved shotgun with issued/approved accessories; while wearing standard patrol duty holster, handgun, and ammunition. This course of fire requires **12rds of Slugs** and **10rds of 00 Buckshot**.
2. The target to be used is the Caudle II silhouette; however, any target with identical scoring area may be substituted. The target will be scored using the scoring rings as marked on the silhouette. Slug hits breaking the scoring line will be awarded the higher point value. The head shots called for in Sequence #6 below must be in the "T" zone portion to score 10pts, while those outside the "T" but fully inside the head will score 7pts. Buckshot patterns inside the rings score 10pts. Pellets on the non-scoring shaded portion of the silhouette will deduct one point each.
3. A passing score shall be 85%; **187** out of 220 total possible points. **Any saved round or any hit that is not entirely inside the shaded portion of the silhouette is an automatic qualification course failure.** Attendees will only be given two opportunities to pass each qualification.
4. The reloads specified in the course must be done regardless of the type or magazine capacity of the shotgun.
5. For the purpose of this examination a malfunction is an unforeseen mechanical breakage or defect related to the weapon or ammunition and can not be shooter induced such as failure to properly load the chamber, cycle the pump-action, or disengage the safety. Malfunctions are not an excuse or alibi to stop the qualification procedure. If a malfunction occurs the shooter must correctly clear the malfunction and continue. If the shooter experiences a malfunction that cannot be correctly cleared and the required rounds fired, they may re-shoot that sequence.

Last Name		First	MI	Social Security Number	
Agency		Address	Phone	Email	
Date of TEST		City zip	fax		
Shotgun Make/Model/Choke		Circle IRONS or OPTICS	Make/Model of Optics		
	DISTANCE	DESCRIPTION	SHOTS	TIME	SCORE
1	50 Yards	At "Make Ready", shooter cycles shotgun from condition 2 to condition 1. On command, fire <b>two slugs</b> to the body from any position in <b>12 sec. Repeat once.</b>	2	12 sec.	
2	35 Yards	On command, fire <b>one slug</b> to the body in <b>3 sec.</b> Repeat once.	1	3 sec.	
3	35 Yards	On command, fire <b>two slugs</b> from any position in <b>11 sec.</b> Repeat once.	2	11 sec.	
<b>Score target, replace if necessary.</b>					
4	15 Yards	At "Make Ready", shooter cycles shotgun from condition 2 to condition 1. On command, fire <b>two rounds</b> to the body, drop to a kneeling position and fire <b>two more rounds</b> to the body in <b>8 sec.</b>	4	8 sec.	
5	15 Yards	On command, fire <b>one round</b> to the body while standing, drop to kneeling position and fire a <b>second round</b> to the body in <b>6 sec.</b>	2	6 sec.	
6	10 Yards	On command, fire <b>two rounds of buckshot</b> to the body, perform a select slug select slug drill and fire <b>the slug</b> to the head in <b>11 sec. Repeat once.</b>	3	11 sec.	
			Total shots	22	