

ACTIVE DUTY FIREARMS STANDARD - COURSE OF FIRE

2-YARD STAGE (One Target, 6 Rounds)					
Distance	Time	Target	Rounds	Position	Desired Competency
2 Yards	3 Seconds per target exposure	TCQ-95 or similar target with combat scoring area dimensions equal to a TCQ-95 (1 target)	6	Exposure 1: From the holster, draw and fire 2 rounds. Exposure 2: From the holster, draw and fire 2 rounds. Exposure 3: From the holster, draw and fire 2 rounds.	All 6 rounds within the combat scoring area.

3-YARD STAGE (Two Targets, 6 Rounds)					
Distance	Time	Target	Rounds	Position	Desired Competency
3 Yards	4 Seconds per target exposure	TCQ-95 or similar target with combat scoring area dimensions equal to a TCQ-95 (2 targets, approx. 3 feet apart)	6	Exposure 1: From the holster, draw and fire 1 round at each target. Exposure 2: From the ready position, fire 1 round at each target. Exposure 3: With the handgun in the <u>support hand only</u> , fire 1 round at each target.	All 6 rounds within the combat scoring area.

4 / 7-YARD STAGE (Two Targets, 10 Rounds)					
Distance	Time	Target	Rounds	Position	Desired Competency
4 Yards (one target) and 7 Yards (one target)	4 Seconds per 2 shot target exposure 6 Seconds per 4 shot target exposure	TCQ-95 or similar target with combat scoring area dimensions equal to a TCQ-95 (2 targets)	10	Shooter chooses different cover position on each exposure. Exposure 1: From the holster, fire 1 round at each target (4 sec). Exposure 2: From the ready position, fire 2 rounds at each target (6 sec). Exposure 3: From the ready position, fire 2 rounds at each target (6 sec).	All 10 rounds within the combat scoring area.

10-YARD STAGE (One Target, 3 Rounds)					
Distance	Time	Target	Rounds	Position	Desired Competency
10 Yards	60 Seconds	TCQ-95 or similar target (1 target)	3	Slow, sighted fire, emphasizing precision bullet placement (marksmanship).	All 3 rounds within the combat scoring area.