

Weapons (Firearms)

Performance Outcome 7.1 (NEW)

Identify the cardinal rules of firearm safety.

Training Objectives Related to 7.1

1. Given a written exercise, identify the cardinal rules of firearm safety.

Criteria: The student shall be tested on the following:

7.1.1. Identify the cardinal rules of firearm safety.

Lesson Plan Guide: The lesson plan shall include all items in the Criteria section and the additional information below:

1. Identify the cardinal rules of firearm safety

a. Treat every weapon as if it is loaded

b. Keep your finger off the trigger until you are ready to fire

c. Never let the muzzle cover anything you are not willing to accept the responsibility for destroying

d. Always be sure of your target and what is behind it

Performance Outcome ~~7.1~~ 7.2

Clean and inspect weapons system (revolver, semi-automatic weapon) Safely clean and inspect duty handgun.

Training Objectives Related to ~~7.1~~ 7.2

1. Given a written practical exercise, identify nomenclature of weapons. (revolver, semi-automatic weapon) the duty handgun.
2. Given a practical exercise, demonstrate prescribed procedure for cleaning weapon. (revolver, semi-automatic weapon) the duty handgun.

Criteria: The trainee student shall be tested on the following:

~~7.1.1.~~ 7.2.1. Identification of the correct terms to identify weapons and parts of weapons. (revolver, semi-automatic weapon) Identify the nomenclature of the duty handgun.

~~7.1.2.~~ 7.2.2. Demonstration of prescribed Safely demonstrate procedure procedures to prepare weapon (revolver, semi-automatic weapon) the duty handgun for cleaning.

~~7.1.2.1.~~ 7.2.2.1. Remove magazine or empty cylinder

~~7.1.2.2.~~ 7.2.2.2. Remove round from chamber

~~7.1.2.3. 7.2.2.3.~~ Double check weapon to make sure it is empty Visually
and physically inspect the handgun to make sure it is free of ammunition

~~7.1.3. 7.2.3.~~ Identification of weapon (revolver, semi-automatic weapon) Identify
duty handgun cleaning equipment.

~~7.1.4. 7.2.4.~~ Demonstration Demonstrate of the use of weapon (revolver, semi-
automatic weapon) duty handgun cleaning equipment.

~~7.1.4.1. 7.2.4.1.~~ Field strip weapon duty handgun

~~7.1.4.2. 7.2.4.2.~~ Clean components

~~7.1.4.3. 7.2.4.3.~~ Inspect for damage and imperfections

~~7.1.4.4. 7.2.4.4.~~ Lubricate

~~7.1.4.5. 7.2.4.5.~~ Reassemble

~~7.1.4.6. 7.2.4.6.~~ Safely test for proper function

Lesson Plan Guide: The lesson plan shall include the following all items listed in the
Criteria section.

~~1. Identification of the correct terms to identify weapons and parts of weapons~~
~~(revolver, semi-automatic weapon)~~

~~2. Demonstration of prescribed procedure to prepare weapon for cleaning (revolver, semi-automatic weapon)~~

~~a. Remove magazine or empty cylinder~~

~~b. Remove round from chamber~~

~~c. Double check weapon to make sure it is empty~~

~~3. Identification of weapon cleaning equipment (revolver, semi-automatic weapon)~~

~~4. Demonstration of the use of weapon cleaning equipment (revolver, semi-automatic weapon)~~

~~a. Field strip weapon~~

~~b. Clean components~~

~~c. Inspect for damage and imperfections~~

~~d. Lubricate~~

~~e. Reassemble~~

~~f. Safely test for proper function~~

Performance Outcome ~~7.2~~ 7.3

Using proper handgrip, and observation, safely draw department issued weapon (revolver or semi-automatic weapon) duty handgun from holster.

Training Objectives Related to ~~7.2~~ 7.3

1. Given dry fire practical exercises and using proper handgrip, safely draw duty handgun from holster. ~~use a good and consistent combat grip with a safe and efficient draw from the holster following prescribed drawing techniques using the officer's approved handgun and holster. (revolver or semi-automatic weapon)~~

Criteria: The trainee student shall be tested on the following:

~~7.2.1.~~ 7.3.1. Draw ~~issued~~ duty handgun from the holster, and fire

~~7.2.2.~~ 7.3.1.1. Draw to a ready position

~~7.2.3.~~ 7.3.1.2. Draw to a "cover mode" simulating the covering of a suspect together with the issuance of the verbal commands order "Police—Don't Move!"

~~7.2.4.~~ 7.3.1.3. Using standing, kneeling, and prone positions

~~7.2.5.~~ 7.3.1.4. Use of covering and concealment while maintaining visual contact with the threat

~~7.2.6.~~ 7.3.1.5. Reloading while ~~concentrated~~ concentrating on the threat and not the ~~weapon~~ duty handgun

~~7.2.7.~~ Clear handgun stoppages (Already covered in TO 7.3)

~~7.2.2.~~ 7.3.2. Re-holster ~~issued weapon~~ and secure duty handgun.

Lesson Plan Guide: The lesson plan shall include the following: all items listed in the Criteria section.

- ~~1. Draw and fire~~
- ~~2. Draw to a ready position~~
- ~~3. Draw to a "cover mode" simulating the covering of a suspect together with the issuance of the verbal order "Police - Don't Move!"~~
- ~~4. Using standing, kneeling and prone positions~~
- ~~5. Use of covering and concealment while maintaining visual contact with the threat~~
- ~~6. Reloading while concentrated on the threat and not the weapon~~
- ~~7. Clear handgun stoppages~~
- ~~8. Reholster weapon~~

Definitions: ~~(Definitions are outdated and already stated in 7.4.1)~~

- ~~a. Gripping: using sufficient strength to hold a weapon on a plane so that the projectile will travel on a line to the target~~
- ~~b. Lifting: having adequate strength to lift the weapon to eye level while maintaining safe control~~
- ~~c. Range of vision: should be such that a person can focus on one object (sights) and still see an image of the target~~

~~d. Strength: overall strength should be a minimum of being able to perform normal task without fatiguing quickly~~

~~e. Breathing: holding breath for a minimal time in order to complete the task of firing the weapon~~

~~f. Cover mode: finger outside the trigger guard until you are on target and have decided to fire~~

Performance Outcome ~~7.3~~ 7.4

~~Clear stoppage in semi-automatic pistols and revolvers. Demonstrate safe handling of weapons on the range and on and off duty.~~ Safely demonstrate techniques for clearing stoppages in the duty handgun.

Training Objectives Related to ~~7.3~~ 7.4

Given a practical exercise:

1. Utilizing dummy rounds, ~~Demonstrate~~ demonstrate the techniques for clearing stoppages in ~~pistols or revolvers~~ the duty handgun.

2. Demonstrate safe handling of ~~weapons on the range and how to do so on and off duty~~ the duty handgun.

Criteria: The ~~trainee~~ student shall be tested on the following:

~~7.3.1. 7.4.1. Demonstrate the Techniques- techniques for clearing stoppages in the duty handgun.~~

~~7.3.1.1. Semi-automatic pistol~~

~~7.3.1.1.1. Failure to fire~~

~~7.3.1.1.2. Failure to feed~~

~~7.3.1.1.3. Failure to eject~~

~~7.3.1.1.4. Failure to extract~~

~~7.3.1.2. Revolver~~

~~7.3.1.2.1. When trigger is pulled and revolver does not fire~~

~~7.3.1.2.2. When trigger gets tight and cylinder will not turn~~

~~7.3.1.2.3. When there is a squib load~~

~~7.3.2. 7.4.2. Demonstration of Demonstrate safe handling of weapons on the range and identification of safe handling of weapons on and off duty the duty handgun.~~

Lesson Plan Guide: The lesson plan shall include the following: all items listed in the Criteria section.

1. ~~Techniques for clearing stoppages:~~

~~a. Semi-automatic pistol~~

~~(1) Failure to fire~~

~~(2) Failure to feed~~

~~(3) Failure to eject~~

~~(4) Failure to extract~~

~~b. Revolver~~

~~(1) When trigger is pulled and revolver does not fire~~

~~(2) When trigger gets tight and cylinder will not turn~~

~~(3) When there is a Squib load~~

~~2. Demonstration of safe handling procedures of weapon while on the range and identification of safe handling procedures of weapon on and off duty.~~

Performance Outcome 7.4 7.5

Fire a approved duty handgun in various combat situations using issued equipment. daytime/low light exercises.

Training Objectives Related to 7.4 7.5

Given a practical exercise:

1. Fire the officer's issued/~~approved~~ weapon duty handgun during daytime/~~low light and/or night time combat range~~ exercises using issued/~~approved~~ loading device, issued/~~approved~~ holster and ~~flashlight~~ with 70% accuracy on two of the

approved courses of fire (TQC + one additional approved course of academy's choice).

2. Fire approved duty handgun during low light conditions using approved loading device, approved holster, and flashlight with 70% accuracy on the approved course of fire.

Criteria: The trainee student shall be tested on the following:

~~7.4.1.~~ 7.5.1. Demonstrate dry firing and basic shooting principles fundamentals of marksmanship.

~~7.4.2.~~ 7.5.2. ~~Using proper marksmanship and reloading fundamentals,~~ Using fundamentals of marksmanship, proper weapons handling skills, and reloading fundamentals, fire a minimum of 200 rounds with issued approved (or equal to this) ammunition in daylight conditions, using issued/approved ~~weapon~~ duty handgun prior to qualification.

~~7.4.3.~~ 7.5.3. Qualify on ~~two~~ the TQC and one additional approved course of academy choice ~~of~~ from the below selected courses with approved IALEFI-QP targets target under daylight conditions, using approved issued (or equal to this) ~~duty~~ ammunition, ~~weapon~~ approved duty handgun, duty belt and holster:

~~7.4.3.6.~~ 7.5.3.1. Virginia Tactical Qualification Course I, 50 rounds, 5, 7, ~~or 7~~, 15, 25 yards shooting (See Appendix F)

and choose one of the following:

~~7.4.3.1~~ 7.5.3.2. Virginia Modified Double Action Course for Semi-automatic Pistols and Revolvers, 50 ~~60~~ rounds, 7, 15, 25 yards shooting (See Appendix A)

~~7.4.3.2~~ 7.5.3.3. Virginia Modified Combat Course I, 50 ~~60~~ rounds, 25, 15, 7 yards shooting (See Appendix B)

~~7.4.3.8~~ 7.5.3.4. Virginia Tactical Qualification Course III, 50 rounds, 25, 15, 7, 5, 3 yards shooting (See Appendix H)

~~7.4.3.3~~. Virginia Modified Combat Course II, ~~60~~ rounds, ~~25, 15, 7, 5, 3~~ yards shooting (See Appendix C)

~~7.4.3.4~~. Virginia Qualification Course I, ~~50~~ rounds, ~~25 to 5~~ yards shooting (See Appendix D)

~~7.4.3.5~~. Virginia Qualification Course II, ~~60~~ rounds, ~~3 to 25~~ yards shooting (See Appendix E)

~~7.4.3.7~~. Virginia Tactical Qualification Course II, ~~36~~ rounds, ~~3 to 25~~ yards shooting (See Appendix G)

7.4.3.9. Virginia Tactical Qualification Course IV, 60 rounds, 1/3 to 25 yards shooting (See Appendix I)

7.4.3.10. Virginia Tactical Qualification Course V, 50 rounds, 1/3 to 25 yards shooting (See Appendix J)

7.4.4. 7.5.4. Fire a minimum of 25 100 rounds on a in low light conditions and/or a minimum of 25 rounds on a nighttime course for practice prior to qualification using the agency issued or approved duty handgun, duty holster, and /or loading device.

7.4.4.1. 7.5.5. Fire a minimum of 25 50 rounds on a the low light and/or a minimum of 25 rounds on a nighttime qualification course. .25 rounds must be with the use of a hand-held flashlight, with a 70% qualification score on each course.

7.5.5.1. Virginia Low Light Qualification Course; 50 rounds with 3, 5, 7, 10, and 15-yard shooting

7.4.4.2. 7.5.6. Fire a minimum of 50 ~~12~~ rounds with the use of a flashlight and proper techniques in Appendix B or Appendix C above.

7.4.4.2.1. 7.5.6.1. Identify the advantages and disadvantages of three

Demonstrate methods of flashlight use with a weapon duty handgun

~~7.4.4.2.2.~~ 7.5.6.2. Identify Demonstrate the correct target threat by using flashlight techniques and with weapon duty handgun in hand

~~7.4.4.3.~~ Low light or nighttime practice and qualifications courses with time limitations and distances will be established by the school, agency, or academy board.

~~7.4.4.4.~~ 7.5.7. Demonstrate firing stance and position to include barricade positions. Fire from point shoulder positions, cover down positions and barricade positions.

~~7.4.4.5.~~ 7.5.7.1. Fire duty handgun using strong and weak support hand as appropriate:

~~7.4.4.5.1.~~ 7.5.7.1.1. Standing position

~~7.4.4.5.2.~~ 7.5.7.1.2. Kneeling position

~~7.4.4.5.3.~~ 7.5.7.1.3. Prone position

~~7.4.4.6.~~ 7.5.7.2. Reload the weapon duty handgun with emphasis on utilizing tactical appropriate reloads procedures where appropriate.

~~7.4.4.7.~~ 7.5.7.3. Correct any weapon duty handgun stoppages that may occur.

~~7.4.5.~~ 7.5.8. Fire familiarization drills using a minimum of 50 200 rounds (minimum of 10 rounds per ~~position~~ performance outcome) with issued ~~(or equal to this)~~ approved ammunition to include:

~~7.4.5.1.~~ 7.5.8.1. Moving forward and backward ~~(officer and/or target).~~

7.5.8.2. Moving backward

~~7.4.5.2.~~ 7.5.8.3. Moving side to side right ~~(officer and/or target)~~

~~7.4.8.4.~~ 7.5.8.4. Moving left

~~7.4.5.3.~~ 7.5.8.5. Use of cover and concealment

~~7.4.5.4.~~ 7.5.8.6. Shove and shoot

~~7.4.5.5. Seated straight/90 degrees to simulate shooting from a vehicle.~~

7.5.8.7. Turn and shoot:

7.5.8.7.1. 90-degree right

7.5.8.7.2. 90-degree left

7.5.8.7.4. 180-degrees

7.5.8.8. Simulate shooting from a vehicle

7.5.9. Fire familiarization drills using a minimum of 30 rounds with approved ammunition to include:

7.5.9.1. Engage multiple targets during familiarization drills

7.5.9.1.1 Engage multiple targets with magazine exchanges

Lesson Plan Guide: The lesson plan shall include all items listed in the Criteria section.

Performance Outcome 7.5 7.6

Secure ~~weapons (revolvers, semi-automatic weapons)~~ duty handgun and all weapons while off-duty.

Training Objectives Related to ~~7.5~~ 7.6

1. Given a written exercise, identify reasons for and methods for avoiding ~~firearms~~ firearm accidents while off-duty.

Criteria: The ~~trainee~~ student shall be tested on the following:

~~7.5.1.~~ 7.6.1. Identify Reasons ~~reasons~~ for security.

~~7.5.1.1.~~ 7.6.1.1. Prevent injury and unauthorized access (§18.2-56.2)

~~7.5.1.2.~~ 7.6.1.2. Minimize theft opportunity (separate ammunition from the ~~weapons~~ firearm(s))

~~7.5.2.~~ 7.6.2. Identify Methods methods for security.

~~7.5.2.1. Lock box~~

~~7.5.2.1.1. Loaded~~

~~7.5.2.1.2. Unloaded~~

~~7.5.2.2. Trigger lock~~

~~7.5.2.2.1. Unloaded~~

~~7.5.2.3. Cable lock~~

~~7.5.2.3.1. Unloaded~~

~~7.5.2.5. Disassemble weapon~~

Lesson Plan Guide: The lesson plan shall include all items listed in the Criteria section and the addition information below. ~~the following:~~

~~1. Reasons for security~~

~~a. Prevent injury and unauthorized access (§[18.2-56.2](#))~~

~~b. Minimize theft opportunity (separate ammunition from the weapons)~~

~~2. 1. Methods for security~~

~~a. Lock box~~

~~1. (i). Loaded~~

~~2. (ii). Unloaded~~

b. Trigger lock

~~1.~~ (i). Unloaded

c. Cable lock

~~1.~~ (i). Unloaded

d. ~~Disassemble weapon~~ Gun safe and/or locked container

Performance Outcome 7.6 7.7

Carry a firearm when while off-duty. (~~revolver, semi-automatic weapon~~)

Training Objectives Related to 7.6 7.7

1. Given a written exercise, identify the factors to consider when carrying a firearm while off-duty. (~~revolver, semi-automatic weapon~~)

Criteria: The trainee student shall be tested on the following:

7.6.1. 7.7.1. Identification that an Identify how the officer must comply with department policy relating to carrying a firearm, while off-duty and qualifying with the off-duty firearm.

7.6.2. 7.7.2. Identification of Identify the statutes that regulate the carrying of firearms while off-duty.

7.6.3. 7.7.3. Identification of Identify the impact that alcohol consumption any intoxicant may have on judgment, relating to use of firearms while off-duty.

7.6.4. ~~7.7.4.~~ Identification of Identify the conditions that should be maintained while carrying a firearm off-duty.

Lesson Plan Guide: The lesson plan shall include ~~the following:~~ all items listed in the Criteria section and the additional information below.

~~1. Identification that an officer must comply with department policy relating to carrying a firearm while off duty and qualifying with the off-duty firearm.~~

~~2. Identification of statutes that regulate the carrying of firearms while off duty.~~

~~3. Identification of the impact that alcohol consumption may have on judgment relating to use of firearms while off duty.~~

~~4.~~ 1. Identification of conditions that should be maintained while carrying a firearm off-duty

a. Concealed

b. Secure (retaining device)

c. Accessible

d. Law enforcement identification with weapon

e. Jurisdiction

f. Training

~~5.~~ 2. Identification of response to being stopped by on-duty officer:

- a. Upon being challenged, ~~members will~~ remain motionless unless given a positive directive otherwise
- b. ~~Members will obey~~ Obey the commands of the challenging member, whether or not he/she is in uniform. which This may entail submission to arrest.
- c. ~~Members will~~ Do not attempt to produce identification ~~unless and until so~~ instructed to do so
- d. If circumstances permit, ~~members may~~ verbally announce, their identity and state the location of their badge and credentials
- e. ~~Members should ask~~ Ask the challenger on-duty officer to repeat any directions or questions that are unclear and ~~should never argue with challenger~~ during the encounter
- f. Challenged members will follow Follow all instructions received until recognition is acknowledged

~~WEAPONS PERFORMANCE OUTCOMES~~

~~APPENDIX A~~

~~VIRGINIA MODIFIED DOUBLE ACTION COURSE FOR SEMI-AUTOMATIC PISTOLS AND
REVOLVERS~~

~~Targets B-21, B-21X, B-27, Q~~

~~60 ROUNDS, 7-25 YARDS~~

~~Qualification Score: 70%~~

~~Each officer is restricted to the number of magazines carried on duty. Magazines shall be loaded to their full capacity. Range instructor shall determine when magazines will be changed.~~

~~**PHASE 1 – 7 YARD LINE:** With loaded magazine, on command fire 1 round in 2 seconds or fire 2 rounds in 3 seconds, make weapon safe, holster, repeat until 6 rounds have been fired.~~

~~1. On command draw and fire 2 rounds in 3 seconds, make weapon safe, holster, repeat until 6 rounds have been fired.~~

~~2. On command draw and fire 6 rounds strong hand and 6 rounds weak hand in 20 seconds for semi-auto and 30 seconds for revolver, make weapon safe and holster.~~

~~**PHASE 2 – 15 YARD LINE:** Point Shoulder Position~~

~~1. On command draw and fire 1 round in 2 seconds or 2 rounds in 3 seconds, make weapon safe, holster, repeat until 6 rounds have been fired.~~

~~2. On command draw and fire 2 rounds in 3 seconds, holster and repeat until 6 rounds have been fired.~~

~~3. On command draw and fire 6 rounds in 12 seconds, make weapon safe and holster.~~

~~**PHASE 3 – 25 YARD LINE:** On command fire 6 rounds from prone, 6 rounds from kneeling and 6 rounds from standing until 18 rounds have been fired in 75 seconds for semi-auto, strong hand; for revolver,~~

~~90 seconds, strong hand. The order of position and use of cover/concealment and decocking is optional with the instructor.~~

~~**SCORING** – B21, B21X targets – use indicated K value with a maximum 300 points divided by 3 to obtain percent.~~

~~B27 target – 8,9,10,X rings = 5 points, 7 ring = 4 points, hits on silhouette = 3 points divided by 3 to obtain percent.~~

~~Q target – 5 points inside the bottle, 3 points outside the bottle on the target. Divide by 3 to obtain percent.~~

~~**INSTRUCTOR'S DISCRETION TO USE PROPER VERBALIZATION WHEN CHALLENGING THE TARGET.**~~

APPENDIX B

~~VIRGINIA MODIFIED COMBAT COURSE I~~

~~Targets B21, B21X, B27, Q~~

~~60 ROUNDS, 25 – 7 YARDS~~

~~Qualification Score 70% Moving Course~~

~~Range instructor to determine when to load.~~

~~PHASE 1 3 Minute Course at the 50 YARD LINE.~~

~~Officer/Deputy on command runs to the **25 YARD LINE**, fires 12 rounds with strong hand kneeling, fires 12 rounds prone strong hand, 6 rounds standing strong hand, barricades may be used for cover/concealment. Order of positions and use of cover/concealment and decocking is optional per instructor.~~

~~PHASE 2 1 Minute at the 25 Yard Line:~~

~~Officer/Deputy on command runs to the **15 YARD LINE** fires 12 rounds standing strong hand, reloads and fires 6 rounds kneeling.~~

~~PHASE 3 25 Seconds at the 15 Yard Line:~~

~~Officer/Deputy on command runs to the **7 YARD LINE**, fires 6 rounds strong hand and 6 rounds weak hand.~~

~~SCORING B21, B21X, targets used indicated K value with a maximum 300 points divided by 3 to obtain percent.~~

~~B27 targets 8, 9, 10, X rings = 5 points, 7 ring = 4 points, hits on silhouette = 3 points divided by 3 to obtain percent.~~

~~Q targets 5 points inside the bottle, 3 points outside the bottle on the target. Divide by 3 to obtain percent.~~

~~INSTRUCTOR'S DISCRETION TO USE PROPER VERBALIZATION WHEN CHALLENGING THE TARGET.~~

APPENDIX C

VIRGINIA MODIFIED COMBAT COURSE II

FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS

Targets — B21, B21X, B27, Q

60 ROUNDS, 25 — 3 YARDS

Qualification Score 70% Moving Course

Range Instructor to determine when to load.

PHASE 1 — 90 seconds for **REVOLVERS**, 70 seconds FOR **SEMI-AUTOMATICS** — at the 50 Yard Line:

Officer/Deputy on command runs to the **25 YARD LINE** and fires 6 rounds standing, fires 6 rounds from the prone and 6 rounds kneeling using strong hand. The order of positions and use of cover/concealment and decocking in between is optional with the instructor.

PHASE 2 — 30 seconds — at the 25 Yard Line:

Officer/Deputy on command runs to the **15 YARD LINE**, fires 6 rounds standing, 6 rounds kneeling.

PHASE 3 — 25 seconds — at the 15 Yard Line:

Officer/Deputy on command runs to the **7 YARD LINE**, fires 6 rounds strong hand and 6 rounds weak hand.

PHASE 4 — at the **5 Yard Line**.

On command draw and fire 12 rounds in any sequence, i.e. 1 round, 2 rounds, 3 rounds or staggered sequence.

PHASE 5 — at the **1 or 2 Yard Line**, hip shooting.

On command draw and fire 6 rounds in any sequence, i.e. 1 round, 2 rounds, 3 rounds or staggered.

~~**SCORING**— B21, B21X targets—use indicated K value with a maximum 300 points divided by 3 to obtain percent.~~

~~B27 targets— 8, 9, 10, X rings = 5 points, 7 ring = 4 points, hits on silhouette = 3 points divided by 3 to obtain percent.~~

~~Q targets— 5 points inside the bottle, 3 points outside the bottle on the target. Divide by 3 to obtain percent.~~

~~**INSTRUCTOR'S DISCRETION TO USE PROPER VERBALIZATION WHEN CHALLENGING THE TARGET.**~~

~~APPENDIX D~~

~~VIRGINIA QUALIFICATION COURSE I~~

~~FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS~~

~~Targets— B21, B21X, B27, Q~~

~~50 ROUNDS, 25— 5 YARDS~~

~~Qualification Score 70%~~

~~**PHASE 1**— At the **25 yard line**, 75 seconds for pistols, 95 seconds for revolvers.~~

~~On command with a fully loaded weapon fire 6 rounds prone, 6 rounds kneeling strong hand, 6 rounds standing strong hand. The order of the positions and use of cover/concealment and decocking in between is optional per instructor.~~

~~**PHASE 2**— At the **25 Yard Line**, 8 Seconds for pistol or revolver.~~

~~On command move to the **15 Yard Line**, draw and fire 2 rounds and stay at cover down position.~~

~~**PHASE 3**— Stay on the **15 Yard Line**, 3 seconds for pistols or revolvers.~~

On command from cover down position fire 2 rounds, recover, maintain cover down position, repeat four times for 8 rounds.

~~PHASE 4~~ 20 seconds for pistols, 25 seconds for revolvers.

At the 15 Yard Line on command move to the ~~7 Yard Line~~, draw and fire 12 rounds with a MANDATORY RELOAD.

~~PHASE 5~~ 20 seconds for pistols, 25 seconds for revolvers

On command at the 7 YARD LINE move to the ~~5 Yard Line~~, draw and fire 5 rounds strong hand, ~~Reload~~ and fire 5 rounds weak hand.

~~SCORING~~ B21, B21X targets use indicated K value with a maximum 250 points multiplied by .4 to obtain percent.

~~B27 targets~~ 8, 9, 10, X rings = 5 points, 7 ring = 4 points, hits on silhouette = 3 points multiply by .4 to obtain percent.

~~Q targets~~ 5 points inside the bottle, 3 points outside the bottle on the target, multiply by .4. to get percent.

~~INSTRUCTOR'S DISCRETION TO USE PROPER VERBALIZATION WHEN TO CHALLENGE THE TARGET.~~

APPENDIX E

VIRGINIA QUALIFICATION COURSE II

FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS

~~Targets~~ B21, B21X, B27, Q

~~60 Rounds, 3~~ 25 YARDS

~~Qualification Score~~ 70%

~~PHASE 1~~ 20 seconds at the ~~3 Yard Line~~, on command draw and fire 6 Rounds standing with strong hand, ~~MAGAZINE CHANGE/RELOAD~~, Fire 6 rounds standing with weak hand.

~~PHASE 2~~ at the ~~7 Yard Line~~, on command draw and fire 2 rounds in 3 seconds, holster, repeat until 12 rounds have been fired.

~~PHASE 3~~ 10 seconds, at the ~~7 Yard Line~~, On command draw and fire 6 rounds kneeling.

~~PHASE 4~~ 37 seconds, At the ~~15 Yard Line~~, on command fire 12 rounds standing, 6 rounds kneeling. SEMI-AUTOS must have MAGAZINE CHANGE.

~~ACADEMIES MUST CHOOSE ONE OF THE FOLLOWING PHASES FOR SCORING:~~

~~PHASE 5A~~ 45 seconds at the ~~25 Yard Line~~, on command fire 12 rounds, 6 rounds kneeling using barricade and 6 rounds standing using barricade for cover.

~~OR~~

~~PHASE 5B~~ 25 YARD LINE, 60 seconds for pistols, 60 seconds for revolvers. On command, fire 4 shots standing strong side, 4 shots kneeling strong side, and 4 shots prone strong side.

~~SCORING~~ B21, B21X, targets use indicated K value with a maximum 300 points divided by 3 to obtain percent.

~~B27 targets~~ 8, 9, 10, X rings = 5 points, 7 ring = 4 points, hits on silhouette = 3 points divided by 3 to obtain percent.

~~Q targets~~ 5 points inside the bottle, 3 points out of the bottle on the target. Divide by 3 to obtain percent.

~~INSTRUCTOR'S DISCRETION WHEN TO HAVE OFFICER/DEPUTY TO USE PROPER VERBALIZATION TO CHALLENGE THE TARGET.~~

APPENDIX F

VIRGINIA TACTICAL QUALIFICATION COURSE I

FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS

Targets ~~B21, B21X, B27, Q~~

50 Rounds, 5/7 ~~25 YARDS~~

Qualification Score 70%

Each officer/deputy restricted to number of magazines carried on duty. Magazines fully loaded. Instructor shall determine magazine changes.

PHASE 1 ~~At 5, 7 OR FRACTION THEREOF~~, point shoulder shooting, fire 2 rounds in 3 seconds for 12 rounds. After each two rounds, holster, repeat until 12 rounds have been fired.

- ~~1. On command draw and fire 6 rounds in 8 seconds, point shoulder position.~~
- ~~2. On command draw and fire 4 rounds in 8 seconds, strong hand only, point shoulder.~~
- ~~3. On command fire 4 rounds in 10 seconds, weak hand point shoulder.~~

PHASE 2 ~~At 15 Yard Line~~, point shoulder position

- ~~1. On command draw and fire 2 rounds in 3 seconds for 6 rounds. (Optional to holster after each 2 rounds)~~
- ~~2. On command draw and fire 6 rounds in 12 seconds.~~

ACADEMIES MUST CHOOSE ONE OF THE FOLLOWING PHASES FOR SCORING:

PHASE 3A ~~at 25 Yard Line~~, 45 seconds for pistols, 60 seconds for revolvers.

- ~~1. On command assume kneeling position, draw and fire 6 rounds behind a barricade.~~
- ~~2. Fire 6 rounds, strong hand standing barricade position.~~

PHASE 3B ~~at 25 Yard Line, 60 seconds for pistols, 60 seconds for revolvers. On command, fire 4 shots standing strong side, 4 shots kneeling strong side, and 4 shots prone strong side.~~

SCORING ~~B21, B21X targets~~ use indicated K value with a maximum 250 points multiply by .4 to obtain percent.

~~B27 targets~~ 8, 9, 10, X rings = 5 points, 7 ring = 4 points, hits on silhouette = 3 points multiply by .4 to obtain percent.

~~Q targets~~ 5 points inside the bottle, 3 points out of the bottle on the target, multiply by .4 to obtain percent.

~~INSTRUCTOR'S DISCRETION WHEN TO HAVE OFFICER/DEPUTY USE PROPER
VERBALIZATION TO CHALLENGE THE TARGET.~~

~~APPENDIX G~~

~~VIRGINIA TACTICAL QUALIFICATION COURSE II
FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS~~

~~Targets B21, B21X, B27, Q~~

~~36 ROUNDS, 3 25 YARDS~~

~~Qualification Score 70%~~

~~Course begins with a charged and fully loaded weapon, all shots fired standing with strong hand, weapon at eye level with all shots placed high in the chest area unless directed otherwise by the instructor. Weapons WILL NOT BE holstered until the target has edged or whistle has blown. At the end of each phase of fire, a tactical/combat reload will be executed before holstering. If a reload is required it will be accomplished by using a combat or speed reloading technique.~~

~~Prior to the start of the course at the 7 YARD LINE, semi-auto pistol shooters will be advised to keep one magazine empty and load as directed by instructor in order to evaluate slide lock back, chamber empty and combat loads. Revolver shooters will have reload time increased by 2 seconds at all stages of fire.~~

~~**PHASE 1** At 3 Yard Line, on command draw and fire 2 rounds in 3 seconds, one round in the body, one round in the head or groin and holster. Repeat 3 more times until 8 rounds have been fired.~~

~~REVOLVER shooter will reload before firing last four rounds.~~

~~**PHASE 2** At 7 Yard Line, (Prior to firing this stage, pistol shooters will be directed to do an in holster magazine exchange placing a magazine with 2 rounds in the pistol). On command draw and fire 2 rounds strong hand, execute a combat or speed reload, transfers weapon to weak hand and fires 1 additional round in 10 seconds. Weapon remains out held in weak hand only and on command fires 3 rounds in 3 seconds and safely holsters. Total rounds fired 6.~~

~~**PHASE 3** — At 7 Yard Line, draw and fire 4 rounds in 5 seconds and safely holster. Repeat again for a total of 8 rounds. (Revolvers, top off cylinder before firing last 4 rounds).~~

~~**PHASE 4** — At 15 Yard Line, standing, draw weapon to READY GUN and wait command to fire. On command fire 2 rounds in 3 seconds, return to READY GUN. On command fire 2 rounds, execute a combat or speed reload fire 2 additional rounds and return to READY GUN.~~

~~**12 SECONDS** allotted to fire rounds 3 & 4, reload and fire 2 additional rounds. On command fire 2 rounds in 3 seconds, safely holster. Total rounds fired 8.~~

~~**PHASE 5** — AT 25 Yard Line, Shooter stands beside cover (barricade), On command retreats behind cover, draws on the move and from behind cover, assumes strong side kneeling position, leans out from behind the cover, fires 2 rounds strong side kneeling in 12 seconds and holsters.~~

~~Shooter stands beside cover (barricade) and on command shooter retreats behind cover and assumes strong side standing position, leans out from behind cover and fires 2 rounds, strong side standing in 12 seconds and holsters.~~

~~Shooter again retreats behind cover, assumes weak side standing position, leans out from behind cover and fire 2 rounds weak side standing and holsters.~~

~~**WHEN SHOOTER RETREATS BEHIND COVER, ALL WEAPONS WILL BE DECOCKED AND TRIGGER FINGER PLACED OUTSIDE AND ABOVE THE TRIGGER GUARD. FAILURE TO DO SO IS A SAFETY VIOLATION AND NONE OF THE ROUNDS FIRED WILL BE SCORED.** This course of fire is to teach looking for and moving to cover.~~

~~**SCORING** — B21, B21X, B27 targets — used indicated K value with a maximum 180 points divide by 1.8 to obtain percent.~~

~~B27 target — 8, 9, 10, X rings = 5 points, 7 rings = 4 points, hits on silhouette = 3 points, divide by 1.8 to obtain percent.~~

~~Q targets — 5 points inside the bottle, 3 points out of the bottle and on the target divide by 1.8 to obtain percent.~~

~~**INSTRUCTOR'S DISCRETION WHEN TO HAVE OFFICER/DEPUTY USE PROPER VERBALIZATION TO CHALLENGE THE TARGET.**~~

APPENDIX H

VIRGINIA TACTICAL QUALIFICATION COURSE III

FOR SEMI-AUTOMATIC PISTOLS

Targets B21, B21x, B27, Q – 99

50 ROUNDS, 1/3-25 YARDS

Qualification Score 70%

Each officer/deputy restricted to number of magazines carried on duty. Magazines may be partially loaded during course of fire to induce a malfunction at instructor's discretion. Instructor may determine magazine exchanges. Course may be run from the 25 to the 1/3 yard line, or 1/3 yard line to the 25 yard line. Lateral, fore or aft movement during any phase at the instructor's discretion.

~~Phase 1~~ At the 25 Yard Line, for a total of 6 rounds.

On command, draw and fire 3 rounds standing, and 3 rounds kneeling in 25 seconds. (Option use barricade or simulated cover)

~~Phase 2~~ At the 15 Yard Line, for a total of 6 rounds.

On command, draw and fire 2 rounds in 4 seconds. (3x for total of 6 rounds) (Option, shoot then step laterally)

~~Phase 3~~ At the 7 Yard Line, for a total of 6 rounds.

On command, draw and fire 2 rounds in 3 seconds. (3x for total of 6 rounds) (Option, step laterally as you draw)

Use either 4a or 4b

~~Phase 4a~~ At the 7 Yard Line, for a total of 12 rounds.

On command, draw and fire 6 rounds, perform a reload, then fire an additional 6 rounds in 12 seconds. (Option, step laterally while reloading)

~~Phase 4b~~ At the 7 Yard Line, for a total of 12 rounds.

~~On command, draw as you move to the 5 yard line,~~

~~1. Fire 2 rounds in 3 seconds, (3x for total of 6 rounds)~~

~~2. Fire 6 rounds in 6 seconds.~~

~~Phase 5 At the 5 Yard Line, for a total of 14 rounds, on command, draw and fire (Option, step laterally as you draw)~~

~~1. 2 Rounds in 3 seconds (3x for total of 6 rounds)~~

~~2. 4 Rounds in 6 seconds, strong hand only~~

~~3. 4 Rounds in 8 seconds, weak hand only.~~

~~Phase 6 At the 1-3 Yard Line, for a total of 6 rounds.~~

~~On command, draw and fire 3 rounds in 3 seconds using close quarter/hip technique. (Option, shove and shoot and/or 1-2 steps to the rear after shooting)~~

~~SCORING B21, B21x targets use indicated K value with maximum 25 points multiplied by .4 to obtain percent.~~

~~B27 targets 8, 9, 10, X rings=5 points, 7 ring=4 points, hits on silhouette=3 points multiply by .4 to obtain percent.~~

~~Q targets 5 points inside the bottle, 3 points outside the bottle on target multiply by .4 to get percent.~~

~~INSTRUCTOR'S DISCRETION WHEN TO HAVE OFFICER/DEPUTY USE PROPER VERBALIZATION TO CHALLENGE THE TARGET.~~

~~APPENDIX I~~

~~VIRGINIA TACTICAL QUALIFICATION COURSE IV~~

~~FOR SEMI-AUTOMATIC PISTOLS~~

~~Targets B21, B21x, B27, Q~~

60 ROUNDS, 1/3 25 YARDS

Qualification Score 70%

~~Each officer/deputy restricted to number of magazines carried on duty. 25 yard line phase calls for rounds fired from 2 different positions (chosen from standing, kneeling, prone) for a total of 12 rounds. Mandated reloads or staging magazines to induce a malfunction at the instructor's discretion. When utilizing barricade or simulated cover position, Instructor option to begin behind cover or seek cover to begin phase. (Example: Shooter draws as he/she steps behind cover) Close quarter/hip shooting portion can be run from three yards and in, utilizing close quarter shooting techniques. Lateral movement during draw or after shots may be introduced during any phase of fire at the instructor's discretion. Instructor option to substitute 5 Yard line stage with: draw and fire 4 rounds strong hand, safely transfer weapon to weak hand and immediately fire 4 rounds weak hand in 10 sec.~~

~~**Phase 1** At the 25 Yard Line, for a total of 12 rounds.~~

~~On command, draw and fire 6 rounds from position 1; from position 2, fire 6 rounds in 45 seconds behind cover.~~

~~**Phase 2** At the 15 Yard Line, for a total of 18 rounds. (Option for lateral movement)~~

~~**1.** On command, draw and fire 2 rounds in 4 seconds (3x for total of 6 rounds)~~

~~**2.** On command, draw and fire 6 rounds, combat reload, then fire 6 more rounds in 25 seconds.~~

~~**Phase 3** At the 10 Yard Line, for a total of 6 rounds. (Option for lateral movement)~~

~~**1.** On command, draw and fire 2 rounds in 3 seconds, then go to ready gun.~~

~~**2.** From ready gun, on command, fire 2 rounds in 3 seconds.~~

~~**3.** From ready gun, on command, fire 2 rounds in 3 seconds.~~

~~**Phase 4** At the 7 Yard Line, for a total of 12 rounds. (Option for lateral movement)~~

~~**1.** On command, draw and fire 2 rounds in 3 seconds.~~

~~**2.** On command, draw and fire 2 rounds in 3 seconds.~~

~~3. On command, draw and fire 2 rounds in 3 seconds.~~

~~4. On command, draw and fire 3 rounds in 4 seconds.~~

~~5. On command, draw and fire 3 rounds in 4 seconds.~~

~~Use either 5a or 5b~~

~~Phase 5a At the 5 Yard Line, for a total of 8 rounds. (Option for lateral movement)~~

~~1. On command, draw and fire 4 rounds in 6 seconds, strong hand only then assess, scan and holster.~~

~~2. On command, draw and fire 4 rounds in 8 seconds, weak hand only. Reload and holster.~~

~~Phase 5b At the 5 Yard Line, for a total of 8 rounds.~~

~~On command, draw and fire 4 rounds strong hand only, safely transfer to weak hand, then fire 4 more rounds weak hand only in 10 seconds.~~

~~Phase 6 At the 3 Yard Line or Closer, for a total of 4 rounds.~~

~~1. On command, draw and fire using close quarter/hip technique 2 rounds in 3 seconds. (Option, shove and shoot and/or 1-2 steps to the rear after shooting).~~

~~2. On command, draw and fire using close quarter/hip technique 2 rounds in 3 seconds. (Option, shove and shoot and/or 1-2 steps to the rear after shooting).~~

~~SCORING B21, B21x targets use indicated K value with maximum 300 points divided by 3 to obtain percent.~~

~~B27 target 8, 9, 10, X rings=5 points, 7 ring=4 points, hits on silhouette=3 points divided by 3 to obtain percent.~~

~~Q target 5 points inside the bottle, 3 points outside the bottle on target, divide by 3 to get percent.~~

~~INSTRUCTOR'S DISCRETION WHEN TO HAVE OFFICER/DEPUTY USE PROPER VERBALIZATION TO CHALLENGE THE TARGET.~~

APPENDIX J

VIRGINIA TACTICAL QUALIFICATION COURSE V FOR SEMI-AUTOMATIC PISTOLS

Targets B21, B21x, B27, Q

50 ROUNDS, 1/3 25 YARDS

Qualification Score 70%

Each officer/deputy restricted to number of magazines carried on duty 25 yard line calls for rounds fired from 2 different positions (chosen from standing, kneeling, prone) for a total of 6 rounds. (Example: 3 standing and 3 kneeling) Mandated reloads or staging magazines to induce a malfunction/reload at instructor's discretion. When utilizing barricade or simulated cover position, instructor option to begin behind cover or seek cover to begin phase. (Example: Shooter draws as he/she steps behind cover) Lateral movement during draw or after shots may be introduced during any phase of fire at the instructor's discretion. Close quarter/hip shooting portion can be run from three yards and in, utilizing close quarters shooting techniques. Instructor option to substitute 5 yard line stage with: draw and fire 4 rounds strong hand only, safely transfer weapon to weak hand and immediately fire 4 rounds weak hand only in 12 sec.

Phase 1 At the 25 Yard Line, for a total of 6 rounds.

On command, draw and fire 3 rounds from position 1; from position 2, fire 3 rounds in 25 seconds behind cover.

Phase 2 At the 15 Yard Line, for a total of 12 rounds.

1. Have shooters draw to Ready Gun position. On command fire 2 rounds in 3 seconds, assess, scan and return to Ready Gun. Repeat two (2) more times for a total of 6 rounds. Reload and holster.

2. On command, draw and fire 6 rounds in 12 seconds. Assess, scan and holster.

Phase 3 At the 10 Yard Line, for a total of 12 rounds.

On command, draw and fire 6 rounds, reload, and immediately fire 6 more rounds in 20 seconds.

~~Phase 4~~ At the 7 Yard Line, for a total of 6 rounds.

~~On command, draw and fire 2 rounds in 3 seconds. Repeat 2 more times for a total of 6 rounds.~~

~~Use either 5a or 5b~~

~~Phase 5a~~ At the 5 Yard Line, for a total of 8 rounds.

~~1. On command, draw and fire 4 rounds in 6 seconds strong hand only, assess, scan and holster.~~

~~2. On command, draw and fire 4 rounds in 8 seconds weak hand only.~~

~~Phase 5b~~ At the 5 Yard Line, for a total of 8 rounds.

~~On command, draw and fire 4 rounds strong hand only, safely transfer weapon to weak hand, and immediately fire 4 rounds weak hand only in 12 seconds.~~

~~Phase 6~~ At the 3 Yard Line or Closer, for a total of 6 rounds.

~~On command, draw and fire using close quarter/hip technique 3 rounds in 4 seconds. Repeat again for a total of 6 rounds. (Option shove and shoot and/or 1-2 steps to the rear after shooting.)~~

~~SCORING~~ B21, B21x targets use indicated K value with maximum 250 points multiplied by .4 to obtain percent.

~~B27 target 8, 9, 10, X rings=5 points, 7 ring=4 points, hits on silhouette=3 points multiply by .4 to obtain percent.~~

~~Q target 5 points inside the bottle, 3 points outside the bottle on target, multiply by .4 to get percent.~~

~~INSTRUCTOR'S DISCRETION WHEN TO HAVE OFFICER/DEPUTY USE PROPER VERBALIZATION TO CHALLENGE THE TARGET.~~

VIRGINIA TACTICAL QUALIFICATION COURSE I (MANDATORY)

(Formerly Appendix F)

Target- IALEFI QP

50 rounds, 5-25 yards

Qualification Score: 70%

Instructor to determine magazine changes and magazine capacity

Phase 1 – 5 YARD LINE: 12 rounds

1. Draw and fire 2 rounds in 3 seconds for 12 rounds. After each two rounds, holster and repeat.

PHASE 2—7 YARD LINE: 14 rounds

1. On command, draw and fire 6 rounds in 8 seconds.
2. On command, draw and fire 4 rounds in 8 seconds, strong hand only.
3. On command, fire 4 rounds in 10 seconds, support hand only.

PHASE 3—15 YARD LINE: 12 rounds

1. On command, draw and fire 2 rounds in 3 seconds. Stay out at ready-gun position.
2. From ready-gun, fire 2 rounds in 2 seconds, for a total of 4 rounds.
3. On command, draw and fire 6 rounds in 12 seconds.

PHASE 4—25 YARD LINE: 12 rounds

1. On command, draw and fire 6 rounds kneeling and 6 rounds standing in 45 seconds (pistol) or 60 seconds (revolver).

SCORING—2 points inside the bottle, 1 point outside the bottle, in the gray area

OPTION 1: VIRGINIA MODIFIED DOUBLE ACTION COURSE FOR SEMI-AUTOMATIC PISTOLS AND REVOLVERS

(Formerly Appendix A)

Target- IALEFI QP

50 rounds, 7-25 yards

Qualification Score: 70%

Instructor to determine magazine changes and magazine capacity

PHASE 1 – 7 YARD LINE: 20 rounds

1. On command, draw and fire 2 rounds in 3 seconds. Holster and repeat until 10 rounds have been fired (x5).
2. On command, draw and fire 5 rounds strong-hand. Conduct a reload and fire 5 rounds with support-hand in 22 seconds. Holster.

PHASE 2— 15 YARD LINE: 15 rounds (Two-handed shooting)

1. On command, draw and fire 2 rounds in 3 seconds. Holster and repeat until 10 rounds have been fired (x5).
2. On command, draw and fire 5 rounds in 10 seconds. Make duty firearm safe and holster.

PHASE 3—25 YARD LINE: 15 rounds

1. On command, fire 5 rounds from standing, 5 rounds from kneeling, and 5 rounds from prone position until 15 rounds have been fired in 70 seconds (semi-automatic) or 90 seconds (revolver).

SCORING—2 points inside the bottle, 1 point outside the bottle, in the gray area

OPTION 2: VIRGINIA MODIFIED COMBAT COURSE I

(Formerly Appendix B)

Target- IALEFI QP

50 rounds, Moving course- 50-7 yard lines

Qualification Score: 70%

Instructor to determine magazine change and magazine capacity

PHASE 1: 50 YARD LINE: 26 rounds

1. On command, run to the 25 yard line. Draw and fire 10 rounds standing. Fire 10 rounds kneeling, then 6 rounds prone in a total of 3 minutes.

PHASE 2: 25 YARD LINE: 16 rounds

1. On command, run to the 15 yard line. Draw and fire 10 rounds standing. Reload and fire 6 rounds kneeling in a total of 60 seconds.

PHASE 3: 15 YARD LINE: 8 rounds

1. On command, run to the 7 yard line. Draw and fire 4 rounds strong-hand only then 4 rounds support-hand only in a total of 25 seconds.

SCORING—2 points inside the bottle, 1 point outside the bottle, in the gray area

OPTION 3: VIRGINIA TACTICAL QUALIFICATION COURSE III FOR SEMI-

AUTOMATIC PISTOLS

(Formerly Appendix H)

Target- IALEFI QP

50 rounds, 25-3 yard lines

Qualification Score: 70%

Instructor to determine magazine change and magazine capacity

PHASE 1: 25 YARD LINE: 6 rounds

1. On command, draw and fire 3 rounds standing and 3 rounds kneeling in 25 seconds.

PHASE 2: 15 YARD LINE: 6 rounds

1. On command, draw and fire 2 rounds in 3 seconds (x3) for a total of 6 rounds.

PHASE 3: 7 YARD LINE: 6 rounds

1. On command, draw and fire 2 rounds in 3 seconds (x3) for a total of 6 rounds.

PHASE 4: 5 YARD LINE: 26 rounds

1. On command, draw and fire 4 rounds in 4 seconds (x3) for a total of 12 rounds.
2. On command, draw and fire 6 rounds in 5 seconds (two-handed shooting).
3. On command, draw and fire 4 rounds in 6 seconds, strong-hand only.
4. On command, draw and fire 4 rounds in 8 seconds, support-hand only.

PHASE 5: 3 YARD LINE: 6 rounds

1. On command, draw and fire 3 rounds in 3 seconds (x2) for a total of 6 rounds (two-handed shooting).

SCORING—2 points inside the bottle, 1 point outside the bottle, in the gray area.

Virginia Low Light Qualification Course (Mandatory)

(NEW)

Target- IALEFI “QP”

50 rounds, 3 - 15 Yards

Qualification Score: 70%

PHASE 1 – 3 YARD LINE: 8 rounds

1. Draw and fire 2 rounds in 3 seconds (x4). Re-holster after each 2 rounds.

Total of 8 rounds (No Flashlight)

PHASE 2 – 5 YARD LINE: 9 rounds

1. Draw and fire 3 rounds in 4 seconds (x3). Re-holster after each 3 rounds.

Total of 9 rounds (No Flashlight)

PHASE 3 – 7 YARD LINE: 16 rounds

1. Draw and fire 4 rounds in 5 seconds (x2). Re-holster after each 4 rounds.

Total of 8 rounds (No Flashlight)

With Flashlight out and in support hand for remainder

2. Draw and fire 4 rounds in 5 seconds.

3. From the ready gun, fire 4 rounds in 5 seconds.

PHASE 4 – 10 YARD LINE: 9 rounds

1. Draw and fire 3 rounds in 5 seconds.

2. From the ready gun, fire 3 rounds in 4 seconds (x2) for a total of 6 rounds.

PHASE 5 – 15 YARD LINE: 8 Rounds

1. Draw and fire 4 rounds in 8 seconds.

2. From the ready gun, fire 4 rounds in 7 seconds.

SCORING - 2 points inside the bottle, 1 point outside the bottle, in the gray area.