

SEMI-AUTO PISTOL QUALIFICATION COURSE: 2011 OPOTA

TARGET:	OPOTA RQT-2
NUMBER OF ROUNDS:	25 (26 minimum on shooter)
FIRING RANGE DISTANCE REQ.:	From 4 feet to 50 feet
TIME LIMITS:	Varied by stage
LIGHT CONDITIONS:	Day light (normal)
MODE OF CARRY:	Secured in holster, hands in neutral non-aggressive position or field interview position
MAGAZINES ARE PREPARED:	Minimum of 6 rounds each to full

This qualification course is to be applied to the officer's primary duty weapon as defined by the officer's law enforcement agency.

Course of fire begins with a proper load and make ready for each relay.

Note: There is no time limit for the officer to scan and recover to the holster. Officers must de-cock or apply the safety when appropriate.

Good weapon handling skills and proper tactics are to be utilized when handling weapons on line.

This course of fire is shot from a two hand eye level hold unless otherwise specified.

GLOSSARY OF TERMS

Motor Program: A compilation or series of movements designed to accomplish a principle task. A technique becomes permanent or 'locked-in' when the neural system can perform the motor skills without requiring conscious thought. Much like walking you will no longer need to 'think' about performing you will just do it automatically. It is often called implanting it into 'muscle memory'. (also referred to as motor programming)

Automatic motor programs allow us to perform time and time again amazingly complex moves without having to think about it. As you start out, the process is "See-Think-Act". But, as you commit skills to muscle memory it becomes "See-Act".

High Ready/Center Ready: Applicable to pistol craft, this is a two hand hold high in the center of the shooters chest. The forearms are resting on the lower ribs with the muzzle of the pistol parallel to the deck and oriented toward the threat. The weapon can be fired at close quarters from this position or it can quickly & easily be brought up and out for two hand sighted fire.

Position Sul: Used to check 360° or move around people or things we don't want to cover with the muzzle. From the high ready, the support hand palm should be flat against the solar plexus, with fingers extended and parallel to the ground. The support hand thumb is pointed towards the shooter's chin. (Elevation of the support hand may vary but most shooters find that they are able to maintain correct hand position without undo stress on the wrists when the hand is held about naval level.) The strong hand maintains the grip on the handgun keeping the trigger finger out of the trigger guard and high along the frame.

The muzzle of the weapon is pointed directly at the ground between the shooter's feet. The slide of the handgun is held against the back of the knuckles of the support hand. Care must be taken to ensure that the muzzle does not point outward to the front or to the side of the shooter. The muzzle **MUST** be straight down.

The strong hand thumb is extended towards the support hand thumb so that both thumb tips are touching. Elbows should be relaxed down against the shooter's sides.

Modified High Ready: This is the high ready position utilizing a one handed hold. The weapon hand is drawn back with the wrist or forearm resting on the lower ribs with the muzzle parallel to the deck and oriented toward the threat.

GLOSSARY OF TERMS continued

360° Scan: This can also be called or referred to as 360° awareness. Shooters need to be conscious of their muzzle direction as they scan left, right and rear. The pistol can be maintained in the high ready position or position Sul as shooters move their feet to check over their shoulders. This technique should only be applied when there is no longer any continued threat from the intended target. Due care must also be applied to avoid covering other shooters with the muzzle.

Reload Without Retention: (Round in Chamber) A reload w/o retention is used when you want to continue to fight with a fully loaded weapon and the situation permits this. Conservation of ammunition is not a priority. When an officer has scanned 360° and is aware of their surroundings and the task at hand, he/she reaches for a fully prepared magazine with their non-firing hand. Bring the magazine up to the pistol and simultaneously drops the partially loaded magazine to the ground. As soon as the partial magazine is clear of the magazine well the fully prepared magazine is seated into the magazine well.

Reload With Retention: Also known as a magazine exchange, a reload with retention is used when you want or need a fully loaded weapon and the situation permits this. Conservation of ammunition is a priority.

This can be accomplished one of three ways.

- (1) When an officer has scanned 360° and is aware of their surroundings and the task at hand, he/she reaches for a fully prepared magazine with their non-firing hand. Bring the magazine up to the pistol and simultaneously drop the partially loaded magazine to the ground. As soon as the partial magazine is clear of the magazine well the fully prepared magazine is seated into the magazine well. The shooter may then, if time and situation permits, pick up the partially loaded magazine and place it in a tactically sound location on their person.
- (2) When an officer has scanned 360° and is aware of their surroundings and the task at hand, he/she reaches for a fully prepared magazine with their non-firing hand. Bring the magazine up to the pistol. He/she drops the partially loaded magazine into the same hand. As soon as the partial magazine is clear of the magazine well the fully prepared magazine is seated into the magazine well. The shooter may then place the partially loaded magazine in a tactically sound location on their person.
- (3) When an officer has scanned 360° and is aware of their surroundings and the task at hand, he/she drops the partially loaded magazine into their support hand and puts it away in a tactically sound location on their person. With the partial magazine put away the shooter then reaches for a fully prepared magazine removes it from the magazine pouch and seats it into the pistol.

GLOSSARY OF TERMS continued

Emergency Reload: (Empty Gun) Emergency reload is used when your weapon is empty. As the weapon is brought back into your work space, the empty magazine is dropped to the ground while the support hand moves to grab a fully prepared magazine from where you normally keep it. The prepared magazine is seated in the magazine well. The weapon put back into to battery and punched back out to the threat to further engage or reassess the situation.

Close Quarters Retention Position: A technique thought of when envisioning a gunfight between 2 people in a phone booth. On a 4 count draw stroke the weapon is drawn up high into the armpit. The support hand comes to a defensive position at chest or chin level to fend off an attack or protect the face and neck. As the muzzle comes up, out and clears the top of the holster the strong elbow drops orienting the muzzle toward the threat. The magazine plate is oriented toward the shooters ribs and the slide or top of the pistol is canted out away from the shooter to avoid interference with clothing or gear. Shooters should take care to be sure that the muzzle is not presented too far in front of their body so as to hand the gun to the suspect enabling the suspect to perform a blocking or disarming technique.

Flanking Step: A step to the side, left or right, which gets the officer off the spot where the suspect is focusing his attack. This could be one big step or several small ones.

SCORING

Silhouette Area: The entire area contained within the humanoid target outline.
(The entire white and dark area shown)

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Preferred Area: The inner outlined area within the silhouette from head to hips.
(The dark area shown)

The pistol target is scored the following way:

Shooters can score a maximum of 25 points (100%) on this course of fire.

Shooters must have no less than 20 points (80%) to pass the course of fire.

A shooter can lose points for:

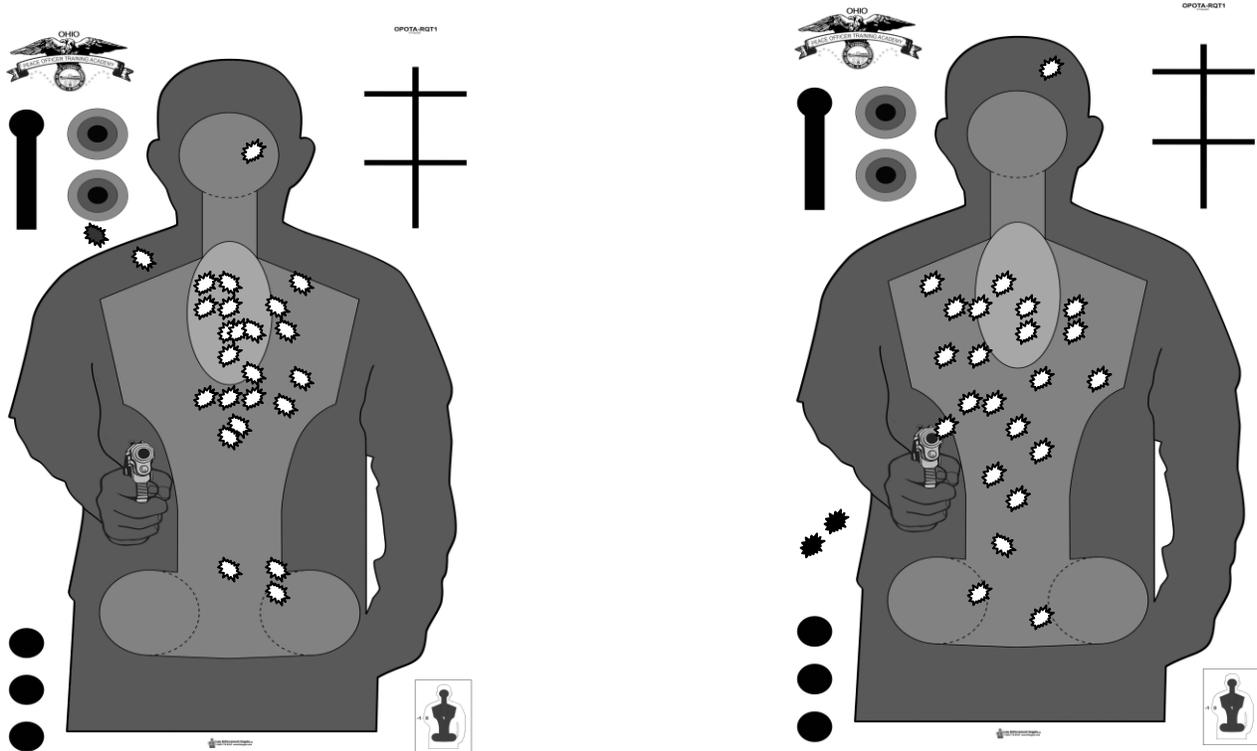
- Failing to hit the preferred area (zero (0) point for each round fired)
- Failing to fire rounds within the allotted time limits (zero (0) point for each round not fired)
- Missing the failure drill designated area (-1 point for missing the head/pelvic circles)
- Any round off the silhouette (-1 point for each hit off the silhouette)
- Firing additional rounds (-1 point for each additional round fired)
- There is no penalty for failing to utilize flanking steps or 360 degree scanning.
- Firing rounds over the allotted time limit (-1 point for each additional round fired)
The firearms qualification instructor shall determine if rounds are fired outside the allotted time limits based upon the totality of circumstances

Example 1: A shooter makes all 25 shots on time. When scoring the target you count 23 hits in the preferred area. You note one on the silhouette but outside the preferred area and one off the silhouette completely.

We have 23 hits that count. An extra point is taken off the score for the complete miss making the final score a 22. Pass.

Example 2: A shooter fires all 25 rounds. The shooter has 1 round over the time limit and the head shot is missed on stage 2. When scoring the target you count 22 hits in the preferred area. You note two off the silhouette completely.

We have 22 hits that count. Then you remove 1 for being over time, 1 point for the head shot and take an extra point off the score for each complete miss (2) making the final score a 18. Fail.



Total hits in preferred area		+ 1 point each	
<i>Subtract the below penalties from the above total</i>			
Head or hip circle miss		- 1 point	
Subtract 1 additional point each for:			
> Hits off silhouette		- 1 point each	
> Rounds fired over time		- 1 point each	
> Rounds beyond 25 allotted		- 1 point each	
		Total Score Final	

PISTOL COURSE OF FIRE

Note: Stepping off the attack line can be choreographed by the instructor in order to keep shooters on line moving in the same direction EX. All step right then all step left.

Load & Make Ready

Shooters on line load and make ready. Press check, de-cock (if appropriate) and holster. Top off your magazine pouches.

Load and Make Ready: Motor Program Walk Through

1. Draw to full presentation and get on the sights
2. Bring the weapon back into your work space
3. Retrieve a magazine from where you normally keep it, look it into the magazine well & seat it
4. Charge the weapon/run the slide
5. Punch back out to the target and get on the sights
6. Lower the weapon, breathe and scan your way back to the high ready position & de-cock
7. Check 360°, press check, de-cock and reluctantly re-holster

Stage 1 Distance to Target: 4 Feet

On the facing of the target or the sound of the timer, you will draw to a close quarter's retention position and fire 3 rounds in 5 seconds into the preferred area.

After firing:

- Create distance by taking one step back
 - Breathe, scan 360°, de-cock, reload if necessary and reluctantly recover to the holster
- ** This drill is completed 1 time for a total of 3 rounds
** Minimum of 3 rounds in the gun going into Stage 2

Stage 2 Distance to Target: 9 Feet

On the facing of the target or the sound of the timer, you will draw and present, while taking a flanking step to the left or right, and fire 2 rounds into the preferred area and 1 round to the head/hip. You have 6 seconds to complete the drill.

(Note: Score targets upon completion of this stage)

After firing:

- Breathe, scan 360°, de-cock, reload if necessary and reluctantly recover to the holster
- ** This drill is completed 1 time for a total of 3 rounds
** Minimum of 5 rounds in the gun going into stage 3

Note: Prepare magazines and top off magazine pouches if needed.

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Stage 3 Distance to Target: 12 Feet, One-handed Shooting

A. On the facing of the target or the sound of the timer, you will draw while taking a flanking step to the left or right and fire 4 rounds into the preferred area of the target using the **dominant hand only**. You have 8 seconds to complete the drill.

After firing:

- Breathe and scan 360°
- Perform a reload with retention (choose one of three ways)
- De-cock and remain at a modified high ready position with the weapon in your dominant hand only

On command:

- Transfer the weapon to your non-dominant hand only and remain at a modified high ready position, for Stage 3B
- ** This drill is completed 1 time with the dominant hand for a total of 4 rounds
- ** Minimum of 5 rounds in the gun going into stage 3B

B. On the facing of the target or the sound of the timer, you will punch out while taking a flanking step left or right and fire 4 rounds into the preferred area of the target using the **non-dominant hand only**. You have 7 seconds to complete the drill.

After firing:

- Breathe, scan 360°, de-cock and remain at the modified high ready
- On command, transfer the weapon back to the dominant hand, reload if necessary and reluctantly recover to the holster
- ** This drill is completed 1 time with the non-dominant hand for a total of 4 rounds

**Note: Do not top off the magazine in the gun.
Prepare magazines and top off magazine pouches if needed.**

Stage 4 Distance to Target: 20 Feet

Prepare weapon with three rounds total. 1 in the chamber 2 in the magazine

On the facing of the target or the sound of the timer, you will draw while taking a flanking step to the left or right and fire 3 rounds into the preferred area of the target. Upon slide lock, take a flanking step in the opposite direction while performing an emergency reload and fire 3 additional rounds into the preferred area of the target. You have 12 seconds to complete the drill.

After firing:

- Breathe, scan 360°, de-cock, reload if necessary and reluctantly recover to the holster
- ** This drill is completed 1 time for a total of 6 rounds
- ** Minimum of 3 rounds in the gun going into Stage 5

Note: Prepare magazines and top off magazine pouches if needed.

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Stage 5 Distance to Target: 30 Feet

On the facing of the target or the sound of the timer, you will draw & present while taking a flanking step left or right and fire 3 rounds into the preferred area of the target. You have 8 seconds to complete the drill.

After firing:

- Breathe, scan 360°, de-cock, reload if necessary and reluctantly recover to the holster
- ** This drill is completed 1 time for a total of 3 rounds
- ** Minimum of 3 rounds in the gun going into Stage 6

Stage 6 Distance to Target: 50 Feet

On the facing of the target or the sound of the timer, you will draw and present while taking a flanking step left or right and fire 2 rounds into the preferred area of the target. You have 8 seconds to complete the drill.

After firing:

- Breathe, scan 360°, de-cock and reluctantly recover to the holster
- ** This drill is completed 1 time for a total of 2 rounds
- ** Minimum of 1 round in the gun going into unloading and clearing

Ending: Unload Clear & Holster

- Shooters on line unload clear and holster an empty weapon.

Unload, Clear & Holster: Motor Program Walk Through

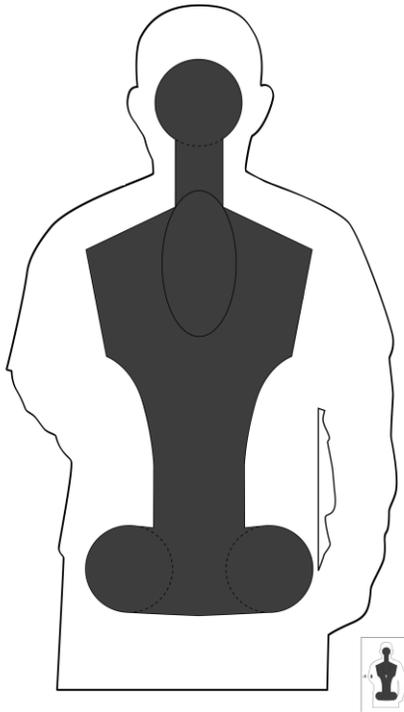
1. Draw to full presentation and get on the sights
2. Bring the weapon back into your work space
3. Remove the source of ammunition and put it away
4. Run the slide several times watching the live round kick out onto the deck. Do not attempt to catch it
5. Lock the slide to the rear
6. Visually and physically inspect the chamber and magazine well
7. Look away
8. Visually and physically inspect the chamber and magazine well again
When you are satisfied that the weapon is clear:
9. Release the slide forward
10. Punch back out on target & get on the sights
(If it is required for disassembly of your weapon, it is appropriate at this time to pull the trigger to prepare for disassembly)
11. Breathe, scan, de-cock and reluctantly recover to the holster

COURSE OF FIRE QUICK REFERENCE SHEET (Drills)

Loading	Proper loading procedures and holster	
Stage 1 Distance: 4 ft Time: 5 sec Rounds: 3	Action: 1. On signal draw to close quarters retention position & fire three rounds into the preferred area After Action: 1. Take one step backward creating distance. 2. Breath, Scan, de-cock, reload if necessary & holster	
Stage 2 Distance: 9 ft Time: 6 sec Rounds: 3	Action: 1. On signal, flanking step while drawing & fire two rounds preferred area, one round to the head After Action: 1. Flanking step breathe, Scan, de-cock, reload if necessary & holster <i>(note: Score targets upon completion of this stage)</i>	
Stage 3A Distance: 12 ft Time: 8 sec Rounds: 4 Stage 3B Distance: 12 ft Time: 7 sec Rounds: 4	Action: Stage 3A 1. On signal, flanking step while drawing & fire 4 rounds preferred area with dominant hand only After Action: 1. Breathe, scan, de-cock, reload if necessary and remain at the high ready position with the pistol in the dominant hand 2. On command, transfer the pistol to the non-dominant hand & remain at a modified high ready position	Action: Stage 3B 1. On signal, flanking step while presenting to the target & fire 4 rounds preferred area, non-dominant hand only After Action: 1. Flanking step, breathe, scan, de-cock, reload if desired & holster
Stage 4 Distance: 20 ft Time: 12 sec Rounds: 6	*Note: The pistol needs to be prepared with 1 round in the chamber and 2 in the magazine. 3 rounds total. Action: 1. On signal, flanking step while drawing & fire three rounds preferred area 2. On slide lock take a flanking step in the opposite direction while reloading 3. Fire three additional rounds preferred area After Action: 1. Flanking step, breath, scan, de-cock, reload if necessary & holster	
Stage 5 Distance: 30 ft Time: 8 sec Rounds: 3	Action: 1. On signal, flanking step while drawing & fire three rounds preferred area After Action: 1. Flanking step, breathe, scan, de-cock, reload if necessary & holster	
Stage 6 Distance: 50 ft Time: 8 sec Rounds: 2	Action: 1. On signal, flanking step while drawing & fire two rounds target preferred area After Action: Flanking step, breathe, scan, de-cock & holster	
Ending	Proper un-loading and clearing procedures	

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COURSE OF FIRE QUICK REFERENCE SHEET (Scoring)



Total hits in preferred area		+ 1 point each	
<i>Subtract the below penalties from the above total</i>			
Head or hip circle miss		- 1 points	
Subtract 1 additional point each for:			
> Hits off silhouette		- 1 point each	
> Rounds fired over time		- 1 point each	
> Rounds beyond 25 allotted		- 1 point each	
Total Score Final			

Specific notes:

Stage 1 reactionary shooting

- Any hit inside the preferred area is considered a hit (1 point value)

Stage 2 failure drill

- Failure drill accepted areas are the head circle and the hip circles
- The target area should be designated by the instructor prior to starting the stage of fire
- Any round that does not impact the designated circle is scored as - 1 (minus one) regardless of where it lands outside the circle
- ***This stage should be scored and marked immediately after firing***