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SENSITIVE

DOE-STD-1245-2024

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Firearms Qualifications for Department of Energy (DOE) Protective Forces



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FOREWORD

This Department of Energy (DOE) Technical Standard is for use by all Departmental elements with a Contractor Protective Force. Site-specific firearms qualifications approved by the Office of Security are not included in this technical standard. Beneficial comments (recommendations, additions, and deletions) and any pertinent data that may improve this document should be emailed to kevin.webber@hq.doe.gov or mailed to:

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The DOE Technical Standards do not establish requirements. However, all or part of the provisions in this Technical Standard can become requirements under the following circumstances:

- They are explicitly stated to be requirements in a DOE requirements document (e.g., a purchase requisition).
- The organization makes a commitment to meet a standard in a contract, implementation plan, or program plan.
- This Technical Standard is incorporated into a contract.

This Technical Standard was prepared following requirements for due process, consensus, and approval as required by the U.S. DOE Standards Program. Consensus is established when substantial agreement has been reached by all members of the writing team and the Technical Standard has been approved through the DOE directives approval process (REVCOM). Substantial agreement means much more than a simple majority, but not necessarily unanimity. Consensus requires that all views and objections be considered, and that a concerted effort be made toward their resolution.

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1. INTRODUCTION**1.1. Scope**

This Technical Standard provides the approved DOE firearms qualification courses of fire to meet the requirements in 10 Code of Federal Regulations (CFR) Part 1046, *Medical, Physical Readiness, Training, and Access Authorization Standard for Protective Force Personnel*.

This Technical Standard is not intended to require the use of any strategy, tactic, or technology. Examples that have been proven to be effective are presented to provide users options.

2. SAFETY AND COURSE INSTRUCTIONS**2.1. Four General Firearms Safety Rules**

- a. All firearms are always loaded.
- b. Never point a firearm at anything you are not willing to destroy.
- c. Keep your finger off the trigger until your sights are on the target.
- d. Be sure of your target.

2.2. General Firing Line Safety

- a. Safety Briefing. Shooters must receive a safety briefing before participating in training. The briefing must include:
 - b. The four general firearms safety rules;
 - c. Specific range safety rules;
 - d. LFSH firearms safety rules;

2.3. General Qualification Course Instructions

- a. When firing for qualification, Security Police Officers (SPO) according to SPO level must wear all equipment required by their site-specific requirements for duty and tactical responses.
- b. All magazines will be secured in pouches as designed.

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- c. Shooters must use an approved protective mask with filter as required by qualification course. Sites or organizations that require a protective mask as part of their security plans will qualify on prescribed protective mask stages within the Technical Standard.
 - (1) Sites or organizations that do not require a protective mask as part of their security plan can elect to shoot the course of fire without the protective mask.
 - (2) New hires who attend basic courses at other sites [or National Training Center (NTC)] must shoot qualifications with the mask if it is part of the security plan

at their home site. New hires must be fitted and medically qualified with the mask prior to arrival at the NTC or designated site.
- d. The handgun will be secured in the holster in a full-load configuration as stipulated by site-specific duty requirements.
 - (1) Shooters will start with their hands relaxed, hanging by their sides, or centered in the abdomen/chest area.
 - (2) At no time are shooters allowed to have their hands on or over their holster/pistol prior to the presentation of the target.
 - (3) Shooters authorized to carry a double-action/single-action (DA/SA) pistol while on duty will de-cock after each string, and the first round must be fired double action if the pistol is equipped with a de-cocking device. Shooters must de-cock pistols equipped with a de-cocking device before holstering.
- e. Shooters, when required to fire from either the right or left side of the barricade, must use the barricade for cover.
 - (1) When in the standing position, shooters will position themselves so that their feet will not extend outside the barricade.
 - (2) When in the kneeling position, shooters will position themselves so that their knees do not extend outside the barricade.
 - (3) Shooters will also use the barricade when reloading.
 - (4) The first violation of the above requirements will result in a warning; the second and subsequent violations involve a reduction of the shooter's score at the maximum value points per round fired.
- f. The kneeling position may incorporate support for the shooting hand, but at least one knee must touch the ground.

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- g. In the prone position, the shooters will minimize exposure of the upper body.
- h. The low ready position for either the handgun or rifle will ensure the weapon is positioned so that the shooter can observe the hands of an adversary; for the purpose of qualification, this is accomplished by keeping the muzzle of the firearm below the bottom edge of the target.
- i. The shooter will lose the maximum value for each round fired outside of compliance with the qualification attempt. The instructor assigned to observe the shooters will determine compliance.
- j. Lighting standards for reduced lighting qualifications are specified in Appendix 1.
- k. An issued flashlight or weapon-mounted light is to be used whenever a string of fire calls for it.
- l. Rifle slings are mainly used for safely carrying and securing the rifle to the shooter. If they are to be used for support during a course of fire, they are to be left in their normal carry position until the command to commence firing for each string of fire is given. At the firing command, a shooter is allowed to adjust the sling for support at that time.
- m. All rifle strings of fire will start from the standing low-ready position, half-load configuration, and with the selector lever in the safe position unless specified otherwise.
 - (1) Shooters will start sequences with their hands positioned on the pistol grip and fore end of the rifle.
 - (2) Shooters will place the selector lever to the safe position after every string.
 - (3) Shooters will place the selector lever in the safe position or ensure the rifle is inoperable before transitioning to the handgun during a stage of fire.
- n. Adjustable sights on all non-individually assigned firearms must be set in a standard manner so all shooters know the point of impact and can make aiming adjustments quickly and consistently to permit accurate initial fire. Shooters may be given sight verification rounds before the start of a qualification for this purpose.

2.4. Machine Gun Qualification Course Instructions

- a. Firearms instructors will ensure gunners achieve a correct half-load configuration during stages requiring that configuration.
- b. Shooters may be given sight verification rounds before the start of a qualification for this purpose.

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- c. A malfunctioning machine gun will be replaced if it is apparent that general malfunction clearing procedures (immediate action) will not remedy the problem.
- d. For the purposes of these qualification courses of fire, a 3- to 5-round press will be one burst.
- e. An alibi will not be given on a shooter-induced malfunction.

2.5. Precision Rifle Qualification Course Instructions

- a. Shooters will use rifles authorized for duty and equipped with slings and scopes. The rifles may be equipped with an attached support such as a bipod.
- b. Shooters will ensure rifles are placed on safe at the conclusion of each string.
- c. Shooters will engage moving targets traversing the range at a speed of 4 to 6 feet per second. The targets will be exposed for firing for a minimum of 4 and a maximum of 6 seconds while moving or for 3 seconds when they are stopped.
- d. Shooters will fail the course if a hit is confirmed in a prohibited strike zone.
- e. The cold, clean barrel requirement in Stage I will be met by a rifle taken to the range in its duty-ready condition. Site adjustments may be made at any time, prior to the cold bore shot; however, no sighting rounds may be fired.
- f. Shooters will wear the uniform and equipment authorized for duty and required for an actual tactical response.
- g. Shooters may employ slings in the full support position (“slung-up”) when required to be sighted on the target before the command to fire.

2.6. Shooting-On-The-Move Qualification Course Instructions

- a. Any rounds fired from a stationary position when they should have been fired on-the move will be deducted at full value from the total score.
- b. The DOE Standard Target must be used for all stages and scored in accordance with Appendix 3.

2.7. Live Fire Shoot House (LFSH) Courses Layout Requirement

The LFSH layout must allow for variations of entry points (doors opening in and out), target placement, and room configuration to preclude repetitiveness and memorization of the course. The following layout requirements must be in place for the LFSH Qualification Courses to be conducted.

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- a. There should be three separate rooms for entry; one room must be on the opposite side of the hall from the other two. The Closed-Door Skills Test (CDST) should incorporate two closed doors and one open door.
- b. There should be at least two targets that do not present a lethal threat (“no-shoot” target).
- c. For the Open-Door Skills Test (ODST), there should be five targets presenting lethal threats (“shoot” targets); two targets require firing rounds to the head (one for the rifle and one for the handgun). For the CDST, there should be one hallway target as well as three shoot targets; one target requires firing rounds to the head (hostage holder).
- d. In each room, there should be at least 3 ballistic walls allowing a 180-degree area for firing.
- e. There must be at least three different LFSH layouts incorporating different “shoot” and “no-shoot” target placements and, where possible, incorporating different entry points and room configurations.
- f. When conducting the Alternate LFSH Skills Test, there must be one door that allows for ballistic or mechanical breaching. This door must be an interior door in the LFSH.

NOTE: The LFSH Qualification Course must not be conducted on the same layout during consecutive semiannual qualification attempts.

2.8. LFSH Qualification Instructions

- a. There are three LFSH qualification courses, the ODST, CDST and the Alternate LFSH Test. The ODST evaluates the basic fundamentals of room-clearing procedures, while the CDST evaluates the majority of areas involved in stronghold assaults. The Alternate LFSH test incorporates and evaluates all areas of stronghold assaults.
 - (1) During the CDST, the qualifying SPO will be evaluated as point assaulter on the proper positioning in relation to closed and open doors, and on the deployment of diversionary devices(s).
 - (2) During the Alternate LFSH test, the qualifying SPO will be evaluated on the aforementioned areas and breaching techniques. In all tests, one qualifying SPO will be evaluated at a time.
- b. All general instructions for firearms qualification courses located within this Technical Standard apply to LFSH qualification courses except for clearing malfunctions, which requires a transition from the rifle to the handgun.

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- c. The course will be administered by instructors who have successfully completed the TRF-420 Instructor Certification Course conducted by the DOE NTC or an approved OST LFSH Instructor Course for FPF and who are certified PFT-501 instructors.
- d. In addition to the general firearms/range safety briefing, all shooters will receive a specific LFSH Qualification Course Safety Briefing focusing on LFSH requirements. Demonstrating a blatant disregard for safety will constitute an automatic failure and removal from the LFSH.
- e. Shooters, entering the LFSH are either participating in training or qualifications.
- f. **Qualified**
Protective Force personnel, must have qualified with at least a 90 percent score on the Combined Handgun/Rifle qualification course prior to participation in LFSH activities.
- g. The shooter will begin the course on the first command to “execute.”
- h. The shooter will be evaluated and scored on correct performance of required course procedures and completion of the course within the site-specific time limit.
- i. Shooters being evaluated when using the Alternate LFSH test will carry a site fielded breaching tool (shotgun or ram) on their person.
- j. The time limits for the ODST, CDST, and Alternate LFSH Test will be determined following these calculations:
 - (1) The time limit for the ODST will be calculated by distance traveled in feet, divided by 3, which equals the maximum time, in seconds, allowed.
 - (2) The time limit for the CDST and Alternate LFSH Test will be determined and validated by the physical characteristics of the site’s LFSH [e.g. the time limit for the CDST and Alternate LFSH Test has been determined and validated by the instructor cadre and the physical characteristics of the NTC’s LFSH (distance traveled in feet/.9=time in seconds)].
 - (3) Maximum times will fluctuate depending on the test design (for example, floor plan length, complexity, number of transitions/checking drills, etc.).
- k. The shooter will fail the course for any one of the following reasons:
 - (1) Failing to clear a room in the prescribed order, i.e., room 1, then room 2, with room 3 last.
 - (2) Firing rounds on a target with a prohibited strike anywhere other than the head when head shots only are required.

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- (3) Missing the silhouette of the picture target but impacting the bullet trap.
- (4) Failing to engage a “shoot” target.
- (5) Exceeding the course time limit.
- (6) Dropping a loaded firearm to the ground.
- (7) Allowing a rifle to be slung in a condition to be considered “hot”.
- (8) Accumulating more than five procedural errors.
- (9) Shooting at a “no-shoot” target.
- (10) Firing rounds that impact the hostage target.
- (11) Demonstrating a blatant disregard for safety.

NOTE: The opportunity to retest is at the sole discretion of the lead/senior instructor, with the exception of individuals blatantly disregarding safety procedures; these individuals will be removed from the training environment and not allowed to retest.

- l. For ODSST only, a shooter experiencing a malfunction of the rifle will transition to the handgun immediately and complete the course, even if the malfunction occurs before the mandatory transition point.
- m. The shooter will transition from rifle to the handgun during the ODSST.
- n. Speed: The shooter must maintain a constant speed that allows accurate engagement of targets. Sporadic changes in speed (for example, drastically increasing speed from one room to another) will constitute one procedural violation.
- o. Shooting on the move: Appropriate targets must be engaged on the move. One procedural violation will be given for each target that is engaged from a stationary position if that target should have been engaged on the move.
- p. Closed/Open doors: The shooter must perform the actions required for the particular door configuration (for example, opening or covering the door). One procedural violation will be given for failing to properly setup on the door or for failing to perform all associated actions for the given situation.

2.9. Alibis

- a. Alibis are defined as those shots allowed after time has lapsed and the weapon induced malfunction has been corrected or the defective ammunition has been replaced. Shooters are responsible for the proper loading of their handguns or rifles, and shooter-induced malfunctions will not warrant alibis.

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- (1) To receive an alibi or not incur a procedural violation in the LFSH, the shooter must attempt to properly clear the malfunction.
 - (2) If a malfunction occurs on the square range and is cleared properly, the shooter will be given an alibi and be allowed to make up the missed shots.
 - (3) If a malfunction occurs in the LFSH and is cleared properly no procedural violation will be given.
- b. Failure to fire: The shooter must conduct the proper condition 1 malfunction clearance; a round must have been ejected from the weapon and must have a primer strike to qualify for an alibi.
 - c. Failure to eject: The shooter must conduct the proper condition 2 malfunction clearance to qualify for an alibi.
 - d. Failure to extract: The shooter must conduct the proper condition 3 malfunction clearance to qualify for an alibi.
 - e. Out of battery: The shooter must conduct the proper condition 4 malfunction clearance to qualify for an alibi.
 - f. Bolt override: The shooter will be given an alibi after the weapon has been cleared and made safe by an instructor.
 - g. Any mechanical malfunction of the weapon will result in an alibi being awarded to the shooter.
 - h. Shooters who experience a malfunction will continue to move, safely transition to the handgun, engage the target, and wait until the end of the string of fire for a firearms instructor to make a determination for an alibi.
 - i. If a shooter experiences a malfunction while shooting on the move with a handgun, the shooter will continue to move and conduct the proper malfunction clearance. If done properly, an alibi will be awarded.
 - j. Alibis will not be granted for the following conditions:
 - (1) Improperly clearing a condition 1, 2, 3, or 4 malfunction.
 - (2) The shooter loads the weapon and has a round in the chamber. The shooter fires the weapon, and the weapon fails to feed a second round because the magazine was not fully seated.
 - (3) The magazine is fully seated; however, there is no round in the chamber. The shooter should have conducted a chamber check.

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- (4) Failing to charge the rifle and time expires.
- (5) Conducting any malfunction clearance and not running the handgun's slide or rifle's bolt.

2.10. Qualification Failures

Qualification failures will be addressed in accordance with 10 CFR 1046.17(k).

Table 3-1 Standard Firearms Courses of Fire for Contractors
Associated Minimum Qualifying Scores

The following table identifies approved standard courses of fire for applicably armed DOE contractor SPOs based upon their SPO level – Fixed Post (FP), Basic Readiness Standard (BRS), Advanced Readiness Standard (ARS), or Special Response Team (SRT). The combined handgun/rifle qualification courses, initial and incumbent as applicable, are the standard for all SPOs armed with both a handgun and a rifle.

Courses of Fire	SPO-FP	SPO-BRS	SPO-ARS	SPO-SRT
Handgun Only Daylight	75%	75% ¹	NA ²	NA
Handgun Only Reduced Lighting	70%	70% ³	NA	NA
Semiautomatic Rifle Daylight & Reduced Lighting	70%	NA	NA	NA
Combined Handgun/Rifle Daylight & Reduced Lighting	N/A	70%	80%	90%
SPO-FP Combined Handgun/Rifle Daylight & Reduced Lighting	70%	NA	NA	NA
Incumbent SPO-BRS/ARS/SRT Combined Handgun/Rifle Daylight & Reduced Lighting	NA	70%	80%	90%
3-Round Burst Automatic Rifle Daylight & Reduced Lighting	70%	70%	70%	80%

¹ If armed with handgun only

² NA – Not applicable

³ If armed with handgun only

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Automatic Fire Rifle Daylight & Reduced Lighting	70%	70%	70%	80%
Combined Handgun/Auto-Rifle Daylight	NA	NA	NA	90%
Machine Gun	70%	70%	80%	80%
Machine Gun Daylight/Reduced Lighting (Option 1)	70%	70%	80%	80%
Machine Gun Daylight/Reduced Lighting (Option 2)	Minimum of one round on four of the five targets			

Courses of Fire	SPO-FP	SPO-BRS	SPO-ARS	SPO-SRT
Shoulder-Fired Grenade Launcher Daylight/Reduced Lighting	One hit per target in required time limit			
Live Fire Shoot House	NA	NA	NA	Pass Skills Test as Written
Shooting-on-the-Move Handgun or Rifle	NA	NA	NA	90%
Precision Rifle Daylight & Reduced Lighting	NA	NA	NA	80%
Bolt Action/Semiautomatic Precision Rifle Daylight & Reduced Lighting (Option 1 or 2)	NA	NA	NA	90%
Designated Marksman Daylight & Reduced Lighting	NA	90%	90%	90%
Designated Marksman Combined Handgun/Rifle Daylight & Reduced Lighting	NA	90%	90%	90%

DOE-STD-1245-2024**3. HANDGUN/RIFLE QUALIFICATION COURSES****3.1. Handgun Only Daylight**

60 Total Rounds

Points Needed to Qualify: FP/BRS 225 Points at 75%

This course evaluates the marksmanship and firearm manipulation capabilities of an SPO-FP and an SPO-BRS who is not issued a rifle under daylight conditions.

Stage I

Technique: Immediate response to a lethal threat at a short distance.

Yard line: 3

Rounds: 6

Targets: 1

Strings: 3

Position: Standing, handgun full load, holstered

Procedure: String 1: Draw and fire 2 rounds center mass within 3 seconds.

String 2: Same as Stage I, String 1.

String 3: Same as Stage I, String 1.

Stage II

Technique: Immediate response to a lethal threat at a short distance.

Yard line: 7

Rounds: 6

Targets: 1

Strings: 2

Position: Standing, handgun full load, holstered

Procedure: String 1: Draw and fire 2 rounds center mass and 1 round at the head within 5 seconds.

String 2: Same as Stage II, String 1.

Stage III

Technique: Use of the support hand in lieu of the strong hand to engage a lethal threat at a short distance. The shooter's strong arm will not be used for support. The strong hand will be relaxed and hanging by the shooter's side.

Yard line: 7

Rounds: 6

Targets: 1

Strings: 3

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Position: Standing, handgun full load, support hand only
Procedure: String 1: Begin with the handgun in the support hand at the low-ready.
Fire 2 rounds center mass within 4 seconds.
String 2: Same as Stage III, String 1.
String 3: Same as Stage III, String 1.

Stage IV

Technique: Use of the strong hand only to engage a lethal threat at a short distance. The shooter's support arm will not be used for support. The support hand will be relaxed and hanging by the shooter's side. The weapon will be holstered at the beginning of each string of fire.

Yard line: 7
Rounds: 6
Targets: 1
Strings: 3
Position: Standing, handgun full load, holstered
Procedure: String 1: Begin with the handgun in the holster, full load. Draw strong hand only and fire 2 rounds center mass within 5 seconds.
String 2: Same as Stage IV, String 1.
String 3: Same as Stage IV, String 1.

Stage V

Technique: Immediate and continuing response to a lethal threat at a moderate distance and commencing fire from the low-ready position while wearing a protective mask.

Yard line: 10
Rounds: 12
Targets: 1
Strings: 5
Position: Standing, wearing assigned protective mask, handgun full load, holstered.
Procedure: String 1: Draw and fire 2 rounds center mass within 4 seconds; remain at the low-ready position.
String 2: From the low-ready position, fire 2 rounds center mass within 3 seconds.
String 3: Draw and fire 2 rounds center mass. Reload and fire 2 rounds center mass. Time limit is 10 seconds.
String 4: Same as Stage IV, String 1.
String 5: Same as Stage IV, String 2.

DOE-STD-1245-2024**Stage VI**

Technique: Immediate and continuing response to a lethal threat at a moderate distance while moving to a more advantageous shooting position, reloading, and commencing fire from the low-ready position.

Yard line: 15

Rounds: 12 Targets: 1

Strings: 5

Position: Standing, handgun full load, holstered

Procedure: String 1: Draw, kneel, and fire 2 rounds center mass within 5 seconds.
String 2: Same as Stage VI, String 1.
String 3: From the standing position, draw and fire 2 rounds center mass. Reload while assuming a kneeling position and fire 2 rounds center mass. Time limit is 12 seconds.
String 4: From the standing position, draw and fire 2 rounds center mass within 5 seconds. Remain at the low ready.
String 5: From the low-ready position, fire 2 rounds center mass within 3 seconds.

Stage VII

Technique: Immediate and continuing response to a lethal threat at a moderate distance and use of a barricade for cover while firing from the left and right sides of the barricade in standing, kneeling, and prone positions and while reloading. Use of the barricade for support is optional.

Yard line: 25

Rounds: 12 Targets: 1

Strings: 5

Position: Standing, handgun full load, holstered

Procedure: String 1: Draw, assume a standing left side barricade position, and fire 2 rounds center mass within 5 seconds.
String 2: Draw, assume a standing right-side barricade position, and fire 2 rounds center mass within 5 seconds.
String 3: Draw, assume a kneeling left side barricade position, and fire 2 rounds center mass. Reload, move to a kneeling right side barricade position, and fire 2 rounds center mass. Time limit is

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12
seconds.

String 4: Draw, assume a prone position, and fire 2 rounds center mass within 10 seconds.

String 5: Same as Stage VII, String 4.

3.2. Handgun Only Reduced Lighting

24 Total Rounds

Points Needed to Qualify: FP/BRS 84 Points at 70%

Stage I

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a short distance.

Lighting: Dim light

Yard line: 7

Rounds: 12

Targets: 1

Load with: 6 rounds

Strings: 5

Position: Standing

Procedure: String 1: Draw, fire 2 rounds within 5 seconds, and assume a low-ready position.

String 2: From the low-ready position, fire 2 rounds within 3 seconds.

String 3: Draw and fire 2 rounds. Reload and fire 2 more rounds. Time limit is 10 seconds

String 4: Same as Stage I, String 1.

String 5: Same as Stage I, String 2.

Stage II

Technique: Use of the flashlight to enhance target identification and marksmanship while engaging a lethal threat at a short distance.

Lighting: Dark

Yard line: 7

Rounds: 6

Targets: 1

Load with: 6 rounds

Strings: 3

Position: Standing

Procedure: String 1: From the low-ready position with handgun and flashlight, fire 2 rounds within 4 seconds.

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String 2: Same as Stage II, String 1.

String 3: Same as Stage II, String 1.

Stage III

Technique: Use of the flashlight to enhance target identification and marksmanship while engaging a lethal threat at a moderate distance.

Lighting: Dark

Yard line: 15

Rounds: 6

Targets: 1

Load with: 6 rounds

Strings: 3

Position: Standing

Procedure: String 1: From the low-ready position with handgun and flashlight, fire 2 rounds within 5 seconds.

String 2: Same as Stage III, String 1

String 3: Same as Stage III, String 1

3.3. Semiautomatic Rifle Daylight

30 Total Rounds

Points Needed to Qualify: FP -105 Points at 70%

Stage I

Technique: Immediate response to a lethal threat at a moderate distance.

Yard line: 15

Rounds: 6

Targets: 1

Load with: 1 magazine

Strings: 3

Position: Standing

Procedure: String 1: Charge and fire 2 rounds within 4 seconds.

String 2: Full-load configuration, fire 2 rounds within 3 seconds.

String 3: Same as Stage I, String 2.

Stage II

Technique: Immediate response to a lethal threat at a moderate distance.

Yard line: 25

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Rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing
Procedure: String 1: Charge and fire 2 rounds within 5 seconds.
String 2: Full-load configuration, fire 2 rounds within 3 seconds.
String 3: Same as Stage II, String 2.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position.

Yard line: 25
Rounds: 6
Targets: 1
Load with: 1 magazine
Strings: 3
Position: Standing to kneeling
Procedure: String 1: From standing, assume a kneeling position while charging, fire 2 rounds within 7 seconds.
String 2: From standing, full-load configuration, assume a kneeling position, fire 2 rounds within 5 seconds.
String 3: Same as Stage III, String 2.

Stage IV

Technique: Immediate response to a lethal threat at a long distance while moving to a more advantageous shooting position.

Yard line: 50
Rounds: 4
Targets: 1
Load with: 1 magazine
Strings:
Position: Standing to kneeling
Procedure: String 1: From standing, assume a kneeling position while charging, fire 2 rounds within 9 seconds.
String 2: From standing, full-load configuration, assume a kneeling position, fire 2 rounds within 7 seconds.

Stage V

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Technique: Immediate and continuing response to a lethal threat at a long distance while moving to a more advantageous shooting position and reloading.

Yard line: 50

Rounds: 4 (2 magazines, 2 rounds each)

Targets: 1

Load with: 1 magazine, 2 rounds

Strings: 1

Position: Standing to prone

Procedure: From standing, assume the prone position while charging, fire 2 rounds. Reload, fire 2 rounds within 20 seconds.

Stage VI

Technique: Immediate and continuing response to a lethal threat at a long distance while moving to a more advantageous shooting position and reloading.

Yard line: 100

Rounds: 4 (2 magazines, 2 rounds each)

Targets: 1

Load with: 1 magazine, 2 rounds

Strings: 1

Position: Standing to prone

Procedure: From standing, assume the prone position while charging, fire 2 rounds. Reload, fire 2 rounds within 25 seconds.

3.4. Semiautomatic Rifle Reduced Lighting

20 Total Rounds

Points Needed to Qualify: FP -70 Points at 70%

Stage I

Technique: Immediate and continual response to a lethal threat at a short distance.

Lighting: Dim light

Yard line: 7

Rounds: 4 (1 magazine, 4 rounds)

Targets: 1

Load with: 1 magazine

Strings: 2

Position: Standing

Procedure: String 1: Charge and fire 2 rounds within 4 seconds.
String 2: Full-load configuration, fire 2 rounds within 4 seconds.

DOE-STD-1245-2024**Stage II**

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position.

Lighting: Dim light

NOTE: When conducting Stage II, if the rifle is equipped with an illuminating device, the stage is to be fired under the Dark Light Standard while using the illuminating device. Yard line: 15

Rounds: 6

Targets: 1

Load with: 1 magazine

Strings: 3

Position: Standing to kneeling

Procedure: String 1: From standing, assume a kneeling position while charging and fire 2 rounds within 7 seconds.

String 2: From standing, full-load configuration, assume a kneeling position and fire 2 rounds within 5 seconds.

String 3: Same as Stage II, String 2.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position.

Lighting: Dim light

Yard line: 25

Rounds: 10 (1 magazine of 8 and 1 magazine of 2)

Targets: 1

Load with: 1 magazine

Strings: 4

Positions: Standing to prone

Procedure: String 1: From standing, assume a prone position, while charging and fire 2 rounds within 9 seconds.

String 2: From standing, full-load configuration, assume a prone position and fire 2 rounds within 7 seconds.

String 3: Same as Stage III, String 2.

String 4: Full-load configuration, fire 2 rounds. Reload and fire 2 rounds within 15 seconds.

DOE-STD-1245-2024**3.5. Combined Handgun/Rifle Daylight**

The combined handgun/rifle qualification courses, initial and incumbent as applicable, are the standard for all SPOs armed with handgun and rifle.

80 Total Rounds

Points Needed to Qualify: BRS 280 Points at 70%; ARS 320 Points at 80%; SRT 360 Points at 90%

Stage I

Technique: Immediate response to a lethal threat at intermediate distance using barricade for cover.

Yard line: 100

Rounds: 6 rifle

Targets: 1

Strings: 1

Position: Standing, rifle slung half load.

Procedure: Move to cover (at least one step), fire 2 rounds center mass standing, reload, fire 2 rounds center mass kneeling, reload, and fire 2 rounds center mass prone.

Time limit: 35 seconds

Stage II

Technique: Rapidly moving to cover/closing distance on a lethal threat at close distance.

Yard line: 50

Rounds: 4 rifle

Target: 1

Strings: 1

Position: Standing, rifle slung, half load.

Procedure: Run from the 50- to 25-yard line, charge the rifle, fire 2 rounds center mass standing, fire 2 rounds center mass kneeling. Time limit: 20 seconds

Stage III

Technique: Immediate response to a lethal threat at close distance using barricade for cover.

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Yard line: 50
Rounds: 12 rifle
Target: 1
Strings: 2
Position: Standing, protective mask donned, rifle slung, half load.
Procedure String 1: Move to cover (at least one step), fire 2 rounds center mass standing, fire 2 rounds center mass kneeling, fire 2 rounds center mass prone.
String 2: Same as Sage III, String 1.
Time limit: 25 seconds

Stage IV

Technique: Immediate response to lethal threat at close distance using barricade for cover.

Yard line: 25
Rounds: 6 rifle Target: 1
Strings: 1
Position: Standing, protective mask donned, rifle at low-ready, full load, on safe.
Procedure: Move to cover (at least one step), fire 2 rounds center mass standing, fire 2 rounds center mass kneeling, fire 2 rounds center mass prone.
Time limit: 15 seconds

Stage V

Technique: Response to a lethal threat at close distance while shooting-on-the-move.

Yard line: 15
Rounds: 4 rifle
Target: 1
Strings: 2
Position: Standing, mask donned, rifle low-ready, full load, on safe.
Procedure: String 1: While moving to 10-yard line, fire 2 rounds center mass.
String 2: Same as Stage V String 1. Time
limit: 5 seconds

Stage VI

Technique: Response to a lethal threat at close distance, shooting-on-the-move, and transitioning to secondary weapon.

Yard line: 15

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Rounds: 2 rifle, 4 handgun Target: 1
Strings: 2
Position: Standing, mask donned, rifle low-ready, full load with 1 round (mandatory lock-back), on safe.
Procedure: String 1: While moving to 7-yard line, attempt to fire 2 rounds center mass (rifle), transition to handgun, fire 2 rounds center mass.
String 2: Same as Stage VI, String 1.
Time limit: 8 seconds

Stage VII

Technique: Response to a lethal threat at close distance, shooting-on-the-move.
Yard line: 7
Rounds: 3 rifle Target: 1
Strings: 3
Position: Standing, mask donned, rifle low-ready, full load, on safe.
Procedure: String 1: While moving to the 3-yard line, fire 1 round to the head.
String 2: Same as Stage VII, String 1.
String 3: Same as Stage VII, String 1.
Time limit: 3 seconds

Score Targets: 37 rifle rounds and 4 handgun rounds, target change required.

Stage VIII

Technique: Immediate response to a lethal threat at close distance from behind barricade.
Yard line: 25
Rounds: 2 handgun
Target: 1
String: 1
Position: Standing, handgun holstered, rifle racked or grounded.
Procedure: Draw, fire 2 rounds center mass standing left side barricade. Time limit: 5 seconds.

Stage IX

Technique: Immediate response to a lethal threat at close distance from behind barricade.
Yard line: 25

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Rounds: 2 handgun

Target: 1

Strings: 1

Position: Standing, handgun holstered, rifle racked or grounded.

Procedure: Draw, fire 2 rounds center mass standing right side barricade. Time limit: 5 seconds

Stage X

Technique: Immediate response to a lethal threat at close distance from behind barricade.

Yard line: 25

Rounds: 2 handgun

Target: 1

Strings: 1

Position: Standing, handgun holstered, rifle racked or grounded.

Procedure: Standing to kneeling, fire 2 rounds center mass kneeling (left or right) side barricade.

Time limit: 7 seconds

Stage XI

Technique: Immediate response to a lethal threat at close distance from behind barricade.

Yard line: 25

Rounds: 2 handgun

Target: 1

Strings: 1

Position: Standing, handgun holstered, rifle racked or grounded.

Procedure: Standing to prone, fire 2 round center mass prone (left or right-side barricade).

Time limit: 8 seconds

Score Targets: 8 handgun rounds, target change required.

Stage XII

Technique: Response to a lethal threat at close distance, shooting-on-the-move and transitioning to secondary weapon.

Yard line: 15

Rounds: 2 rifle, 4 handgun

Target: 1

Strings: 2

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Position: Standing, rifle low-ready, full load with 1 round (mandatory lock-back), on safe.

Procedure: String 1: While moving to the 7-yard line, attempt to fire 2 rounds center mass (rifle), transition to handgun, fire 2 rounds center mass.

String 2: Same as Stage XII, String 1. Time limit: 8 seconds

Stage XIII

Technique: Response to a lethal threat at close distance while shooting-on-the-move.

Yard line: 10

Rounds: 6 rifle

Target: 1

Strings: 2

Position: Standing, rifle low-ready, full load, on safe.

Procedure: String 1: While moving to the 3-yard line, fire 2 rounds center mass and 1 round to the head.

String 2: Same as Stage XIII, String 1.

Time limit: 4 seconds

Stage XIV

Technique: Response to a lethal threat at close distance, shooting-on-the-move and reloading.

Yard line: 10

Rounds: 8 handgun

Target: 1

Strings: 2

Position: Standing, rifle slung unloaded, handgun holstered, full load with 2 rounds (mandatory lock-back).

Procedure: String 1: Draw, while moving to the 3-yard line, fire 2 rounds center mass, reload, fire 2 rounds center mass.

String 2: Same as Stage XIV, String 1.

Time limit: 8 seconds

Stage XV

Technique: Response to a lethal threat at close distance while shooting-on-the-move using strong hand only.

Yard line: 7

Rounds: 4 handgun

Target: 1

Strings: 2

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Position: Standing, rifle slung unloaded, handgun full load at low-ready, strong hand only.

Procedure: String 1: While moving to the 3-yard line, fire 2 rounds center mass strong hand only.
String 2: Same as Stage XV, String 1.

Time limit: 4 seconds

Stage XVI

Technique: Response to a lethal threat at close distance while shooting on-the- move using support hand only.

Yard line: 7

Rounds: 4 handgun

Target: 1

Strings: 2

Position: Standing, rifle slung unloaded, handgun full load at the low- ready, support hand only.

Procedure: String 1: While moving to the 3-yard line, fire 2 rounds center mass support hand only.
String 2: Same as Stage XVI, String 1.

Time limit: 4 seconds.

Stage XVII

Technique: Response to a lethal threat at close distance while shooting-on-the-move.

Yard line: 7

Rounds: 3 handgun

Target: 1

Strings: 3

Position: Standing, rifle slung unloaded, handgun full load, holstered.

Procedure: String 1: Draw while moving to the 3-yard line, fire 1 round to the head.
String 2: Same as Stage XVII, String 1.
String 3: Same as Stage XVII, String 2.

Time limit: 4 seconds

Score Targets: 8 rifle rounds and 23 handgun rounds.

3.6. Combined Handgun/Rifle Reduced Lighting

The combined handgun/rifle qualification courses, initial and incumbent as applicable, are

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the standard for all SPOs armed with handgun and rifle.

36 Total Rounds

Points Needed to Qualify: BRS126 Points at 70%; ARS 144 Points at 80%; SRT 162 Points at 90%

Stage I

Technique: Close quarters response to a lethal threat in low light using a flashlight ready technique to engage the threat.

Yard line: 7

Rounds: 4 handgun

Targets: 1

Load with: Full load

Strings: 2

Position: Standing, flashlight ready

Procedure: String 1: Using an approved flashlight-ready technique of choice, fire 2 rounds center mass.

String 2: Same as Stage I, String 1.

Time limit: 4 seconds

Stage II

Technique: Close quarters response to a lethal threat in low light with a holstered handgun using a weapon-mounted light or ambient light with night sights.

Yard line: 7

Rounds: 2 handgun

Targets: 1

Load with: Full load

Strings: 1

Position: Standing position

Procedure: Draw, manipulate the weapon-mounted flashlight or use ambient light with night sights, fire 2 rounds center mass standing.

Time limit: 5 seconds

Stage III

Technique: Close quarters response to a lethal threat in low light with a handgun in the low ready position using a weapon-mounted light or ambient light with night sights.

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Yard line: 7
Rounds: 2 handgun
Targets: 1
Full load
Strings:
Position: Standing
Procedure: Manipulate the weapon-mounted flashlight or use ambient light with night sights, fire 2 rounds center mass standing.
Time limit: 3 seconds

Stage IV

Technique: Close quarters response to a lethal threat in low light with a holstered handgun using a weapon-mounted light or ambient light with night sights, incorporating a speed load.

Yard line: 7
Rounds: 4 handgun
Targets: 1
Load with: Full load
Strings: 1
Position: Standing position
Procedure: Draw, manipulate the weapon-mounted flashlight or use ambient light with night sights, fire 2 rounds center mass standing, speed reload, fire 2 rounds center mass.
Time limit: 10 seconds

Stage V

Technique: Close quarters response to a lethal threat in low light with a rifle in a half load with a weapon-mounted light or ambient light.

Yard line: 7
Rounds: 3 rifle
Targets: 1
Load with: Half load
Strings: 1
Position: Standing position
Procedure: Rifle low ready, charge the rifle, manipulate the weapon-mounted light or use ambient light, fire a failure drill.
Time limit: 5 seconds

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Stage VI

Technique: Close quarters response to a lethal threat in low light with a rifle in a full load with a weapon-mounted light or ambient light.

Yard line: 7

Rounds: 3 rifle

Targets: 1
Full load

Strings:

Position: Standing position

Procedure: Rifle low ready, manipulate the weapon-mounted light or use ambient light, fire a failure drill.

Time limit: 4 seconds

Stage VII

Technique: Close quarters response to a lethal threat in low light with a rifle transitioning to a handgun with a weapon-mounted light or ambient light with night sights.

Yard line: 7

Rounds: 1 rifle, 2 handgun

Targets: 1

Load with: Full load

Strings: 1

Position: Standing position

Procedure: Rifle low ready, manipulate the weapon-mounted light or use ambient light, fire 1 round, safe the rifle, transition to the handgun, fire 2 round center mass.

Time limit: 10 seconds

Stage VIII

Technique: Intermediate distance response to a lethal threat in low light with a handgun with a weapon-mounted light or ambient light.

Yard line: 15

Rounds: 2 handgun

Targets: 1

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Load with: Full load
Strings: 1
Position: Standing position
Procedure: Handgun low ready, manipulate the weapon-mounted light or use ambient light with night sights, fire 2 rounds center mass.
Time limit: 5 seconds

Stage IX

Technique: Intermediate distance response to a lethal threat in low light with a rifle in a half load with a weapon-mounted light or ambient light.

Yard line: 15
Rounds: 2 rifle
Targets: 1
Load With: Half Load

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Position: Kneeling position

Procedure: Rifle low ready, charge the rifle, assume kneeling position of choice, manipulate the weapon-mounted light or use ambient light with night sights, fire 2 rounds center mass.

Time limit: 7 seconds

Stage X

Technique: Intermediate distance response to a lethal threat in low light with a rifle in a full load with a weapon-mounted light or ambient light.

Yard line: 15

Rounds: 2 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Standing position

Procedure: Rifle low ready, manipulate the weapon-mounted light or use ambient light with night sights, fire 2 rounds center mass.

Time limit: 4 seconds

Stage XI

Technique: Intermediate distance response to a lethal threat in low light with a rifle transitioning to a handgun with a weapon-mounted light or ambient light with night sights.

Yard line: 15

Rounds: 1 rifle, 2 handgun

Targets: 1

Load with: Full load

Strings: 1

Position: Standing position

Procedure: Rifle low ready, manipulate the weapon-mounted light or use ambient light, fire 1 round, safe the rifle, transition to the handgun, fire 2 rounds center mass.

Time limit: 12 seconds

Stage XII

Technique: Intermediate distance response to a lethal threat in low light with a rifle in a half load with a weapon-mounted light or ambient light. Barricade will be used for simulated cover.

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Yard line: 25
Rounds: 2 rifle

Targets:
Load with: Half load
Strings: 1
Position: Standing position
Procedure: Rifle low ready, charge the rifle, manipulate the weapon-mounted light or use ambient light with night sights, fire 2 rounds center mass.
Time limit: 7 seconds

Stage XIII

Technique: Intermediate distance response to a lethal threat in low light with a rifle in a full load with a weapon-mounted light or ambient light. Barricade will be used for simulated cover.

Yard line: 25
Rounds: 2 rifle
Targets: 1
Load with: Full load
Strings: 1
Position: Kneeling position
Procedure: Rifle low ready, assume kneeling position of choice, manipulate the weapon-mounted light or use ambient light with night sights, fire 2 rounds center mass.
Time limit: 7 seconds

Stage XIV

Technique: Intermediate distance response to a lethal threat in low light with a rifle in a full load with a weapon-mounted light or ambient light. Barricade will be used for simulated cover.

Yard line: 25
Rounds: 2 rifle
Targets: 1
Load with: Full load
Strings: 1
Position: Prone position

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Procedure: Rifle low ready, assume the prone position, manipulate the weapon-mounted light or use ambient light with night sights, fire 2 rounds center mass. Time limit: 7 seconds

3.7. SPO-FP Combined Handgun/Rifle Daylight

36 Total Rounds

Points Needed to Qualify: FP 126 Points at 70%

Stage I

Technique: Immediate and continuing response to a lethal threat at long distance, while moving to more advantageous shooting positions, with the use of a barricade.

Yard line: 100

Rounds: 6 rifle

Targets: 1

Load with: Half load

Strings: 1

Position: Standing, kneeling, and prone, barricade side of choice

Procedure: Move to the barricade, charge the rifle and manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass standing, move to kneeling, fire 2 rounds center mass, move to prone, fire 2 rounds center mass.

Time limit: 25 seconds

Stage II

Technique: Immediate and continuing response to a lethal threat at long distance, while moving to more advantageous shooting positions, with the use of a barricade/reloading.

Yard line: 50

Rounds: 4 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Standing and kneeling, barricade side of choice

Procedure: Move to the barricade, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass standing, (mandatory lock-back) reload, fire 2 rounds center mass kneeling.

Time limit: 20 seconds

DOE-STD-1245-2024**Stage III**

Technique: Immediate and continuing response to a lethal threat at long distance, while moving to more advantageous shooting positions, with the use of a barricade/wearing a protective mask.

Yard line: 25

Rounds: 4 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Stationary to kneeling, protective mask donned, barricade side of choice

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Procedure: Standing to kneeling, manipulate the selector lever to the semiautomatic mode, fire 4 rounds center mass.
Time limit: 8 seconds

Stage IV

Technique: Immediate and continuing response to a lethal threat at moderate distance, wearing a protective mask.

Yard line: 10
Rounds: 3 rifle
Targets: 1
Load with: Full load
Strings: 1
Position: Standing, protective mask donned
Procedure: Standing, manipulate the selector lever to the semiautomatic mode, fire 3 rounds center mass.
Time limit: 5 seconds

Stage V

Technique: Immediate and continuing response to a lethal threat at moderate distance, transitioning to a handgun.

Yard line: 10
Rounds: 1 rifle, 2 handgun
Targets: 1
Load with: Rifle-full load with 1 round (1 in chamber, 0 in magazine), handgun-full load
Strings: 1
Position: Standing, rifle low ready, handgun holstered
Procedure: Standing, manipulate the selector lever to the semiautomatic mode, fire 1 round center mass, attempt to fire a second-round center mass, transition to handgun, fire 2 rounds center mass.
Time limit: 8 seconds

Stage VI

Technique: Immediate and continuing response to a lethal threat at moderate distance, with a reload.

Yard line: 10
Rounds: 4 handgun
Targets: 1

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Load with: Full load with 2 rounds (1 in chamber, 1 in magazine)
Strings: 1
Position: Standing, handgun holstered
Procedure: Standing, fire 2 rounds center mass (mandatory lock- back), reload, fire 2 rounds center mass.
Time limit: 10 seconds

Stage VII

Technique: Immediate and continuing response to a lethal threat at close distance.

Yard line: 7
Rounds: 3 handgun
Targets: 1
Load with: Full load
Strings: 1
Position: Standing, handgun holstered
Procedure: Standing, fire 2 rounds center mass, fire 1 round to the head. Time limit: 5 seconds

Stage VIII

Technique: Immediate and continuing response to a lethal threat at close distance, strong hand only.

Yard line: 7
Rounds: 2 handgun
Targets: 1
Load with: Full load
Strings: 1
Position: Standing, handgun holstered
Procedure: Standing, fire 2 rounds center mass, strong hand only. Time limit: 5 seconds

Stage IX

Technique: Immediate and continuing response to a lethal threat at close distance, support hand only.

Yard line: 7
Rounds: 2 handgun
Targets: 1
Load with: Full load
Strings: 1

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Position: Standing, low ready position

Procedure: Standing, fire 2 rounds center mass, support hand only. Time limit: 4 seconds

Stage X

Technique: Immediate and continuing response to a lethal threat at close distance, strong hand only, return rifle to full load.

Yard line: 7

Rounds: 2 handgun

Targets: 1

Load with: Full load

Strings: 1

Position: Standing, low ready

Procedure: Standing, fire 2 rounds center mass, strong hand only (holster, bring rifle to full load)

Time limit: 4 seconds

NOTE: The 4 seconds is only for the 2 rounds and not the charging of the rifle.

Stage XI

Technique: Immediate and continuing response to a lethal threat at close distance.

Yard line: 5

Rounds: 3 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Standing, rifle low-ready

Procedure: Standing, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass, fire 1 round to the head. Time limit: 4 seconds

3.8. SPO-FP Combined Handgun/Rifle Reduced Lighting

20 Total Rounds

Points Needed to Qualify: FP - 70 Points at 70%

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Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a moderate distance using a barricade.

Lighting: Dim light

Yard line: 25

Rounds: 2 rifle

Targets: 1

Load with: Half load

Strings: 1

Position: Standing, barricade side of choice

Procedure: Move to the barricade, charge the rifle and manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass standing.

Time limit: 7 seconds

Stage II

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a moderate distance, transitioning to a handgun.

Lighting: Dim light

Yard line: 10

Rounds: 1 rifle, 2 handgun

Targets: 1

Load with: Rifle-full load with 1 round (1 in chamber, 0 in magazine), handgun-full load

Strings: 1

Position: Standing, rifle low ready, handgun holstered

Procedure: Standing, manipulate the selector lever to the semiautomatic mode, fire 1 round center mass, attempt to fire a second round center mass, transition to the handgun, fire 2 rounds center mass.

Time limit: 8 seconds

Stage III

Technique: Use of the flashlight to enhance target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a moderate distance.

Lighting: Dark

Yard line: 10

Rounds: 2 rifle

Targets: 1

Load with: Full load

Strings: 1

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Position: Standing, rifle low ready, with flashlight
Procedure: Standing, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass with the use of a flashlight.
Time limit: 5 seconds

Stage IV

Technique: Use of the flashlight to enhance target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a moderate distance.

Lighting: Dark
Yard line: 10

Rounds: 4 handgun
Targets: 1
Load with: Full load
Strings: 1
Position: Standing, handgun low ready, with flashlight
Procedure: Standing, fire 2 rounds center mass with a flashlight (mandatory lock back, secure light if necessary), reload, fire 2 rounds center mass with a flashlight.
Time limit: 15 seconds

Stage V

Technique: Use of the flashlight to enhance target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a close distance.

Lighting: Dark
Yard line: 7
Rounds: 3 handgun
Targets: 1
Load with: Full load
Strings: 1
Position: Standing, handgun holstered, with flashlight
Procedure: Standing, fire 2 rounds center mass and 1 round to the head with a flashlight.
Time limit: 6 seconds

Stage VI

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a close distance with the strong hand only.

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Lighting: Dim light
 Yard line: 7
 Rounds: 2 handgun
 Targets: 1
 Load with: Full load
 Strings: 1
 Position: Standing, handgun holstered
 Procedure: Standing, fire 2 rounds center mass with the strong hand only.
 Time limit: 5 seconds

Stage VII

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a close distance with the strong hand only.

Lighting: Dim light
 Yard line: 7
 Rounds: 2 handgun
 Targets: 1
 Load with: Full load
 Strings: 1
 Position: Standing, handgun low ready
 Procedure: Standing, fire 2 rounds center mass with the strong hand only.
 Time limit: 4 seconds

Stage VIII

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a close distance with the support hand only.

Lighting: Dim light
 Yard line: 7
 Rounds: 2 handgun
 Targets: 1
 Load with: Full load
 Strings: 1
 Position: Standing, handgun low ready
 Procedure: Standing, fire 2 rounds center mass with the support hand only.
 Time limit: 4 seconds

3.9. Incumbent SPO-BRS/SPO-ARS/SPO-SRT Combined Handgun Rifle Daylight

40 Total Rounds

Points Needed to Qualify: BRS 140 Points at 70%; ARS 160 Points at 80%; SRT 180 Points at 90%

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Technique: Immediate and continuing response to a lethal threat using a barricade for cover at a long distance while moving to a more advantageous shooting position.

Yard line: 100

Rounds: 6 rifle

Targets: 1

Load with: Half load

Strings: 1

Position: Standing, kneeling, prone, barricade side of choice

Procedure: Move to the barricade, charge the rifle/manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass standing, fire 2 rounds center mass kneeling, fire 2 rounds center mass prone.

Time limit: 25 seconds

Stage II

Technique: Immediate and continuing response to a lethal threat at a long distance while moving to a more advantageous shooting position/reloading.

Yard line: 50

Rounds: 4 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Standing and kneeling position

Procedure: Standing position, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass standing, reload while moving to a kneeling position, fire 2 rounds center mass.

Time limit: 20 seconds

Stage III

Technique: Immediate and continuing response to a lethal threat at a long distance while moving to a moderate distance and advantageous shooting position.

Yard line: Start at 50, move to 25

Rounds: 4 rifle

Targets: 1

Load with: Half load

Strings: 1

Position: Standing and kneeling

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Procedure: Move from the 50-yard line to the 25-yard line, charge the weapon, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass standing, fire 2 rounds center mass kneeling.

Time limit: 20 seconds

Stage IV

Technique: Immediate and continuing response to a lethal threat at a moderate distance, while moving to a more advantageous shooting position.

Yard line: 25

Rounds: 4 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Standing and kneeling

Procedure: Standing, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass, move to a kneeling position, fire 2 rounds center mass.

Time limit: 10 seconds

Stage V

Technique: Response to a lethal threat at a moderate to close distance, while shooting on the move and wearing a protective mask.

Yard line: Start at 15, move to 10

Rounds: 2 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Moving, protective mask donned, rifle low ready

Procedure: Moving, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass.

Time limit: 5 seconds

Stage VI

Technique: Response to a lethal threat at a moderate to close distance while shooting on the move and wearing a protective mask.

Yard line: Start at 10, move to 5

Rounds: 3 rifle

Targets: 1

Load with: Full load

Strings: 1

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Position: Moving, protective mask donned, rifle low ready
Procedure: Moving, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass, fire 1 round to the head.
Time limit: 4 seconds

Stage VII

Technique: Response to a lethal threat at a moderate to close distance while shooting on the move and wearing a protective mask.

Yard line: Start at 7, move to 3
Rounds: 1 rifle
Targets: 1
Load with: Full load
Strings: 1
Position: Moving, protective mask donned, rifle low ready
Procedure: Moving, manipulate the selector lever to the semiautomatic mode, fire 1 round to the head.
Time limit: 3 seconds

Stage VIII

Technique: Response to a lethal threat at a moderate to close distance while shooting on the move and wearing a protective mask, transition from the rifle to the handgun.

Yard line: Start at 15, move to 7
Rounds: 1 rifle, 3 handgun
Targets: 1
Load with: Rifle-full load with 1 round (1 in chamber, 0 in magazine), handgun-full load
Strings: 1
Position: Moving, protective mask donned, rifle low ready
Procedure: Moving, manipulate the selector lever to the semiautomatic mode, fire 1 round center mass, attempt to fire a second round to center mass, transition to the handgun, fire 2 rounds center mass, fire 1 round to the head.
Time limit: 8 seconds

Stage IX

Technique: Response to a lethal threat at a close distance while shooting on the move and wearing a protective mask.

Yard line: Start at 10, move to 3
Rounds: 4 handgun

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Targets: 1
Load with: Full load (1 in chamber, 1 in magazine)
Strings: 1
Position: Moving, protective mask donned, handgun low ready
Procedure: Moving, fire 2 rounds center mass (mandatory lock-back), reload, fire 2 rounds center mass.
Time limit: 8 seconds

Stage X

Technique: Response to a lethal threat at a close distance while shooting on the move and wearing a protective mask.

Yard line: Start at 7, move to 3
Rounds: 3 handgun
Targets: 1
Load with: Full load
Strings: 1
Position: Moving, protective mask donned, handgun low ready
Procedure: Moving, fire 2 rounds center mass, fire 1 round to the head.
Time limit: 5 seconds

Stage XI

Technique: Response to a lethal threat at a close distance while shooting on the move, strong hand only.

Yard line: Start at 7, move to 3
Rounds: 2 handgun
Targets: 1
Load with: Full load
Strings: 1
Position: Moving, handgun low ready
Procedure: Moving, fire 2 rounds center mass, strong hand only.
Time limit: 4 seconds

Stage XII

Technique: Response to a lethal threat at a close distance while shooting on the move, support hand only.

Yard line: Start at 7, move to 3
Rounds: 2 handgun
Targets: 1
Load with: Full load
Strings: 1

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Position: Moving, handgun low ready
 Procedure: Moving, fire 2 rounds center mass, support hand only.
 Time limit: 4 seconds

Stage XIII

Technique: Response to a lethal threat at a close distance while shooting on the move.

Yard line: Start at 7, move to 3
 Rounds: 1 handgun
 Targets: 1
 Load with: Full load
 Strings: 1
 Position: Moving, handgun low ready
 Procedure: Moving, fire 1 round to the head.
 Time limit: 3 seconds

3.10. Incumbent SPO-BRS/SPO-ARS/SPO-SRT Combined Handgun Rifle Reduced Lighting

20 Total Rounds

Points Needed to Qualify: BRS 70 Points at 70%; ARS 80 Points at 80%; SRT 90 Points at 90%

Stage I

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a moderate distance using a barricade for cover.

Lighting: Dim light
 Yard line: 25
 Rounds: 4 rifle
 Targets: 1
 Load with: Half load
 Strings: 1
 Position: Standing and kneeling, barricade side of choice
 Procedure: Move to the barricade, charge the rifle/manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass standing, move to a kneeling position, fire 2 rounds center mass.
 Time limit: 10 seconds

Stage II

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a moderate distance wearing a protective mask.

Lighting: Dim light

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Yard line: 15
Rounds: 2 rifle
Targets: 1
Load with: Full load
Strings: 1
Position: Standing, protective mask donned
Procedure: Manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass.
Time limit: 4 seconds

Stage III

Technique: Target identification, marksmanship, and manipulation while engaging a lethal threat at a moderate distance; transition from the rifle to the handgun while wearing the protective mask.

Lighting: Dim light
Yard line: 15
Rounds: 1 rifle, 2 handgun
Targets: 1
Load with: Rifle-full load with 1 round (1 in chamber, 0 in magazine), handgun-full load
Strings: 1
Position: Standing, protective mask donned
Procedure: Manipulate the selector lever to the semiautomatic mode, fire 1 round center mass, attempt to fire a second round center mass, transition to the handgun, fire 2 rounds center mass.
Time limit: 8 seconds

Stage IV

Technique: Use of the flashlight to enhance target identification in response to a lethal threat at a moderate distance; transition from the rifle to the handgun.

Lighting: Dark
Yard line: 10
Rounds: 1 rifle, 2 handgun
Targets: 1
Load with: Rifle-full load with 1 round (1 in chamber, 0 in magazine), handgun-full load
Strings: 1
Position: Standing, rifle low ready, handgun holstered, with flashlight

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Procedure: Manipulate the selector lever to the semiautomatic mode, fire 1 round center mass using the flashlight, attempt to fire a second round center mass, transition to the handgun, fire 2 rounds center mass using the flashlight.

Time limit: 10 seconds

Stage V

Technique: Use of the flashlight to enhance target identification in response to a lethal threat at a moderate distance.

Lighting: Dark

Yard line: 10

Rounds: 3 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Standing, rifle low ready, with flashlight

Procedure: Manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass, fire 1 round to the head using the flashlight.

Time limit: 5 seconds

Stage VI

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a short distance.

Lighting: Dim light

Yard line: 7

Rounds: 1 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Standing

Procedure: Manipulate the selector lever to the semiautomatic mode, fire 1 round to the head.

Time limit: 3 seconds

Stage VII

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a short distance.

Lighting: Dim light

Yard line: 7

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Rounds: 1 handgun
 Targets: 1
 Load with: Full load
 Strings: 1
 Position: Standing, handgun holstered
 Procedure: Draw, fire 1 round to the head (holster, bring the rifle to a full load).
 Time limit: 4 seconds

NOTE: The 4 seconds is only for the 1 round and not the charging of the rifle.

Stage VIII

Technique: Target identification, marksmanship, and firearm manipulation while engaging a lethal threat at a short distance.

Lighting: Dim light
 Yard line: 7
 Rounds: 3 rifle
 Targets: 1
 Load with: Full load
 Strings: 1
 Position: Standing
 Procedure: Manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass, fire 1 round to the head.
 Time limit: 4 seconds

3.11. 3-Round-Burst Automatic Rifle Daylight

30 Total Rounds

Points Needed to Qualify: FP/BRS/ARS 105 at 70%; SRT 120 at 80%

Stage I

Technique: Immediate response to a lethal threat at a short distance using a controlled burst of fire.

Yard line: 5
 Rounds: 6
 Targets: 1
 Load with: 1 magazine
 Strings: 2
 Position: Standing
 Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
 String 2: Full-load configuration, fire one 3-round burst within 3 seconds.

Stage II

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Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Yard line: 5

Rounds: 12

Targets: 1

Load with: 1 magazine

Strings: 2

Position: Standing

Procedure: String 1: Charge and fire two 3-round bursts within 5 seconds.
String 2: Full load configuration, fire two 3-round bursts within 4 seconds.

Stage III

Technique: Immediate response to a lethal threat at a short distance using a controlled burst of fire.

Yard line: 7

Rounds: 6

Targets: 1

Load with: 1 magazine

Strings: 2

Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration, fire one 3-round burst within 3 seconds.

Stage IV

Technique: Immediate response to a lethal threat at a moderate distance using a controlled burst of fire.

Yard line: 10

Rounds: 6

Targets: 1

Load with: 1 magazine

Strings: 2

Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration, fire one 3 round burst within 3 seconds.

3.12. 3-Round-Burst Automatic Rifle Reduced Lighting

24 Total Rounds

Points Needed to Qualify: FP/BRS/ARS 84 at 70%; SRT 96 at 80%

DOE-STD-1245-2024**Stage I**

Technique: Immediate response to a lethal threat at a short distance using a controlled burst of fire.

Lighting: Dim light

Yard line: 5

Rounds: 6

Targets: 1

Load with: 1 magazine

Strings: 2

Position: Standing

Procedure: String 1: Charge and fire one 3 round burst within 4 seconds.
String 2: Full-load configuration, fire one 3 round burst within 3 seconds.

Stage II

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Lighting: Dim light

Yard line: 5

Rounds: 6

Targets: 1

Load with: 1 magazine

Strings: 1

Position: Standing

Procedure: Charge and fire two 3-round bursts within 5 seconds.

Stage III

Technique: Immediate response to a lethal threat at a short distance using a controlled burst of fire.

Lighting: Dim light

Yard line: 7

Rounds: 6

Targets: 1

Load with: 1 magazine

Strings: 2

Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration, fire one 3-round burst within 4 seconds.

Stage IV

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Technique: Immediate response to a lethal threat at a moderate distance using a controlled burst of fire.

Lighting: Dim light
NOTE: When conducting Stage IV, if the rifle is equipped with an illuminating device, the stage is to be fired under the Dark Light Standard while using the illuminating device.

Yard line: 10

Rounds: 6

Targets: 1

Load with: 1 magazine

Strings: 2

Position: Standing

Procedure: String 1: Charge and fire one 3-round burst within 4 seconds.
String 2: Full-load configuration, fire one 3-round burst within 4 seconds.

3.13. Automatic Fire Rifle Daylight

30 Total Rounds

Points Needed to Qualify: FP/BRS/ARS 105 at 70%; SRT 120 at 80%

Stage I

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Yard line: 5

Rounds: 12

Targets: 1

Load with: 1 magazine

Strings: 3

Position: Standing

Procedure: String 1: Charge and fire two 2-round bursts within 5 seconds.
String 2: Full-load configuration, fire two 2-round bursts within 4 seconds.
String 3: Same as Stage I, String 2.

Stage II

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Yard line: 7

Rounds: 12

Targets: 1

Load with: 1 magazine

Strings: 3

Position: Standing

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Procedure: String 1: Charge and fire two 2-round bursts within 5 seconds.
 String 2: Full-load configuration, fire two 2-round bursts within 4 seconds.
 String 3: Same as Stage II, String 2.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance using a controlled burst of fire.

Yard line: 10
 Rounds: 6
 Targets: 1
 Load with: 1 magazine
 Strings: 3
 Position: Standing
 Procedure: String 1: Charge and fire one 2-round burst within 4 seconds.
 String 2: Full-load configuration, fire one 2-round burst within 3 seconds.
 String 3: Same as Stage III, String 2.

3.14. Automatic Fire Rifle Reduced Lighting

24 Total Rounds

Points Needed to Qualify: FP/BRS/ARS 84 at 70%; SRT 96 at 80%

Stage I

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Lighting: Dim light
 Yard line: 5
 Rounds: 8
 Targets: 1
 Load with: 1 magazine
 Strings: 2
 Position: Standing
 Procedure: String 1: Charge and fire two 2-round bursts within 5 seconds.
 String 2: Full-load configuration, fire two 2-round bursts within 4 seconds.

Stage II

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire.

Lighting: Dim light
 Yard line: 7
 Rounds: 8

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Targets: 1
 Load with: 1 magazine
 Strings: 2
 Position: Standing
 Procedure: String 1: Charge and fire two 2-round bursts within 5 seconds.
 String 2: Full-load configuration, fire two 2-round bursts within 4 seconds.

Stage III

Technique: Immediate response to a lethal threat at a moderate distance using controlled bursts of fire.

Lighting: Dim light
 NOTE: When conducting Stage III, if the rifle is equipped with an illuminating device, the stage is to be fired under the Dark Light Standard while using the illuminating device.

Yard line: 10
 Rounds: 8
 Targets: 1
 Load with: 1 magazine
 Strings: 2
 Position: Standing
 Procedure: String 1: Charge and fire two 2-round bursts within 5 seconds.
 String 2: Full-load configuration, fire two 2-round bursts within 4 seconds.

3.15. Combined Handgun/Automatic Rifle Daylight

84 Total Rounds

Points Needed to Qualify: SRT 378 points at 90%

This course is designed to address the skills necessary for Special Response Team members in a variety of situations, from response to close quarters battle (CQB). If a site has chosen to equip its Special Response Team with a rifle with full and/or semiautomatic fire capabilities for CQB operations, this Qualification Course will still be used to assess the shooters' skills.

Special Instructions:

- a. Shooters will wear an approved protective mask during Stages V, VI, and VII of this course.
- b. Any rounds fired from a stationary position that should have been fired on-the-move will be deducted at full value from the total score.

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- c. If site-specific firearms allow for semiautomatic fire only, stages requiring automatic fire may be fired on semiautomatic. In such cases when a 2-round burst is required, 1 shot will be fired on semiautomatic, and the number of rounds required for each auto stage will be adjusted accordingly. However, the minimum qualification score will be no less than 90% of the maximum score.
- d. Targets will be scored at the completion of Stage IV (36 rounds on automatic, or 22 rounds on semiautomatic) and Stage XI (48 rounds on automatic or 38 rounds on semiautomatic).

Stage I

Technique: Immediate response to a lethal threat at a short distance using controlled bursts of fire in the automatic mode.

Yard line: 5

Rounds: 12 rifle

Targets: 1

Load with: Full load

Strings: 2

Position: Stationary, standing

Procedure: String 1: Manipulate the selector lever to the automatic mode, fire two 2- round bursts center mass followed by one 2-round burst to the head within 3 seconds.

String 2: Same as Stage I, String 1.

Stage II

Technique: Response to a lethal threat at a short distance while moving and firing in the semiautomatic mode.

Yard line: Start at 7, move to 3

Rounds: 2 rifle

Targets: 1

Load with: Full load

Strings: 2

Position: Moving

Procedure: String 1: Manipulate the selector lever to the semiautomatic mode, move while firing 1 round to the head within 3 seconds.

String 2: Same as Stage II, String 1.

DOE-STD-1245-2024**Stage III**

Technique: Response to a lethal threat at a short distance, while moving, and using controlled bursts of fire in the automatic mode.

Yard line: Start at 7, move to 3

Rounds: 12 rifle

Load with: Full load

Strings: 2

Position: Moving

Procedure: String 1: Manipulate the selector lever to the automatic mode, move while firing two 2-round bursts center mass and one 2-round burst to the head within 4 seconds.

String 2: Same as Stage III, String 1.

Stage IV

Technique: Response to a lethal threat at a moderate to short distance while moving and using controlled bursts of fire in the semiautomatic mode. Transition from the rifle to the handgun.

Yard line: Start at 10, move to 2

Rounds: 4 rifle, 6 handgun

Targets: 1

Load with: Rifle – Full load with 2 rounds (1 in chamber, 1 in magazine) Handgun – Full load

Strings: 2

Position: Moving

Procedure: String 1: Manipulate the rifle selector lever to the automatic mode and have the handgun holstered. Move while firing one 2-round burst to center mass, attempt to fire a second 2-round burst to center mass, transition to the handgun, fire 2 rounds to center mass and 1 round to the head within 8 seconds.

String 2: Same as Stage IV, String 1.

Stage V

Technique: Response to a lethal threat at a short distance while moving and using controlled bursts of fire in the automatic mode while wearing a protective mask.

Yard line: Start at 7, move to 3

Rounds: 12 rifle

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Load with: Full load

Strings: 2

Position: Moving, wearing a protective mask.

Procedure: String 1: Manipulate the selector lever to the automatic mode, move while firing two 2-round bursts to center mass and one 2-round burst to the head within 4 seconds.

String 2: Same as Stage V, String 1.

Stage VI

Technique: Response to a lethal threat at a moderate to short distance while moving and using controlled bursts of fire in the automatic mode while wearing a protective mask.

Yard line: Start at 10, move to 5 Rounds:
8 rifle

Targets: 1

Load with: Full load

Strings: 2

Position: Moving, wearing a protective mask

Procedure: String 1: Manipulate the selector lever to the automatic mode, move while firing two 2-round bursts to center mass within 4 seconds. String 2: Same as Stage VI, String 1.

Stage VII

Technique: Immediate response to a lethal threat at a moderate distance while firing on semiautomatic mode and wearing a protective mask.

Yard line: 10

Rounds: 4 rifle

Targets: 1

Load with: Full load

Strings: 2

Position: Stationary, standing and wearing a protective mask.

Procedure: String 1: Manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass within 3 seconds. String 2: Same as Stage VII, String 1.

DOE-STD-1245-2024**Stage VIII**

Technique: Immediate response to a lethal threat at a moderate distance while moving to a more advantageous shooting position and firing in the semiautomatic mode.

Yard line: 15

Rounds: 4 rifle

Targets: 1

Load with: Full load

Strings: 2

Position: Stationary, standing to kneeling.

Procedure: String 1: Begin in the standing position and manipulate the selector lever to the semiautomatic mode, assume a kneeling position, fire 2 rounds center mass within 4 seconds.

String 2: Same as Stage VIII, String 1.

Stage IX

Technique: Immediate and continuing response to a lethal threat at a moderate distance while reloading and moving to a more advantageous position and firing in the semiautomatic mode.

Yard line: 25

Total rounds: 8 rifle

Targets: 1

Load with: Full load

Strings: 2

Position: Stationary, standing and kneeling

Procedure: String 1: Begin in the standing position, manipulate the selector lever to the semiautomatic mode, fire 2 rounds center mass, speed reload, move to a kneeling position, fire 2 rounds center mass within 12 seconds.

String 2: Same as Stage IX, String 1.

Stage X

Technique: Immediate response to a lethal threat at a long distance in the semiautomatic mode firing from a kneeling barricade and prone position.

Yard line: 50

Total rounds: 8 rifle

Targets: 1

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Load with: Full load

Strings: 4

Position: Stationary, kneeling barricade and prone

Procedure: String 1: Begin in the standing position, manipulate the selector lever to the semiautomatic mode, move to a kneeling barricade position, fire 2 rounds center mass within 6 seconds.

NOTE: The barricade will be used for cover and may be used for support in the kneeling position. Right-handed shooters will fire from the right-side barricade and left-handed shooters will fire from the left-side barricade.

String 2: Same as Stage X, String 1.

String 3: Begin in the standing position with the selector lever set on semiautomatic mode, move to a prone position, fire 2 rounds center mass within 8 seconds. String 4: Same as Stage X, String 3.

Stage XI

Technique: Immediate and continual response to a lethal threat at a long distance, while moving to a more advantageous shooting position, shooting in the semiautomatic mode, and reloading.

Yard line: 100

Total rounds: 4 rifle

Targets: 1

Load with: Full load

Strings: 1

Position: Stationary, prone

Procedure: Begin in the standing position, manipulate the selector lever to the semiautomatic mode, move to a prone position, fire 2 rounds center mass, reload, fire 2 rounds center mass within 20 seconds.

4. BELT FED MACHINE GUN QUALIFICATION COURSES**4.1. Shot Group Verification**

Technique: Load to a half-load condition. Gunner will engage the specified target.

Yard line: 50

Rounds: 20 round belt

Target: 1 DOE TQ15 Standard Target

Load with: 1 20-round belt

String: 1

Position: Prone

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- Condition: Half-load
- Procedure: A gunner must do the following without a time limit:
1. Come to a full load.
 2. Engage the target with one burst and place the weapon on safe while verifying hits. Shot verification may be done by the gunner or an instructor.
 3. Make sight corrections and repeat as necessary.
 4. Unload the machine gun.

4.2. Machine Gun Daylight (Option 1)

80 Total Rounds

Points Needed to Qualify: FP/BRS 56 points at 70%; ARS/SRT - 64 points at 80%

Technique: Load the machine gun to a half load, manipulate to a full load, reload, identify the target, and engage a lethal threat using controlled bursts.

Yard line: 50

Rounds: 80 (two 40-round belts)

Targets: 4 DOE TQ15 Standard Targets

Load with: 1 40-round belt

Strings: 1

Position: Prone

Condition: Half-load

Procedure: Within 90 seconds, the gunner will do the following:

1. Come to a full load.
2. Engage Targets 1, 2, 3 and 4 in any order.
3. Speed Reload with a 40-round belt.
4. Engage Targets 1, 2, 3, and 4 in any order.
5. Clear machine gun.

Scoring: Only hits in the 4- and 5-point torso ring of the target will be scored. The 5-point ring in the head will not be counted, all hits must be center mass. Each hit on the target will be counted as 2 points for a maximum per target of 20 points.

4.3. Machine Gun Daylight (Option 2)

50 Total Rounds

Score Needed to Qualify: FP/BRS/ARS/SRT - One round on at least 4 of 5 targets

Technique: Traversing / Searching Fire

Yard line: 50-75-100-yard lines

Rounds: 50 rounds (two 25-round belts)

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Targets:	5 personnel targets, paper, or steel, not to exceed DOE Standard Qualification target in size
Placement:	2 targets at 50 yards, 2 targets at 75 yards, 1 target at 100 yards. Targets shall be situated such that the gunner will have to fire in a traversing pattern from left to right/right to left.
Load with:	1 25-round belt
Strings:	1
Position:	Prone using bipod or fired from a turret
Condition:	Half-load
Procedure:	Within 90 seconds, the gunner will: 1. On command, charge the weapon and engage each target only once with one burst as instructed. 2. Only 5 bursts may be fired. NOTE: Targets may only be re-engaged with an additional burst with permission of the instructor. 3. At some time between engagement of the first and last targets, gunner must perform either a speed or tactical reload. 4. Time will stop at completion of burst 5.
Scoring:	Only hits in the 4- and 5-point torso ring of the target will be scored. The 5-point ring in the head will not be counted, all hits must be center mass.

4.4. Machine Gun Reduced Lighting (Option 1)

80 Total Rounds

Points Needed to Qualify: FP/BRS 56 points at 70%; ARS/SRT 64 points at 80%

Technique:	Load the machine gun to a half load, manipulate to a full load, reload, identify the target, and engage a threat using controlled bursts.
Yard line:	50
Rounds:	80 (two 40-round belts)
Targets:	4 DOE TQ15 Standard Targets
Strings:	1
Lighting:	Dim light
Position:	Prone
Condition:	Half-loaded

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Procedure: Within 90 seconds, the gunner will:

1. Come to a full load.
2. Engage Targets 1, 2, 3 and 4 in any order.
3. Speed Reload.
4. Engage Targets 1, 2, 3, and 4 in any order.

Scoring: Only hits in the silhouette portion of the target will be counted. Each hit on the target will be counted as 2 points for a maximum of 20 points per target.

4.5. Machine Gun Reduced Lighting (Option 2)

50 Total Rounds

Score Needed to Qualify: FP/BRS/ARS/SRT One round on at least 4 of 5 targets

Technique: Traversing Fire

Lighting: Dim light

Yard line: 50-yard line

Rounds: 50 rounds (two 25-round belts)

Targets: 2 steel or 5 paper, personnel targets, not to exceed DOE Standard target in size. Targets shall be situated so the gunner will have to fire in a traversing pattern from left to right/right to left.

NOTE: If using non-reactive paper targets, 5 targets must be used.

Placement: 2 steel or 5 paper, targets at 50 yards

Condition: Half-load

Strings: 1

Position: Prone using bipod or fired from a turret

Procedure: Within 120 seconds, the gunner will

1. On command, charge the weapon and engage each target with one burst each, alternating between the targets until 5 bursts have been completed.
2. Only five bursts may be fired.
NOTE: Targets may only be re-engaged with an additional burst with permission of the instructor.
3. At some time between engagement of the first and last targets, gunner must perform either a speed or tactical reload.
4. Time will stop at completion of burst 5.

Scoring: Only hits in the 4- and 5-point torso ring of the target will be scored. The 5-point ring in the head will not be counted, all hits must be center mass.

DOE-STD-1245-2024**5. SHOULDER-FIRED GRENADE LAUNCHER QUALIFICATION COURSES****5.1. Shoulder-Fired Grenade Launcher Daylight**

The Shoulder-fired Grenade Launcher Qualification Courses evaluate shooters' marksmanship with and manipulation of a grenade launcher in both daylight and reduced light conditions at various distances engaging stationary targets. The DOE Standard Targets must be used for all stages and scored in accordance with Appendix 3. Target specifications and scoring can be located in Appendix 3.

Total Rounds: 6 rounds (3 per target)

Time: 3 rounds point target in 60 seconds; 3 rounds area target in 60 seconds Passing

Score: One hit per target in required time limit

NOTE: If using an optical sighting system, the sight will be set to the proper distance prior to start command for each stage of fire.

Stage I

Yard line: Minimum 75 - Maximum 150 yards

Rounds: 3 rounds

Targets: 1 point target

Condition: Unloaded weapon

Position: Standing

Procedure: On command, grenadier shall load the weapon and engage the target from the appropriate position with up to 3 rounds. A spotter may be used to call hits on the target.

Stage II

Yard line: Minimum 75 - Maximum 350 yards

Rounds: 3 rounds

Targets: 1 area target

Condition: Unloaded weapon

Position: Kneeling

Procedure: On command, the grenadier shall load the weapon, move from a standing to a kneeling position, engage the target from the appropriate position with up to 3 rounds. A spotter may be used to call hits on the target.

5.2. Shoulder-Fired Grenade Launcher Reduced Lighting

Total Rounds: 6 rounds (3 per target)

Time: 3 rounds point target in 90 seconds, 3 rounds area target in 90 seconds Passing

Score: One hit per target in required time limit

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NOTE: If using an optical sighting system, the sight will be set to the proper distance prior to start command.

Stage I

Lighting: Dim light
 Yard line: Minimum 75 - Maximum 150 yards
 Rounds: 3 rounds
 Targets: 1 point target
 Condition: Unloaded weapon
 Position: Standing
 Procedure: On command, grenadier shall load the weapon and engage the target from the appropriate position with up to 3 rounds. A spotter may be used to call hits on the target.

Stage II

Yard line: Minimum 75 - Maximum 350 yards
 Rounds: 3 rounds
 Targets: 1 area target
 Condition: Unloaded weapon
 Position: Kneeling
 Procedure: On command, the grenadier shall load the weapon, move from a standing to a kneeling position, engage each target with up to 3 rounds accomplishing a minimum of one hit per target. A spotter may be used to call hits on the target.

6. LIVE FIRE SHOOT HOUSE QUALIFICATION**6.1. Open Door Skills Test.**

Score to Qualify: SRT - Skills test must be passed as written below

Technique: Tactical response to lethal threats requiring constant movement, precision marksmanship, correct firearm manipulation, demonstration of correct room-clearing procedures, and target identification.

Yard line: Distances to targets may vary

Rounds: 9 rifle

Targets: 5 shoot targets and at least 2 no-shoot targets

Time limit: Calculated by distance traveled in feet, divided by 3, which equals the maximum time, in seconds, allowed.

Stages: 4

Position: Standing, using equipment authorized for duty during a tactical response

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Communication: Verbal or non-verbal or combination of both.

Procedure: Load with: Rifle with 1 magazine of 8 rounds; handgun in full- load configuration

Stage I: Begin with the handgun holstered. Carry the rifle at the low ready position and set the selector lever to the safe position. Upon the command of “execute,” move to and enter Room 1, conduct the five rules of room clearing while engaging targets appropriately. Select safe on the rifle, communicate status and intention, and exit Room 1.

Stage II: Continue movement to Room 2, enter, and repeat procedures as in String 1.

Stage III: Upon exiting Room 2 enroute to Room 3, engage hallway target until qualifying SPO experiences a malfunction. The qualifying SPO will then safely transition to the handgun and proceed to Room 3.

Stage IV: Continue movement to Room 3, enter and conduct the five rules of room clearing while engaging targets appropriately with the handgun. Communicate, tactical reload handgun, and clear rifle malfunction. Timing will stop upon firing the last round in Room 3.

6.2. Closed Door Skills Test.

Score to Qualify: SRT - Skills test must be passed as written below

Technique: Employ appropriate techniques to clear three designated rooms with open, closed, and locked doors and negotiate an L, T or four-way hall in a live fire CQB environment while utilizing Noise Flash Diversionary Devices (NFDD) with closed and open doors.

Yard Line: Distances to target may vary

Rounds: 10 semiautomatic fire (rifle)

Targets: 4 shoot targets and 2 no-shoot targets

Time limit: Site determined

Stages: 4

Position: Standing, using equipment authorized for duty during a tactical response

Communication: Verbal or non-verbal or combination of both

Procedure: Load with: Rifle in a full load with a full magazine, handgun in a full load configuration and two NFDDs.

Stage I: Begin with the handgun holstered. Carry the rifle at the low ready position and the selector lever in the safe position.

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Upon the command of “execute,” move down the hallway and appropriately engage the hallway shoot target.

Stage II: Move to Room 1, set up on the door properly, and act as cover while the instructor deploys an NFDD. Enter Room 1 first, conduct the five rules of room clearing and engage targets appropriately. Select safe on the rifle, communicate status and intention, and proceed to Room 2.

Stage III: At Room 2, the instructor will set up as cover on the door. Qualifying SPO will deploy an NFDD properly into Room 2. Enter Room 2 as the second assaulter, conduct the five rules of room clearing and engage targets appropriately. Select safe on the rifle, communicate status and intention, and proceed to Room 3.

Stage IV: At Room 3, qualifying SPO will set up as cover on the open door while the instructor deploys an NFDD into Room 3. Enter Room 3 first, conduct the five rules of room clearing and engage targets appropriately. Select safe on the rifle and communicate status. Time will stop upon firing the last round in Room 3.

NOTE: If a malfunction is experienced, transition to the handgun and finish the string of fire. Before leaving the room, perform a tactical reload with the handgun, clear the malfunction in the rifle, and continue the course with the rifle as the primary weapon.

6.3. Alternate LFSH Test.

Score to Qualify: SRT Skills test must be passed as written below

Technique:	Employ appropriate techniques to clear three designated rooms with open, closed, and locked doors and negotiate an L, T or 4-way hall in a live fire CQB environment while utilizing an NFDD, breaching shotgun or mechanical breaching tool (carried on qualifying SPO) and operating in a 3-man team.
Yard Line:	Distances to target may vary
Rounds:	9 semiautomatic fire (rifle and handgun)
Targets:	3 shoot targets and 2 no-shoot targets
Time limit:	Site determined
Stages:	4
Position:	Standing, using equipment authorized for duty during a tactical response
Communication:	Verbal or non-verbal or a combination of both

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- Load with: Rifle in a full load with 5 rounds in the magazine, handgun in a full load configuration, breaching shotgun in a cruiser ready (or site-specific ready) and 2 NFDDs.
- Procedure: **Stage I:** Qualifying SPO will begin with the handgun holstered, carrying the rifle in a full-load configuration at the low ready position and the selector lever in the safe position. Qualifying SPO will be placed in a position where he will be the first assaulter in Room 1. Upon the command of “execute,” the team will enter the LFSH and move to the first tactical problem, a closed door.
- Stage II:** Qualifying SPO will set up on the door of Room 1 properly, call for an NFDD, and act as cover while the instructor deploys an NFDD. Qualifying SPO will enter Room 1 first, correctly clearing the room, and conduct the five rules of room clearing, select safe on the rifle, communicate status, and proceed to Room 2.
- Stage III:** At Room 2, the instructor will set up as cover on the open door. Instructor will call for an NFDD and the Qualifying SPO will deploy a diversionary device properly into Room 2. Enter Room 2 as the second assaulter, conduct the five rules of room clearing, and engage targets appropriately. Qualifying SPO will incur a malfunction and will safe or attempt to safe rifle before transitioning to the handgun, engaging with two rounds to the body and one to the head. Qualifying SPO will then communicate a checking drill, check their handgun, clear the malfunction on their rifle prior to communicating, and proceed to Room 3.
- Stage IV:** At Room 3, Instructors set up as cover on the closed door. Instructor will attempt to open the locked door into Room 3. Instructor will call for a “shotgun” or “ram” and Qualifying SPO communicates “I got it.” Instructor will communicate “breacher goes in last.” Qualifying SPO will conduct a ballistic or mechanical breach on the door. Qualifying SPO will enter Room 3 as the third assaulter, conduct the five rules of room clearing, and engage targets appropriately. Select safe on the rifle, communicate a checking drill (conduct a tactical reload on shotgun), and then announce status. Time will stop on the last round fired in Room 3.

7. SHOOTING-ON-THE-MOVE QUALIFICATION COURSES**7.1. Shooting-On-The-Move Handgun**

40 Total Rounds

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Points Needed to Qualify: 180 points at 90%

Stage I

Technique: Immediate response to a lethal threat at a moderate distance while wearing a protective mask.

Yard line: 10

Rounds: 6

Targets: 1

Load with: Full load

Strings: 3

Position: Standing and wearing a protective mask

Procedure: String 1: Draw and fire 2 rounds within 3 seconds. String 2: Same as Stage I, String 1. String 3: Same as Stage I, String 1.

Stage II

Technique: Response to a lethal threat at a short distance while moving, wearing a protective mask.

Yard line: Start at 7, move to 3.

Rounds: 6

Targets: 1

Load with: Full load

Strings: 2

Position: Moving and wearing a protective mask

Procedure: String 1: From the low-ready position, move while firing 2 rounds center of mass and 1 round to the head within 4 seconds. String 2: Same as Stage II, String 1.

Stage III

Technique: Response to a lethal threat at a moderate distance while moving.

Yard line: Start at 15, move to 10

Rounds: 6

Targets: 1

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Load with: Full load
Strings: 3
Position: Moving
Procedure: String 1: From the low-ready position, move while firing 2 rounds within 3 seconds.
String 2: Same as Stage III, String 1.
String 3: Same as Stage III, String 1.

Stage IV

Technique: Response to a lethal threat at a moderate to short distance while moving and speed loading.

Yard line: Start at 10, move to 2
Rounds: 8 (2 magazines or speed loaders)
Targets: 1
Load with: Semiautomatic: a round chambered, and a magazine inserted with one round (to induce slide lock back), carry one fully loaded magazine (mandatory lock back).
Strings: 2
Position: Moving
Procedure: String 1: From the low-ready position, move while firing 2 rounds, reload, fire 2 rounds while moving within 7 seconds for semiautomatic.
String 2: Same as Stage IV, String 1.

Stage V

Technique: Response to a lethal threat at a short distance while moving.

Yard line: Start at 7, move to 3
Rounds: 4
Targets: 1
Load with: Full load
Strings: 4
Position: Moving
Procedure: String 1: From the low-ready position, move while firing 1 round within 3 seconds to target's head.
String 2: Same as Stage V, String 1.
String 3: Same as Stage V, String 1.
String 4: Same as Stage V, String 1.

Stage VI

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Technique: Response to a lethal threat at a short distance using only the strong hand while moving.

Yard line: Start at 7, move to 3

Rounds: 6

Targets: 1

Load with: Full load

Strings: 3

Position: Moving using only the strong hand

Procedure: String 1: From the low-ready position, strong hand only, move while firing 2 rounds within 3 seconds.
String 2: Same as Stage VI, String 1.
String 3: Same as Stage VI, String 1.

Stage VII

Technique: Response to a lethal threat at a short distance using only the weak hand while moving.

Yard line: Start at 7, move to 3

Rounds: 4

Targets: 1

Load with: Full load

Strings: 2

Position: Moving using only weak hand

Procedure: String 1: From the low-ready position, weak hand only, move while firing 2 rounds within 3 seconds.
String 2: Same as Stage VII, String 1.

7.2. Shooting-On-The-Move Rifle

NOTE: Selected stages of this course are broken down into specific requirements for firing firearms with both automatic and semiautomatic fire capabilities and for firing firearms with only semiautomatic fire capabilities. When firing stages requiring automatic fire, shooters utilizing firearms with automatic capabilities are not required to also fire the same stage with semiautomatic fire. All shooters will begin each stage of fire with selector switch set to safe.

40 Total Rounds for Automatic Fire

28 Rounds for Semiautomatic Fire

Points Needed to Qualify: 80 points at 90% for Automatic or 126 points at 90% for Semiautomatic

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Technique: Response to a lethal threat at a moderate distance using the standing offhand and wearing a protective mask.

Yard line: 25

Rounds: 4

Targets: 1

Load with: Full load

Strings: 2

Position: Standing off-hand and wearing a protective mask

Procedure: String 1: On turn of the target, fire 2 rounds within 5 seconds.

String 2: Same as Stage I, String 1.

Stage II

Technique: Response to a lethal threat at a moderate to short distance while moving and wearing a protective mask.

Yard line: Start at 10, move to 5

Rounds: 8 for automatic fire or 4 for semiautomatic fire Targets: 1

Load with: Full load

Strings: 2

Position: Moving and wearing a protective mask Procedure:

For automatic firearms:

String 1: Begin with the selector lever set to the safe position and move while firing two 2 round bursts within 3 seconds.

String 2: Same as Stage II, String 1.

For semiautomatic firearms:

String 1: Move and engage while firing 2 rounds within 3 seconds.

String 2: Same as Stage II, String 1.

Stage III

Technique: Response to a lethal threat at a moderate to short distance while moving with semiautomatic fire.

Yard line: Start at 10, move to 5

Rounds: 6

Targets: 1

Load with: Full load

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Strings: 2

Position: Moving

Procedure: String 1: Begin with the selector lever set to the safe position and move while firing 2 rounds to the center of mass and 1 round to the head within 4 seconds.

String 2: Same as Stage III, String 1.

Stage IV

Technique: Response to a lethal threat at a short distance while moving with automatic fire.

Yard line: Start at 7, move to 3

Rounds: 12 for automatic fire or 6 for semiautomatic fire

Load with: Full load

Strings: 2

Position: Moving

Procedure: For automatic firearms:

String 1: Begin with the selector lever set to the safe position and move while firing two 2-round bursts to the center of mass and one 2-round burst to the head within 4 seconds.

String 2: Same as Stage IV, String 1.

For semiautomatic firearms:

String 1: Begin with the selector lever set to the safe position and move while firing 2 rounds to the center of and 1 round to the head within 4 seconds.

String 2: Same as Stage IV, String 1.

Stage V

Technique: Response to a lethal threat at a moderate to short distance while moving, transitioning from the rifle to the handgun.

Yard line: Start at 10, move to 2

Rounds: 10 for automatic fire or 8 for semiautomatic fire Targets: 1

Load with: For automatic firearms: 1 magazine with 2 rounds; handgun, full load.

For semiautomatic firearms: 1 magazine with 1 round; handgun, full load.

Strings: 2

Position: Moving

Procedure: For automatic firearms:

String 1: Begin with the selector lever set to safe position and the handgun holstered, move while firing one 2-round burst to center mass, attempt to fire second 2-round burst to center mass,

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transition to the handgun, fire 2 rounds to center of mass and 1 round to the head within 8 seconds.

String 2: Same as Stage V, String 1.

For semiautomatic firearms:

String 1: Begin with the selector lever set to safe position and the handgun holstered, move while firing 1 round to center mass, attempt to fire the second round to center mass, transition to the handgun, fire 2 rounds to center mass and 1 round to the head within 8 seconds.

String 2: Same as Stage V, String 1.

8. PRECISION RIFLE QUALIFICATION COURSES.**8.1. Precision Rifle Daylight**

16 Total Rounds

80 Points Possible

Points Needed to Qualify: 64 points at 80%

Stage I

Technique: Tactical response to a long-distance threat after moving into position and using a rifle with a cold, clean barrel to obtain a precision first shot.

Yard line: Start at 150, run to 100

Rounds: 1

Targets: 1

Load with: 1 round

Strings: 1

Position: Shooter's choice

Procedure: Begin with a clean rifle, cold barrel, in the half-load configuration, 1 round loaded into the magazine. Run to the 100-yard line with the rifle in a tactical carry position, assume a position of choice, chamber, fire 1 round to target's head within 26 seconds.

Stage II

Technique: Tactical response to a lethal threat at a moderate distance while using cover.

Yard line: 50

Rounds: 2

Targets: 1

Load with: 2 rounds

Strings: 1

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Position: Kneeling/barricade
 Procedure: Begin sighted on the target, in full-load configuration, fire 2 rounds to the center of mass within 4 seconds.

Stage III

Technique: Tactical response to a lethal threat at a moderate distance while using cover and initiating fire according to a countdown while maintaining a correct sight picture.

Yard line: 50
 Rounds: 2
 Targets: 1
 Load with: 2 rounds
 Strings: 2
 Position: Kneeling/barricade
 Procedure: String 1: Begin sighted on the target in a full-load configuration and listen to range countdown (“Standby – 5, 4, 3, 2, 1”). Fire 1 round to the target’s head on the count of 2 within 1 second. On the count of 1, the target will face away if turning is possible.
 String 2: Same as Stage III, String 1.

Stage IV

Technique: Tactical response to a lethal threat at a long distance and initiating fire according to a countdown while maintaining a correct sight picture.

Yard line: 100
 Rounds: 2
 Targets: 1
 Load with: 2 rounds
 Strings: 2
 Position: Shooter’s choice
 Procedure: String 1: Begin sighted on the target in a full-load configuration and listen to range countdown (“Standby – 5, 4, 3, 2, 1”). Fire 1 round to the target’s head on the count of 2 within 1 second. On the count of 1, the target will face away if turning is possible.
 String 2: Same as Stage IV, String 1.

Stage V

Technique: Tactical response to a moving lethal threat at a long distance.

Yard line: 200

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Rounds: 2
 Targets: 1
 Load with: 2 rounds
 Strings: 1
 Position: Shooter's choice
 Procedure: Begin sighted in toward a concealed target in a full-load configuration. When the target is exposed, fire 2 rounds to the center of mass within 6 seconds.

Stage VI

Technique: Tactical response to a threat at a long distance under severe time constraint.

Yard line: 200
 Rounds: 1
 Target: 1
 Load with: 1 round
 Strings: 1
 Position: Shooter's choice

Procedure: Begin sighted in on an exposed target in a full-load configuration and listen for range instruction, "standby, ready, fire." Fire 1 round to the center mass on the command of "fire." The target will turn 1 second after the command to "fire" is given if turning is possible.

Stage VII

Technique: Tactical response to a lethal threat at an extended long distance.

Yard line: 300
 Rounds: 2
 Targets: 1
 Load with: 2 rounds
 Strings: 1
 Position: Shooter's choice
 Procedure: Begin sighted in toward a concealed target in a full-load configuration. When the target is exposed, fire 2 rounds to the center of mass in 8 seconds.

Stage VIII

Technique: Tactical response to a moving lethal threat at a long distance while using cover. The target will be the reduced target, as outlined in Appendix 3.

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Yard line: 50
 Rounds: 2
 Targets: 1
 Load with: 2 rounds
 Strings: 2
 Position: Kneeling/barricade
 Procedure: String 1: Begin looking for a moving target while sighted in toward the concealed target in a full-load configuration. When the target moves and is exposed, fire 1 round to the center mass while the target continues to move from left to right or right to left.
 String 2: Same as Stage VIII, String 1; however, the target must be engaged while moving in the opposite direction as String 1.

Stage IX

Technique: Tactical response to a moving lethal threat located at a long distance but not constantly moving. The target used will be the reduced target as outlined in Appendix 3.

Yard line: 100
 Rounds: 2
 Targets: 1
 Load with: 2 rounds
 Strings: 1
 Position: Shooter's choice
 Procedure: Begin looking for a moving target while sighted in toward the concealed target in a full-load configuration. When the target moves and is exposed, fire 2 rounds to the center mass. The target will stop a total of 4 times while moving from left to right or right to left.

8.2. Precision Rifle Reduced Lighting

10 Total Rounds
 50 Points Possible
 Points Needed to Qualify: 40 points at 80%

Stage I

Technique: Tactical response to a lethal threat at a long distance using a rifle with a cold, clean barrel to obtain a precision first shot.

Lighting: Dim light
 Yard line: 100
 Rounds: 2
 Targets: 1

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Load with: 2 rounds
Strings: 1
Position: Shooter's choice
Procedure: Begin sighted in on the target with a clean rifle, cold barrel, full-load configuration and listen for range instruction, "standby, ready, fire." Fire 1 round to the target's head on the command of "fire." Immediately after the shot, fire 1 round to the target's center mass within 5 seconds.

Stage II

Technique: Tactical response to a lethal threat at a long distance while using cover.
Lighting: Dark
Yard line: 50
Rounds: 2
Targets: 1
Load with: 2 rounds
Strings: 1
Position: Kneeling/supported
Procedure: Begin sighted on target, full-load configuration, fire 2 rounds to the center of mass within 5 seconds.

Stage III

Technique: Tactical response to a lethal threat at a long distance while using cover and initiating fire according to a coordinated countdown while maintaining a correct sight picture.
Lighting: Dark
Yard line: 50
Rounds: 2
Targets: 1
Load with: 2 rounds
Strings: 2
Position: Kneeling/supported
Procedure: String 1: Begin sighted on target, in full-load configuration, and listen to range countdown ("Standby – 5, 4, 3, 2, 1"). Fire 1 round to the target's head on count of 2 within 1 second.
String 2: Same as Stage III, String 1.

Stage IV

Technique: Tactical response to a lethal threat at a long distance while using cover and initiating fire according to a coordinated countdown while maintaining a correct sight picture.

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Lighting: Dim light
 Yard line: 100
 Rounds: 2
 Targets: 1
 Load with: 2 rounds
 Strings: 2
 Position: Shooter's choice
 Procedure: String 1: Begin sighted on the target, full-load configuration, listen to range countdown ("Standby – 5, 4, 3, 2, 1"). Fire 1 round to the target's head on the count of 2 within 1 second.
 String 2: Same as Stage IV, String 1.

Stage V

Technique: Tactical response to a distant lethal threat at a long distance.
 Lighting: Dim light
 Yard line: 200
 Rounds: 2
 Targets: 1
 Load with: 2 rounds
 Strings: 1
 Position: Shooter's choice
 Procedure: Begin sighted on the target in a full-load configuration, fire 2 rounds to the center of mass within 8 seconds.

8.3. Bolt Action/Semiautomatic Precision Rifle Daylight

38 Total Rounds

190 Points Possible

Points Needed to Qualify: 171 points at 90%

Stage I

Technique: Precision stress shot to the head, after physical exertion.
 Yard line: Start at 150-yard line and run to 100-yard line
 Rounds: 1
 Targets: 1 (Using the Standard TQ-15 Target)
 Load with: 1 round
 Strings: 1
 Position: Prone

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Procedure: Start at 150-yard line with the rifle on safe, run to 100-yard line where the rifle will be staged in a half load with 1 round, scope caps closed and safety on. Fire 1 round to the head in 26 seconds. This shot is “go/no go.” The shot must be within the 4-inch head circle, or the shooter fails the entire qualification attempt.

Stage II

Technique: Response to surprise threat at close range.

Yard line: 25

Rounds: 6

Targets: 1

Load with: 4 rounds

Strings: 2

Position: Standing

Procedure: String 1: Start with the rifle on safe in full load with 4 rounds in a low ready position. On the turn of the target, engage the body with 2 rounds in 6 seconds. Reload, as necessary.
String 2: Same as Stage II, String 1.

Stage III

Technique: Response to a threat at close range.

Yard line: 50

Rounds: 4

Targets: 1

Load with: 4 rounds

Strings: 2

Position: Kneeling

Procedure: String 1: Start with the rifle on safe in a half load in the low ready position. On the turn of the target, assume a kneeling position and fire 2 rounds to the body in 10 seconds. Reload, as necessary.
String 2: Same as Stage III, String 1.

Stage IV

Technique: Response to a threat at long range from a sitting position.

Yard line: 100

Rounds: 4

Targets: 1

Load with: 4 rounds

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Strings: 2
Position: Sitting
Procedure: String 1: Start in a standing position with the rifle on safe, low ready, half load, and scope caps closed. On the turn of the target, charge the rifle, assume a sitting position and engage with 2 rounds to the body in 25 seconds.
String 2: Same as Stage IV, String 1.

Stage V

Technique: Command fire shot to the head.
Yard line: 100
Rounds: 1
Targets: 1
Load with: 1 round
Strings: 1
Position: Prone
Procedure: Start with the rifle on safe in a full load aimed in on the head in a prone position. Using the “countdown” technique, the shooter will fire a single shot to the head on the count of “2.” The targets will face away 1 second after the command to fire.

Stage VI

Technique: Response to a threat at long-range requiring multiple shots.
Yard line: 100
Rounds: 4
Targets: 1
Strings: 2
Position: Prone
Procedure: String 1: Start with the rifle on safe in a half load, bipods up, low ready standing position. On the turn of the target, the shooter will assume a prone position and engage the body with 2 rounds in 20 seconds. String 2: Same as Stage VI, String 1.

Stage VII

Technique: Response to a threat at long-range requiring follow-up shots.
Yard line: 200
Rounds: 6
Targets: 1

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Load with: 4 rounds
Strings: 2
Position: Prone
Procedure: String 1: Start with the rifle on safe in a full load, prone position aimed in on the head of the target. Using the “countdown” technique, the shooters will engage the head of the target on the number 2 count. The target will face away for 3 seconds. The target will face the shooters for a second time. The shooter will engage the body of the target with 2 rounds in 6 seconds.
String 2: Same as Stage VII, String 1.

Stage VIII

Technique: Response to a threat at long range.
Yard line: 300
Rounds: 4
Targets: 1
Load with: 4 rounds
Strings: 2
Position: Prone
Procedure: String 1: Start in the standing position with the rifle on safe in a half load, bipods up, low ready. At the turn of the target shooters will have 20 seconds to charge the rifle, assume a prone position, and engage the target with 2 rounds to the body.
String 2: Same as Stage VIII, String 1.

Stage IX

Technique: Response to an intermittently moving threat at long-range requiring a head shot.
Yard line: 100
Rounds: 4
Targets: 1
Load with: 4 rounds
Strings: 1
Position: Prone
Procedure: Start with the rifle on safe in a full load, prone position aimed in on the head of the target. The targets will start moving and will pause for 1.5 seconds for a total of 4 times. The shooters must engage the head of the target with 1 shot on each pause. Total 4 rounds.

Stage X

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Technique: Response to a moving threat at close range.

Yard line: 50

Rounds: 4

Targets: 1

Load with: 4 rounds

Strings: 4

Position: Position of choice

Procedure: Start with the rifle on safe in a full load in the position of their choice. The targets will move across the shooters field of view a total of 4 times. The shooter must engage the body of the target with one shot on each pass of the target for a total of 4 rounds.

8.4. Bolt Action/Semiautomatic Precision Rifle Reduced Lighting (Option 1)

20 Total Rounds

100 Possible Points

Points Needed to Qualify: 90 points at 90%

Stage I

Technique: Response to a surprise threat at close range.

Lighting: Dim light

Yard line: 25

Rounds: 4

Targets: 1

Load with: 4 rounds

Strings: 2

Position: Standing

Procedure: String 1: Start in a standing position in a full load with the rifle on safe at a low ready position. On the turn of the target the shooter will engage the target in the body with 2 rounds in 6 seconds.
String 2: Same as Stage I, String 1.

Stage II

Technique: Response to a threat at moderate range from a kneeling position.

Lighting: Dim light

Yard line: 50

Rounds: 4

Targets: 1

Load with: 4 rounds

Strings: 2

Position: Kneeling

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Procedure: String 1: Start in a full load standing position with the rifle on safe in a low ready. On the turn of the target, the shooter will assume a kneeling position and fire 2 rounds to the body in 10 seconds.
String 2: Same as Stage II, String 1.

Stage III

Technique: Response to a threat at long-range requiring a command fire head shot and follow-up shots.

Lighting: Dim light

Yard line: 100

Rounds: 6

Targets: 1

Load with: 3 rounds

Strings: 2

Position: Prone

Procedure: String 1: Start in a full load, prone position with the rifle on safe aimed in on the head of the target. On the “countdown” technique, the shooter will engage the head of the target on the number 2 count. The targets will face away for 3 seconds. When the targets face again the shooter will engage the body of the target with 2 rounds in 5 seconds. Reload as necessary.
String 2: Same as Stage III, String 1.

Stage IV

Technique: Response to a threat at long-range requiring a command fire shot and follow-up shots.

Lighting: Dim light

Yard line: 200

Rounds: 6

Targets: 1

Load with: 3 rounds

Strings: 2

Position: Prone

Procedure: String 1: Start in a full load, prone position with the rifle on safe aimed in on the body of the target. Using the “countdown” technique, the shooters will engage the body of the target on the number 2 count. The targets will face away for 3 seconds. The targets will face the shooters for a second time. The shooter will engage the body of the target with 2 rounds in 7 seconds. Reload as necessary.
Stage 2: Same as Stage IV, String 1.

DOE-STD-1245-2024**8.5. Bolt Action/Semiautomatic Precision Rifle Reduced Lighting (Option 2)**

20 Total Rounds

100 Possible Points

Points Needed to Qualify 90 points at 90%

Stage I

Technique: Response to a threat at moderate range from a kneeling position, with a speed load.

Lighting: Dim light

Yard line: 50

Rounds: 4

Targets: 1 (Using the Standard TQ-15 Target)

Load with: Half load, 1 round in the magazine, 1 round from a loading source

Strings: 2

Position: Kneeling

Procedure: String 1: Start with rifle in a half load with 1 round in the magazine. On the turn of the target, shooter will take a kneeling position of choice, run the action, and fire 1 round center mass. Shooter will speed load 1 round and fire a second and fire 1 round center mass. The shooter will have 10 seconds.

String 2: Same as Stage I, String 1.

Stage II

Technique: Response to a threat at a moderate distance from a standing position.

Lighting: Dim light

Yard line: 50

Rounds: 8

Targets: 1

Load with: Half load, 4 rounds in the magazine

Strings: 2

Position: Standing

Procedure: String 1: Start with rifle in a half load with 4 rounds in the magazine. On the turn of the target, shooter will remain standing, run the action, and fire 2 rounds center mass in 6 seconds. The target will turn away for 3 seconds. On the second exposure, shooter will fire 2 rounds center mass in 6 seconds.

String 2: Same as Stage II, String 1.

DOE-STD-1245-2024**Stage III**

Technique: Response to a threat at long-range requiring a command fire head shot and follow-up shots.

Lighting: Dim light

Yard line: 100

Rounds: 4

Targets: 1

Load with: Full load, 3 rounds in the magazine

Strings: 1

Position: Prone

Procedure: Shooter in the prone position sighted in on target will fire 4 head shots.

Stage IV

Technique: Response to a threat at long distance on a stop and go threat.

Lighting: Dim light

Yard line: 100

Rounds: 4

Targets: 1

Load with: Full load, 3 rounds in the magazine

Strings: 1

Position: Prone

Procedure: Shooter from a prone position will fire 2 shots center mass every time the moving target stops. The target will be stopped for 4 seconds. The target will be stopped 2 times for a total of 4 rounds.

9. DESIGNATED MARKSMAN QUALIFICATION COURSES**9.1. Designated Marksman Daylight**

26 Total Rounds

130 Possible Points

Points Needed to Qualify: SPO-Designated Marksman 117 Points at 90%

Stage I

Technique: Designated marksman response to an intermediate-distance threat after moving to cover 50 yards away and into a position of choice.

Yard line: Start at 100, move to 50

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Rounds: 1
 Targets: 1
 Load with: Half load
 Strings: 1
 Position: Shooter's choice
 Procedure: Run from the 100 to the 50-yard line with bipod up, scope caps closed in the half-load configuration, 1 round loaded into the magazine at the 50yard line. Charge the rifle, assume position of choice, and fire a single head shot, pass, or fail within 26 seconds.

Stage II

Technique: Tactical patrol configuration response to a long-distance threat from a sitting and prone position.

Yard line: 200
 Rounds: 8
 Targets: 1
 Load with: Half load
 Strings: 2
 Position: Sitting and prone position
 Procedure: String 1: In low ready and on command, charge rifle and assume sitting position of choice. Fire 2 rounds center mass, safe rifle, and transition to a prone position. Fire 2 rounds center mass of the target, within 35 seconds.
 String 2: Same as Stage II, String 1.

Stage III

Technique: Designated marksman response to a long-distance threat from a prone position with limited time exposure of target.

Yard line: 200
 Rounds: 8
 Targets: 1
 Load with: Full load
 Strings: 2
 Position: Prone position
 Procedure: String 1: Begin with rifle aimed in on the area of an edged target; target will be faced for 6 seconds, and the shooter will engage with 2 rounds center mass. Target will edge for 3 seconds and then the target will be faced for another 6-second exposure. Shooter will engage with an additional 2 rounds center mass within 15 seconds.

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Technique: Designated marksman response to a long-distance threat from a standing to prone position.

Yard line: 300

Rounds: 6

Targets: 1

Load with: Half load

Strings: 3

Position: Prone position

Procedure: String 1: Begin in a standing, low ready, with the rifle bipod up in the half-load configuration, with 2 rounds loaded into the magazine. Upon command, charge the rifle, deploy the bipod, assume the prone position, and fire 2 rounds center mass within 15 seconds.

String 2: Same as Stage IV, String 1.

String 3: Same as Stage IV, Strings 1 and 2.

Stage V

Technique: Designated marksman response to a long-distance threat from a prone position with limited time exposure of target.

Yard line: 300

Rounds: 3

Targets: 1

Load with: Half load

Strings: 3

Position: Prone position

Procedure: String 1: Begin with rifle aimed on the area of an edged target; target will be faced for 3 seconds, and shooter will engage with 1 round center mass on each exposure. Target will be exposed to the shooter three times in a five-minute period.

String 2: Same as Stage V, String 1

String 3: Same as Stage V, Strings 1 and 2

String 2: Same as Stage III, String 1

Stage IV**9.2. Designated Marksman Reduced Lighting**

24 Total Rounds

120 Points Possible

Points Needed to Qualify: 108 points passing at 90%

Stage I

Technique: Designated marksman response to a long-distance threat after moving into a prone position.

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Yard line: 100
Rounds: 4
Targets: 1
Load with: Half load 2 rounds
Strings: 2
Position: Prone
Procedure: String 1: Begin with a rifle, scope caps closed, bipod up, in the half-load configuration, 2 rounds loaded into the magazine. Upon command, charge the rifle, open scope caps, deploy the bipod, and assume a prone position. Fire 2 rounds center mass of the target within 20 seconds.
String 2: Same as Stage I, String 1.

Stage II

Technique: Designated marksman response to an intermediate-distance threat after moving into a kneeling and prone position.

Yard line: 50
Rounds: 8
Targets: 1
Load with: Half load 4 rounds
Strings: 2
Position: Kneeling and prone
Procedure: String 1: Begin with a rifle, bipod up, in the half-load configuration, 4 rounds loaded into the magazine. Upon command, charge the rifle, assume a kneeling position, and fire 2 rounds center mass; then deploy the bipod and assume a prone position, fire 2 rounds center mass of the target within 20 seconds.
String 2: Same as Stage II, String 1.

Stage III

Technique: Designated marksman response to a close-distance threat from a standing position.

Yard line: 25
Rounds: 4
Targets: 1
Load with: 2 rounds
Strings: 2
Position: Standing

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Procedure: String 1: Begin with a rifle, bipod up, in the half-load configuration, 2 rounds loaded into the magazine. Upon command, charge the rifle, fire 2 rounds center mass within 6 seconds.
String 2: Same as Stage III, String 1.

Stage IV

Technique: Designated marksman response to a close-distance threat from a standing position.

Yard line: 15

Rounds: 6

Targets: 1

Load with: 3 rounds

Strings: 2

Position: Standing

Procedure: String 1: Begin with a rifle, bipod up, in the full-load configuration, 1 round in the chamber, and 2 rounds loaded into the magazine. Upon command, fire 2 rounds center mass and 1 round to the head within 5 seconds.
String 2: Same as Stage IV, String 1.

Stage V

Technique: Designated marksman response to a close-distance threat from a standing position.

Yard line: 15

Rounds: 2

Targets: 1

Load with: 2 rounds

Strings: 2

Position: Standing

Procedure: String 1: Begin with a rifle, bipod up, in the full-load configuration, 1 round in the chamber and 1 round loaded into the magazine. Upon command, fire 1 round to the head within 4 seconds.
String 2: Same as Stage V, String 1.

9.3. Designated Marksman Combined Handgun/Rifle Daylight

66 Total Rounds

Points Needed to Qualify: BRS/ARS/SRT - 297 points for 90%

Stage I

Technique: Response to lethal threat with rifle.

Yard Line: 100

Rounds: 6

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Target: 1
Load: Half load
Strings: 1
Position: Standing, kneeling and prone
Procedure: Standing, fire 2 rounds, transition into the kneeling, fire 2 rounds, transition to the prone, fire 2 rounds, all rounds center mass within 25 seconds.

Stage II

Technique: Response to lethal threat with rifle.
Yard Line: 50
Rounds: 4
Target: 1
Load: Full load
Strings: 1
Position: Standing and kneeling
Procedure: Standing, fire 2 rounds, transition to kneeling, fire 2 rounds, all rounds center mass within 20 seconds.

Stage III

Technique: Response to lethal threat with rifle.
Yard Line: Start at 50, move to 25
Rounds: 4
Target: 1
Load: Half load
Strings: 1
Position: Standing and kneeling
Procedure: Starting at the 50-yard line move to the 25-yard line; from the standing position fire 2 rounds, transition to kneeling, fire 2 rounds, all rounds center mass within 20 seconds.

Stage IV

Technique: Response to lethal threat with rifle.
Yard Line: 25
Rounds: 4
Target: 1
Load: Full load
Strings: 1
Position: Standing and kneeling

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Procedure: Standing, fire 2 rounds, transition to kneeling, fire 2 rounds, all rounds center mass withing 10 seconds.

Stage V

Technique: Response to lethal threat with rifle while moving wearing protective mask.

Yard Line: Start at 15, move to 10

Rounds: 2

Target: 1

Load: Full load

Strings: 1

Position: Standing/shoot on the move while wearing protective mask

Procedure: Move while firing 2 rounds center mass within 5 seconds

Stage VI

Technique: Response to lethal threat with rifle while moving wearing protective mask.

Yard Line: Start at 10, move to 5

Rounds: 3

Target: 1

Load: Full load

Strings: 1

Position: Standing/shoot on the move while wearing protective mask.

Procedure: Move while firing a failure drill wearing protective mask within 4 seconds.

Stage VII

Technique: Response to a lethal threat with rifle while moving wearing protective mask.

Yard Line: Start at 7, move to 3

Rounds: 1

Target: 1

Load: Full load

Strings: 1

Position: Standing/shoot on the move while wearing protective mask.

Procedure: Move while firing a single head shot wearing protective mask within 3 seconds.

Stage VIII

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Technique: Response to a lethal threat with rifle and transitioning to handgun while moving wearing protective mask.

Yard Line: Start at 15, move to 7

Rounds: 4

Target: 1

Load: Full load

Strings: 1

Position: Standing/shoot on the move while wearing protective mask.

Procedure: Move while firing a single round center mass with rifle; transition to handgun and fire a failure drill wearing protective mask within 8 seconds.

Stage IX

Technique: Response to a lethal threat with handgun while moving wearing protective mask.

Yard Line: Start at 10, move to 3

Rounds: 4

Target: 1

Load: Full load

Strings: 1

Position: Standing/shoot on the move while wearing protective mask.

Procedure: With handgun at the low ready, fire two rounds center mass; reload and fire 2 rounds center mass while moving wearing protective mask within 8 seconds.

Stage X

Technique: Response to lethal threat with handgun while wearing protective mask.

Yard Line: Start at 7, move to 3

Rounds: 3

Target: 1

Load: Full load

Strings: 1

Position: Standing/shoot on the move while wearing protective mask.

Procedure: With handgun at the low ready fire a failure drill while moving wearing protective mask within 6 seconds.

Stage XI

Technique: Response to lethal threat with handgun; strong hand only.

Yard Line: Start at 7, move to 3

Rounds: 2

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Target: 1
Load: Full load
Strings: 1
Position: Standing/shoot on the move
Procedure: With handgun at the low ready, strong hand only, while moving fire two rounds center mass within 4 seconds.

Stage XII

Technique: Response to a lethal threat with handgun; support hand only.
Yard Line: Start at 7, move to 3
Rounds: 2
Target: 1
Load: Full Load
Strings: 1
Position: Standing/shoot on the move
Procedure: With handgun at the low ready, support hand only, while moving fire two rounds center mass within 4 seconds.

Stage XIII

Technique: Response to lethal threat with handgun.
Yard Line: Start at 7, move to 3
Rounds: 1
Load: Full load
Strings: 1
Position: Standing/shoot on the move
Procedure: With handgun at the low ready, while moving fire a single shot to the head within 3 seconds.

Stage XIV

Technique: Response to lethal threat with rifle.
Yard Line: Start at 100, move to 50
Rounds: 1
Target: 1
Load: Half Load/bipod up
Strings: 1
Position: Standing

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Procedure: Run from 100 to 50-yard line with rifle in half load configuration, shoot 1 single head shot within 25 seconds.
NOTE: Pass/Fail shots must be within the 5 ring of head on a standard TQ-15 target, no butt bag.

Stage XV

Technique: Response to a lethal threat with rifle.

Yard Line: 200
Rounds: 8
Target: 1
Load: Half Load/bipod up
Strings: 2
Position: Start sitting, transition to prone
Procedure: String 1: Standing, charge rifle, assume sitting position, fire 2 rounds center mass, transition to prone position, fire 2 rounds (total of 4 rounds) center mass within 35 seconds
String 2: Same as Stage XV, String 1.

Stage XVI

Technique: Response to lethal threat with rifle.

Yard Line: 200
Rounds: 8
Target: 1
Load: Full Load
Strings: 2
Position: Standing
Procedure: String 1: With rifle aimed in on target, fire 2 rounds center mass within 6 seconds, target turns away for 3 seconds, when target turns facing shooter, fire 2 rounds center mass within 6 seconds (total of 4 rounds).
String 2: Same as Stage XVI, String 1.

Stage XVII

Technique: Response to lethal threat with rifle.

Yard Line: 300
Rounds: 6
Target: 1
Load: Half Load/bipod up

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Strings: 3
 Position: Start standing; transition to prone
 Procedure: String 1: While standing, charge rifle, deploy bipod and assume the prone Position, fire 2 rounds center mass within 15 seconds
 String 2: Same as Stage XVII, String 1.
 String 3: Same as Stage XVII, Strings 1 and 2.

Stage XVIII

Technique: Response to lethal threat with rifle.
 Yard Line: 300
 Rounds: 3
 Target: 1
 Load: Full Load
 Strings: 1
 Position: Prone
 Procedure: While in the prone position and rifle aimed on target, shooter will have 3 separate, 3 second exposures in 5 minutes; engage target with a single shot for each exposure (total of 3 rounds).

9.4. Designated Marksman Combined Handgun/Rifle Reduced Lighting

24 Total Rounds

Points need to qualify: BRS/ARS/SRT – 108 points for 90%

Stage I

Technique: Designated Marksman response to a lethal threat with rifle.
 Yard Line: 100
 Rounds: 4
 Target: 1
 Load: Half load, scope caps down, bipods up
 Strings: 2
 Position: Start standing; transition to prone
 Procedure: String 1: At turn of the target, charge rifle, deploy bipod, assume prone position and fire two shots center mass, within 20 seconds.
 String 2: Same as Stage I, String 1.

Stage II

Technique: Designated Marksman response to a lethal threat with rifle.
 Yard Line: 50
 Rounds: 8
 Target: 1

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Load: Half load, bipod up
Strings: 2
Position: Start standing, transition to kneeling, transition to prone
Procedure: String 1: At turn of the target, charge rifle, assume kneeling position and fire two rounds center mass, deploy bipod, assume the prone position and fire two shots center mass, within 25 seconds

String 2: Same as Stage II, String 1.

Stage III

Technique: Designated Marksman response to a lethal threat with rifle.

Yard Line: 25
Rounds: 4
Target: 1
Load: Half load
Strings: 2
Position: Standing
Procedure: String 1: At turn of the target, charge rifle and fire two shots center mass, within 8 seconds

String 2: Same as Stage III, String 1.

Stage IV

Technique: Designated Marksman response to a lethal threat with rifle.

Yard Line: 15
Rounds: 6
Target: 1
Load: Full load, weapon mounted lights optional
Strings: 2
Position: Standing
Procedure: String 1: At turn of the target, fire a failure drill, within 8 seconds.
String 2: Same as Stage IV, String 1,

Stage V

Technique: Designated Marksman response to a lethal threat with rifle.

Yard Line: 15
Rounds: 3

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Target: 1
Load: Full load, weapon mounted lights optional
Strings: 2
Position: Standing
Procedure: String 1: At turn of the target, fire a single head shot, within 5 seconds.
String 2: Same as Stage V, String 1.

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APPENDIX 1. REDUCED LIGHTING STANDARDS AND MEASUREMENTS FOR FIREARMS QUALIFICATION COURSES

1. **INTRODUCTION.** Two reduced lighting standards are used in certain DOE firearms qualification courses. The reduced lighting standard are established to:
 - a. Ensure all reduced lighting qualification courses are conducted in a consistent manner.
 - b. Provide, as realistically as possible, reduced lighting conditions that PF personnel may experience at exterior security posts and other less illuminated areas on a facility.
 - c. Allow for a consistent condition in which PF personnel are required to use a flashlight or other issued optical devices to satisfactorily identify and engage a perceived threat.
 - d. Provide sufficient illumination for safe skills evaluation and instructor control.
2. **LIGHTING STANDARDS.**
 - a. Dim Light. The Dim Light Standard equates approximately to a measurement of 0.2foot candela.
 - b. Dark Light. The Dark Light Standard equates to the measurement of less than 0.2 candela. The use of a flashlight system is mandatory during qualification course stages fired at the Dark Light Standard.
3. **LIGHTING STANDARDS MEASUREMENT AND APPLICATION.**
 - a. Both lighting standards will be determined by using a calibrated light meter and taking light measurements from the target face while directing the receptor portion of the meter toward the light source.
 - b. Steps must be taken to ensure the body does not shield any light source from the receptor to guarantee an accurate measurement.

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- c. Normal Dim Light and Dark Light standard measurements may be exceeded, provided the cause of the excess is due solely to a natural condition (e.g., moonlight or starlight). However, no reduced lighting qualification course may be fired if a measurement exceeds 0.2 candela due to dawn, dusk, or artificial illumination.

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APPENDIX 2. REMEDIAL FIREARMS QUALIFICATION COURSE

1. INTRODUCTION.

The purpose of the Remedial Firearms Qualification Course is to assist PF personnel who fail to qualify in a particular firearms qualification course. The course is scheduled as needed, includes daylight and reduced lighting range conditions, and is administered by DOE certified firearms instructors. Firearms instructors review available firearms qualification documentation and focus instruction on previously identified problem areas for individual shooters. Additionally, they reinforce the principles of marksmanship, firearms manipulation, and safety in accordance with approved instruction plans for PF personnel.

2. INSTRUCTIONS FOR REMEDIAL FIREARMS QUALIFICATION COURSE.

- a. The course consists of 2 phases, each no longer than 4 hours. Phase I addresses the fundamentals of marksmanship beginning with dry-firing exercises, advancing to live fire practice, and culminating in a qualification attempt. Should the shooter fail the Phase I qualification attempt, Phase II will address the shooting defect(s) identified during Phase I and culminate in a second qualification attempt. Phase II will not be required if Phase I culminates in a successful qualification attempt.
- b. Firearms instructors provide one-on-one instruction, perform correct demonstration of shooting techniques through dry-fire exercises before permitting live fire practice, and carefully analyze all results with the shooter to remedy the identified problem(s).
- c. Firearms instructors document course progress to include identification of the shooter's problem(s), remedial action(s), and the number of rounds expended to correct the problem(s).
- d. Firearms instructors assist shooters to ensure the correct sighting of a firearm should it be questioned; verify sighting, if required; and resolve any questions before the live fire qualification practice.
- e. Under the firearms instructor's supervision, shooters are permitted to fire a specified number of rounds for live fire practice to ensure familiarity with position(s) and technique(s).
- f. Shooters are allowed to attempt the applicable firearms qualification course following the live fire qualification practices with less than four hours of remedial training subject to the concurrence of the shooter.
- g. Shooters are to attempt the applicable firearms qualification course to complete Phase I of this course.
- h. Shooters are to attempt the applicable firearms qualification course following completion of each phase of the Remedial Firearms Qualification Course.

- i. The shooter will complete Phase II within 30 days of initial entry into the Remedial Firearms Qualification Course if the shooter fails the applicable firearms qualification course during Phase I.
- j. A shooter who successfully completes the applicable firearms qualification course is to be returned to a full duty status.
- k. A CPF shooter who fails to qualify after Phase II training loses his or her SPO status and will be disarmed, per the requirements of 10 CFR §1046, Appendix B, paragraph (9)j.

3. REMEDIAL FIREARMS QUALIFICATION COURSE.

The applicable firearms qualification course will be conducted in accordance with this document. It is to be preceded by the announcement, “This is a qualification run for score.”

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APPENDIX 3. TARGETS AND SCORING FOR DOE FIREARMS QUALIFICATION COURSES

1. INTRODUCTION.

Target descriptions and scoring methods for different firearms and qualification courses are set forth below.

2. TARGETS.

- a. The DOE Standard Target will be used for all firearms qualification courses except for the LFSH Qualification Courses unless stated elsewhere. This target closely replicates an average-sized human form and provides scoring rings for center of mass and head shots, contrast to assist sighting, and a line eight inches below the top of the head (neckline). The target design accommodates adaptation to varying courses.
- b. A reduced-sized DOE Standard Target is available to simulate firing from 50 yards and 100 yards when actually firing from the 25-yard and 50-yard lines respectively. This reduced target is scored the same way as the full-size target.
- c. The Standard Military 10-Meter Target may be used for Machine Gun Qualification Courses.
- d. The LFSH Qualification Course requires picture targets that replicate or accommodate the center of mass and head scoring areas/scoring rings of a DOE Standard Target. Should the picture targets not display the required center of mass and head scoring rings, the scoring templates in Appendix 4 must be used to replicate the standard scoring area.
- e. The Grenade Launcher Point Target simulates the front of a full-sized vehicle and ranges in size from a minimum of 36 sf (e.g., 6' x 6', 4' x 9') to a maximum of 64 sf (e.g., 8' x 8', 4' x 16'). The Grenade Launcher Area Target simulates troops in field with a maximum size of 10% of the distance of the range (e.g., 180-yard range = 18-yard diameter)
- f. Steel Target standards for DOE ranges can be found at:
<https://www.energy.gov/ea/downloads/use-bullet-traps-and-steel-targets-june-4-2012>

3. INSTRUCTIONS FOR SCORING DOE STANDARD TARGET.

Regardless of size, targets will be scored as follows:

- a. Handgun, Rifle.
 - (1) Center of mass scoring ring, when specified by the course:
 - (a) A projectile print within or cutting the inner ring is 5 points.

- (b) A projectile print between the inner and outer ring is 4 points.
 - (c) A projectile print outside the outer ring, but within or cutting the silhouette, is 3 points.
- (2) Head scoring ring, when specified by the course:
- (a) A projectile print within or cutting the scoring ring is 5 points.
 - (b) A projectile print outside the scoring ring, but within or cutting the silhouette provided it is at the neckline, is 3 points.
 - (c) A projectile failing to print within or cutting the head silhouette at the neckline is 0 points.
- (3) Other considerations:
- (a) A projectile cutting the line of a higher ring value receives the higher value.
 - (b) When course procedures permit and head shots are required, attempted head shots should be marked before progressing to the next stage.
 - (c) The initial edge of impact determines the value of a projectile that strikes a target, making a slashing cut as the target is turning.
 - (d) When a shooter has extra rounds on target, the highest value of each round will be subtracted from the shooter's score. However, if it is believed by the scoring firearms instructor to be from an adjacent shooter (and the adjacent shooter is missing rounds), the shooter with the extra rounds will be given the option to accept the lower score given or to reshoot the course of fire with no penalty for that attempt.

If adjacent shooters are firing different caliber firearms and the scorer can determine which of the extra shots came from an adjacent shooter based on the size of the shot hole, the scorer will not score those shots and will only count the correct caliber shots for the target being scored.
 - (e) It will be instructor's discretion on whether missing rounds can be justified as hits that are printed over or as misses.
 - (f) Courses of fire must be shot as announced; shooters are not permitted to "make up" rounds that were not fired as required on earlier stages. If deemed by an instructor that a shooter has attempted to "make up" rounds, the shooter will be disqualified and will lose that attempt.

- (g) Shooters may ask for a recount of a scored target, and this will be conducted by a different instructor if possible; however, once the targets are pulled, no challenges to the score will be allowed. The lead instructor will make the final determination on any scoring disputes, and that determination will not be contestable.

b. Precision Rifle.

When the DOE Standard Target is scored for the Precision Rifle Qualification Courses, the following rules apply:

(1) Head:

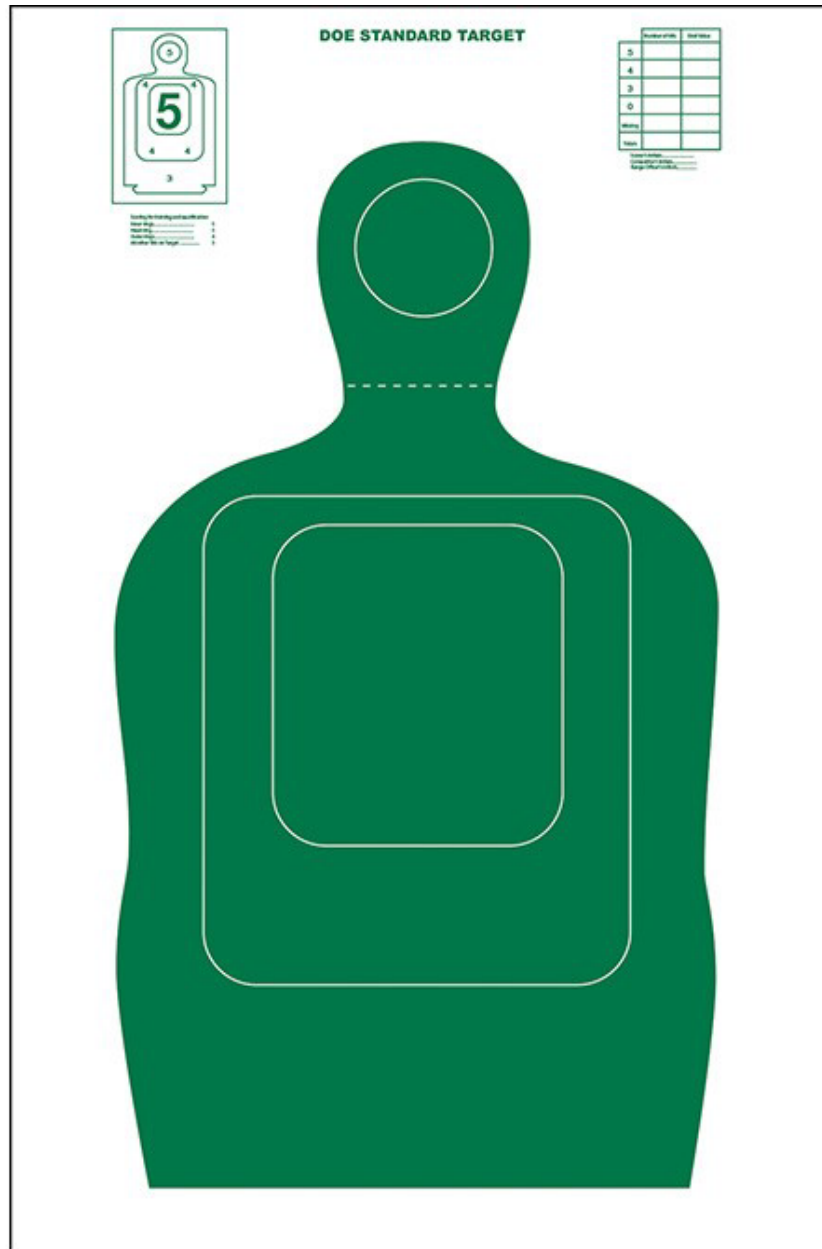
- (a) Use the head scoring template in Appendix 4 to score the head shot holes.
- (b) A projectile print within or cutting the inner ring is 5 points.
- (c) A projectile print within or cutting the middle ring is 4 points.
- (d) A projectile print within or cutting the outer ring is 2 points.
- (e) A projectile print outside the outer ring is 0 points.

(2) Center of mass:

- (a) Use the center of mass scoring template in Appendix 4 to score the center of mass shot holes.
- (b) A projectile print within or cutting the inner ring is 5 points.
- (c) A projectile print within or cutting the middle ring is 4 points.
- (d) A projectile print within or cutting the outer ring is 2 points.
- (e) A projectile print outside the outer ring is 0 points.

(3) Disqualification:

- (a) A projectile failing to print on the silhouette constitutes an automatic failure.
- (b) During Stages VIII and IX of the Daylight Precision Rifle Qualification Course, a projectile failing to print on the reduced strike zone constitutes an automatic failure.



4. INSTRUCTIONS FOR SCORING LFSH TARGETS.

- a. Picture target presenting a lethal threat or a “shoot” target.
 - (1) A projectile printing within or cutting the scoring rings of the center of mass or head will be a hit if it does not print within or cut a prohibited strike zone.
 - (2) A projectile printing within or cutting a prohibited strike zone is a disqualifier.

- (3) A projectile printing anywhere on the silhouette, but not within or cutting a scoring ring and not within or cutting a prohibited strike zone, will be scored as a miss. For a target that should be engaged with rounds to the head only, any projectile printing within or cutting the standard center of mass scoring area will be scored as a miss.
- (4) A projectile failing to print anywhere on the target or its backing is a disqualifier.
- b. Picture target presenting no lethal threat or a “no-shoot” target.

Any projectile directed at the target, whether the projectile fails to print or prints anywhere on the picture or target backing, is a disqualifier.
- c. Hallway picture target presenting a lethal threat.

Projectiles are required to print in the designated scoring area to be scored as a hit.
- d. Scoring procedural errors.

One procedural error will be assessed for each occurrence of the following:

 - (1) Failure to maintain a constant speed (pace) throughout the course, which permits the accurate engagement of “shoot” targets.
 - (2) Failure to engage appropriate targets on the move.
 - (3) Failure to perform the correct crossover maneuver in a room.
 - (4) Failure to maintain the correct low-ready position when required (i.e., acquiring a sight picture when the firearm should be in the low-ready position).
 - (5) Failure to transition to the handgun without hesitation whenever a transition is required.
 - (6) Failure to correctly engage “shoot” targets masked by a prohibited strike zone with the appropriate number of presses. The rifle, fired on semiautomatic, requires two presses and two hits to center mass and one press one hit to the head. The handgun requires one press and one hit to the head.
 - (7) Expending more than two rounds in a single burst of fire with the rifle while firing on automatic.
 - (8) Failure to set up on the appropriate side of an open door or failing to correctly perform all associated actions for the given door situation.
 - (9) Failure to set up on the appropriate side of a closed door or failing to correctly perform all associated actions for the given door situation.

- (10) Failure to deploy a diversionary device from the appropriate side of a door or failing to perform all associated device deployment actions for the given door situation.
- (11) Failure to correctly move through a door without hesitation.
- (12) Failure to immediately clear and move to the near corner.
- (13) Failure to run the second wall.
- (14) Failure to correctly clear the room to the center.
- (15) Failure to correctly announce status (verbal or non-verbal) and intention.
- (16) Failure to properly demonstrate correct point man actions and target engagement requirements.

NOTE: Shooters who accumulate more than five procedural errors will fail to qualify.

5. INSTRUCTIONS FOR SCORING GRENADE TARGETS.

- a. Point target simulating front of full-sized vehicle: 5-meter radius around target constitutes a hit.
- b. Area target simulating troops in field: 5-meter radius around target constitutes a hit.

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**APPENDIX 4. PRECISION RIFLE QUALIFICATION COURSE SCORING
TEMPLATES**

1. HEAD SCORING TEMPLATE. The Head Scoring Template for the Precision Rifle Qualification Courses consists of three concentric rings placed within the existing circle scoring area in the head of the DOE Standard Target (see Figure 1).
 - a. The first (outermost) ring of the scoring template is approximately 0.75-inch wide with a point value of 2.
 - b. The second (inner) ring of the scoring template is approximately 0.75-inch wide with a point value of 4.
 - c. The innermost circle of the scoring template is approximately 1.75 inches in diameter with a point value of 5.
2. CENTER OF MASS SCORING TEMPLATE. The Center of Mass Scoring Template for the Precision Rifle Qualification Courses consists of an inner scoring ring/area (the same shape as the center mass section of the DOE Standard Target) placed inside the existing center mass section of the DOE Standard Target (see Figure 2).
 - a. The inner scoring ring measures approximately 6 inches horizontally and 8 inches vertically.
 - b. The scoring template is positioned in the center of the center mass area approximately 1.75 inches from the left and right sides of the center mass area and approximately 1.5 inches from the top and bottom of the center mass area.
 - c. The area outside the center mass area has a point value of 2.
 - d. The second (inner) area on the scoring template has a point value of 4.
 - e. The innermost area of the scoring template has a point value of 5.

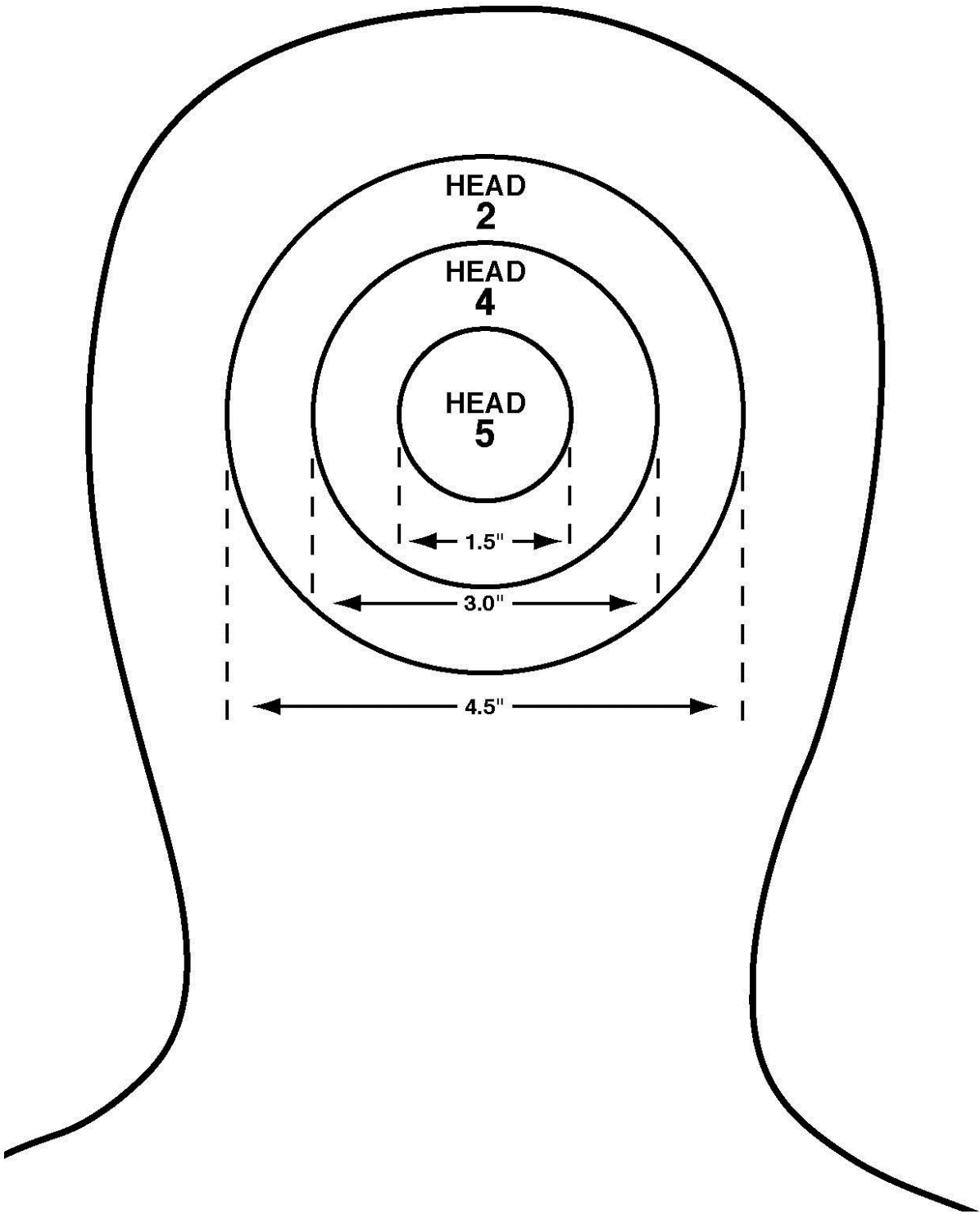


Figure 1. Head Scoring Template

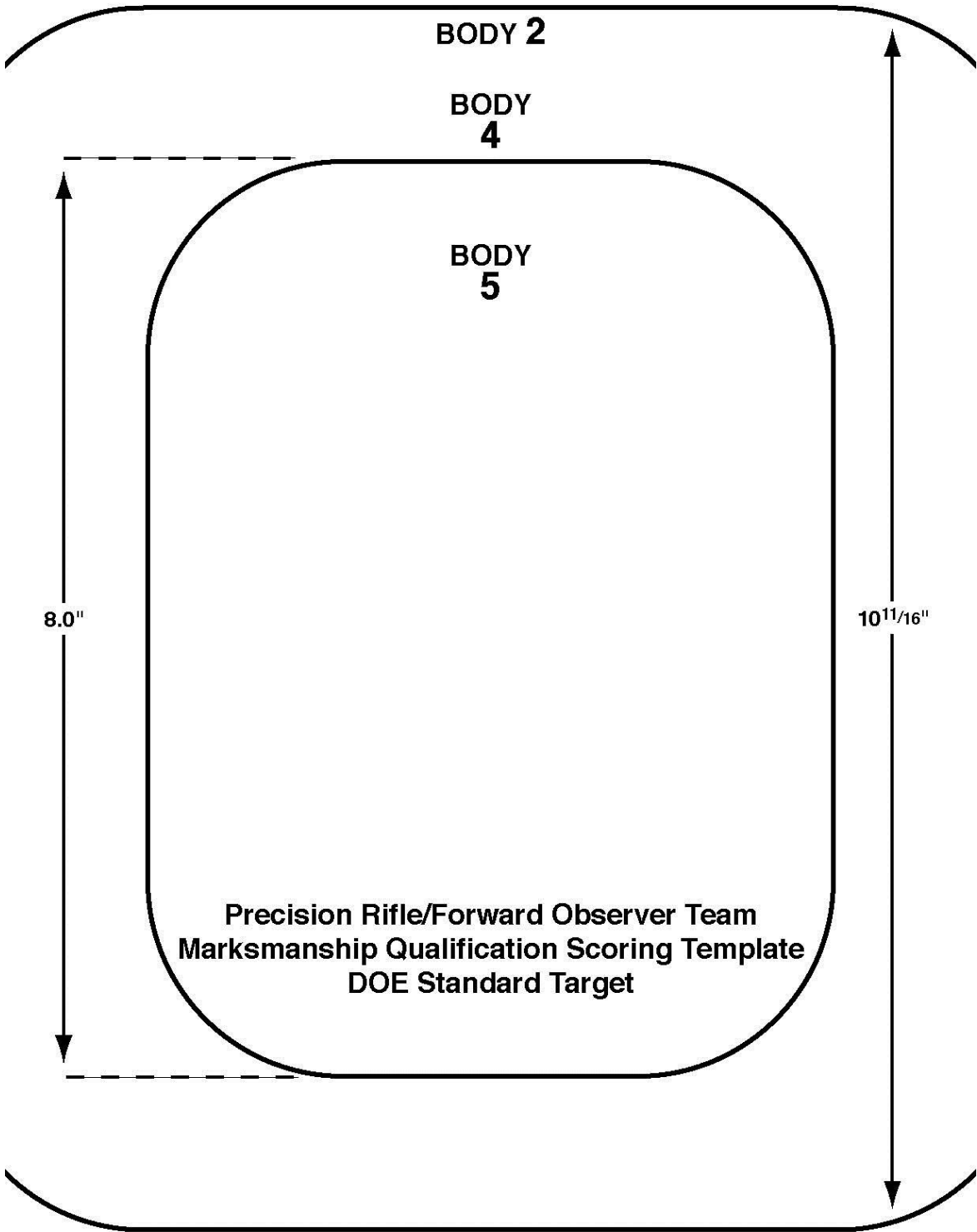


Figure 2. Center of Mass Scoring Template

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APPENDIX 5. PRACTICAL SHOOTING COURSES**1. INTRODUCTION.**

The practical shooting courses described in this appendix are additional non-mandatory qualification courses designed to exercise and evaluate a shooter's ability to perform required marksmanship fundamentals while experiencing stress from doing non-routine tasks (e.g., tactically moving, pivoting, engaging multiple targets, using available cover, and firing after donning a protective mask).

- a. The cognizant security authority determines its own specific tactical requirements (i.e., barrier/fence climbing and specific no-shoot areas/devices), which are incorporated, if feasible, into these courses. These courses include specific criteria for conduct of the course; however, since range facilities differ from site to site, the courses may be modified to accommodate the safety requirements for each range. Modifications to each course are to be the minimum required to perform the course safely in accordance with the established site range Risk Analysis Report.
- b. The practical courses emphasize shooting skills relating to shooter movement, multiple targets, and target identification. These courses address a need to increase the realism of training by requiring armed PF personnel to move, shoot, reload, take cover, communicate, and use equipment such as masks and night vision goggles in situations that simulate actual security emergencies.
- c. Consistent with local collective bargaining agreements and other site considerations, cognizant security authorities are authorized to substitute selected practical shooting courses to be fired for qualification during one of the semiannual qualifications periods in lieu of the standard, applicable firearms qualification courses. Should a cognizant security authority voluntarily choose to use these courses, the requirements below must be met.
 - (1) Annually (at least every 12 months), each armed PF member will be required to qualify on the appropriate standard Daylight and Reduced Lighting courses contained in this document for his or her assigned firearms.
 - (2) For the other required semiannual (at least every 6 months) qualification, each armed PF member will fire three of the practical courses – two Daylight and one Reduced Lighting – for his or her assigned firearm. Failure to qualify on a practical shooting qualification course will result in a short remedial training session covering specific techniques. One additional attempt to qualify will be provided following the remedial training session. If the PF member fails the second attempt, the standard qualification course (Daylight or Reduced Lighting, whichever is applicable) will be used in its entirety to determine qualification.

- d. The particular targets used in each course will also be dictated by range facilities and Safety Analysis Reviews. If a cognizant security authority deviates from any specified target (i.e., paper instead of steel), then the scoring will be changed to reflect the target engagement requirements (i.e., steel targets are hit once; paper targets are hit either twice or there is a failure drill).

2. PRACTICAL SHOOTING COURSE ADJUSTMENTS.

The practical shooting courses may be modified to introduce a firearm malfunction during the course of fire. If malfunctions are introduced into a timed course, an additional amount of time will be added to compensate for the malfunction.

- a. If, during any course of fire, a shooter experiences a malfunction and attempts to clear or clears the malfunction, the shooter should be allowed to continue the course of fire. If the malfunction is such that the shooter requires assistance to clear it, the shooter will be allowed to repeat the course.
- b. The courses may be conducted as individual courses of fire or may be combined to test various skills required for a PF member to be successful against a lethal threat. The individual mission generally will dictate which of these courses are most appropriate to test individual skills and abilities.

3. PRACTICAL SHOOTING COURSE SAFETY.

The practical shooting courses must be conducted in accordance with all firearms safety instructions contained in this document, other applicable DOE directives, and site-specific safety instructions. Limitations on range use contained in the range risk analysis must be observed, and all practical shooting courses will be conducted with the required instructor-to-shooter ratio. For all practical shooting courses, the firearm will be loaded and carried in the standard duty configuration.

a. Shooting-on-the-Move.

- (1) Walking surfaces on the range will be kept as free as practicable of slipping and tripping hazards. Participants will wear duty footwear.
- (2) Muzzle control is especially critical during shooting-on-the-move. Instructors will ensure the shooter keeps the muzzle pointed in a safe direction at all times.
- (3) The trigger finger must stay off the trigger until the sights are on the target.

b. Shooting at Moving Targets.

- (1) Courses of fire using moving targets will be designed so the limitations of authorized fans of fire are not exceeded.

- (2) Moving targets will be positioned so that they are not available to the shooter when the line of fire would exceed the authorized fan of fire.

c. Deploying from Vehicles.

- (1) Muzzle control is especially critical when deploying from vehicles. Instructors will ensure the shooter keeps the muzzle pointed in a safe direction at all times.
- (2) Instructors will ensure the shooter does not place the trigger finger on the trigger until the sights are on the target.
- (3) Walking surfaces on the range will be kept as free as practicable of slipping and tripping hazards.

d. Shooter Movement Safety.

- (1) Shooters will receive the standard firearms safety briefing.
- (2) A description of the course to be fired will be shown and explained in detail.
- (3) Shooters will walk through the stages of the course and range instructors will explain each position of fire.
- (4) Persons other than the shooter and range instructors will remain in a designated area to the rear of the course.
- (5) Shooters will load initially on command of the range instructor.
- (6) Stages of fire that require reloading will be without command while shooters maintain the firearm safely and pointing downrange.
- (7) Shooters will move from position to position with the firearm holstered or the firearm on safe, finger off the trigger, unless the course dictates firing at a target while moving.
- (8) Firearms will be fired only after the shooter is in position and ready to engage a designated target.

4. DOE PRACTICAL SHOOTING COURSES.

The following describes each of the courses. Schematics of the layouts are provided at the end of this appendix.

a. Course Number 1.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to demonstrate the proper method to draw the handgun, engage multiple targets, and properly reload.
 - (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load and holster the handgun and make ready for live fire.
 - (b) On command, the shooter will draw and engage each target with one round each, reload, and engage each target again with one round each.
 - (c) Upon completion of the course of fire, the shooter will make the firearm safe.
 - (4) Options. This course may be run during dim-light or dark-light conditions. For the type of firearm, the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master. Under dark-light conditions, flashlights will be in the ready position with the handgun holstered.
 - (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the National Rifle Association (NRA) B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the International Practical Shooting Confederation (IPSC) target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Maximum rounds: 12
 - (e) Maximum score: 60
 - (f) Minimum score: 70% = 42; 80% = 48
 - (g) Maximum time: 18 seconds – pistol
- b. Course Number 2.
- (1) Objective. This course is designed to evaluate and test the shooter's ability to properly execute the failure drill with the handgun.

- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load and holster the handgun.
 - (b) On command, from Box A, the shooter will draw and fire the standard defensive response (two presses center mass) on each target followed by a failure drill (one press to the head) on each target.
 - (c) The shooter will reload and holster after each course of fire.
 - (d) This course of fire will be fired three times by each shooter.
 - (e) Upon completion of the last course of fire, the shooter will make the firearm safe.
 - (4) Options. This course may be run during dim or dark-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master. Under dark-light conditions, flashlights will be in the ready position with the handgun holstered.
 - (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Maximum rounds: 18
 - (e) Maximum score: 90
 - (f) Minimum score: 70% = 63; 80% = 72
 - (g) Maximum time: 12 seconds per iteration
- c. Course Number 3.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to fire with the support hand.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) The shooter will load and holster the handgun.
 - (b) On command, from Box A, the shooter will draw and transfer the firearm to the support hand and assume a low-ready position.
 - (c) On command, the shooter will engage each target with one round each using the support hand.
 - (d) After engaging each target with one round, the shooter will return to the lowready position.
 - (e) The shooter will repeat this drill 4 times and fire a total of 12 rounds, reloading as necessary.
 - (f) Upon completion of the course of fire, the shooter will make the firearm safe.
- (4) Options. This course may be run during dim-light conditions but may not be fired under dark-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zone are 3 points.
 - (d) Maximum rounds: 12
 - (e) Maximum score: 60
 - (f) Minimum score: 70% = 42; 80% = 48

(g) Maximum time: 6 seconds per iteration

d. Course Number 4.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to demonstrate the proper kneeling and prone firing positions.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.

(3) Course Description.

- (a) The shooter will load and holster the handgun and make ready for live fire.
- (b) The shooter will begin seated in a vehicle with firearm holstered, door closed, seat belt secured, and hands on the steering wheel. The shooter may also start in a start box 20 yards from the low wall.
- (c) On command, the shooter will dismount from the vehicle, run to the low wall, assume kneeling position, and engage targets T1 and T2 with two rounds each, using proper cover.
- (d) The shooter will then assume the prone position and engage target T3 with two rounds.
- (e) After completion of the course, the shooter will make the firearm safe.

(4) Scoring.

- (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
- (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
- (d) Maximum rounds: 6
- (e) Maximum score: 30
- (f) Minimum score: 70% = 21; 80% = 24

(g) Maximum time: 24 seconds (20 seconds if a box is used)

e. Course Number 5.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to present the firearm to the targets and accurately engage each target while utilizing cover from the selected barricade position.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) The shooter will load and holster the handgun.
 - (b) The shooter begins in Box A, standing and facing the targets with hands relaxed at the shooter's sides.
 - (c) On command, the shooter will draw and engage targets T1, T2, and T3 with one round each. The shooter will then move to Box B, ensuring the trigger finger is outside the trigger guard and alongside the frame. The shooter will ensure the muzzle is pointed downrange during all movement. Reloading will be done as needed throughout the course.
 - (d) At Box B, the shooter will engage targets T4, T5, and T6 with one round each from either side of the barricade. The shooter will use the barricade as cover.
 - (e) The shooter will then move to Box C and will engage targets T7 and T8 with two rounds each. The shooter will use the barricade as cover while firing through the one-foot top port.
- (4) Options. This course may be run during dim-light conditions. For the type of firearm, the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zone are 3 points.

- (d) Maximum rounds: 10
- (e) Maximum score: 50
- (f) Minimum score: 70% = 35; 80% = 40
- (g) Maximum time: 40 seconds
- (h) Engagement of friendly (no-shoot) targets is an automatic failure.

f. Course Number 6.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to pivot, draw, and engage multiple targets.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) The shooter will load and holster the firearm.
 - (b) The shooter will begin in Box A with his or her back to the targets.
 - (c) On command, the shooter will pivot and face the targets, draw the firearm, and engage targets T1, T2, and T3 with one round each. The shooter will reload and holster.
 - (d) This course will be fired twice.
 - (e) After completion of the course, the shooter will make the firearm safe.
- (4) Options. This course may be run during dim and dark-light conditions. For the type of firearm, the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master. Under dark-light conditions, flashlights will be in the ready position with the handgun holstered.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.

- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
- (d) Minimum rounds: 6
- (e) Maximum score: 30
- (f) Minimum score: 70% = 21; 80% = 24
- (g) Maximum time: 6 seconds

g. Course Number 7.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to draw and engage targets from the prone firing position.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) On command, the shooter will load and holster the handgun.
 - (b) The shooter will start facing the targets.
 - (c) On command, the shooter will draw, go to the prone position, and engage all targets through the lower window in the barricade.
 - (d) The shooter will engage targets T1-T4 with one round each.
 - (e) The shooter will reload and holster after each course of fire.
 - (f) This course of fire will be fired twice by each shooter.
 - (g) After completion of the course, the shooter will make the firearm safe.
- (4) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.

- (d) Maximum rounds: 8
- (e) Maximum score: 40
- (f) Minimum score: 70% = 28; 80% = 32
- (g) Maximum time: 20 seconds
- (h) Engagement of friendly (no-shoot) targets is an automatic failure.

h. Course Number 8.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to engage multiple targets, move obstacles, and reload firearms.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) The shooter will load and holster the firearm.
 - (b) The shooter will be positioned 20 yards from the doorway.
 - (c) On command, the shooter will run to the open doorway and knock or push the no-shoot target out of the way with his or her support hand.
 - (d) The shooter will then draw and engage targets T1 through T4 with one round each. The shooter must conduct a speed reload before engaging target T4. This speed reload may be conducted at any time between targets T1 and T4. The shooter must use the door frame as a barricade or as cover.
 - (e) The shooter will not enter the doorway.
 - (f) This course will be fired twice.
 - (g) After the completion of the course of fire, the shooter will make the firearm safe.
- (4) Options. This course may be run during low-light conditions. For the type of firearm, the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.

- (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
- (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits inside B or D zone are 3 points.
- (d) Maximum rounds: 8
- (e) Maximum score: 40
- (f) Minimum score: 70% = 28; 80% = 32
- (g) Maximum time: 16 seconds

i. Course Number 9.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to effectively use a barricade for cover and demonstrate the proper standing and kneeling barricade positions.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) On command, the shooter will load the handgun with the prescribed site duty load and holster.
 - (b) The shooter will begin this course 50 feet from the barricade.
 - (c) On command, the shooter will run to Box A and draw the firearm.
 - (d) The shooter will engage targets T1, T2, and T3 from Position 1, the right-side standing barricade position, with one round each.
 - (e) The shooter will then move to Position 2, the right-side kneeling barricade, and engage T1, T2, and T3 with one round each.

- (f) The shooter will then reload and move to Position 3, left-hand standing position, and engage targets T1, T2, and T3 with one round each.
 - (g) The shooter will then move to Position 4, left-hand kneeling position, and engage targets T1, T2, and T3 with one round each.
 - (h) After completion of the course, the shooter will make the firearm safe.
- (4) Options. This course may be run during dim-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
- (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Maximum rounds: 12
 - (e) Maximum score: 60
 - (f) Minimum score: 70% = 42; 80% = 48
 - (g) Maximum time: 35 seconds
 - (h) Engagement of friendly (no-shoot) targets is an automatic failure.
- j. Course Number 10.
- (1) Objective. This course is designed to evaluate and test the shooter's ability to draw, identify, and engage hostile targets accurately with either hand.
 - (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load and holster the handgun.

- (b) The shooter will start at Box A. On command, the shooter will draw and engage targets T1, T2, and T3 with the strong hand only, in any order with one round each. The shooter will then reload and engage targets T1, T2, and T3 with the support hand only, in any order with one round each.
- (c) This course will be fired twice by each shooter.
- (d) After completion of the course of fire, the shooter will make the handgun safe.
- (4) Options. This course may be run during dim-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Maximum rounds: 12
 - (e) Maximum score: 60
 - (f) Minimum score: 70% = 42; 80% = 48
 - (g) Maximum time: 15 seconds
 - (h) Engagement of friendly (no-shoot) targets is an automatic failure.
- k. Course Number 11.
 - (1) Objective. This course is designed to evaluate and test the shooter's ability to draw and engage targets accurately with the strong and support hand.
 - (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load and holster the handgun.

- (b) The shooter will start at the 25-yard line and on command assume a kneeling position and engage each target with one round.
 - (c) The shooter will then move to the 15-yard line and engage each target with one round, reload and engage each target with one more round. The shooter will reload.
 - (d) The shooter will then move to the 10-yard line and engage targets T1, T2, and T3 with one round each.
 - (e) The shooter will then move to the 7-yard line, switch to the support hand, and engage targets T1, T2, and T3 with one round each.
 - (f) Each shooter will fire this course twice.
 - (g) After completion of the course of fire, the shooter will make the firearm safe.
- (4) Options. This course may be run during dim-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
- (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Minimum rounds: 30
 - (e) Maximum score: 150
 - (f) Minimum score: 70% = 105; 80% = 120
 - (g) Maximum Time: 45 seconds
1. Course Number 12.
- (1) Objective. This course is designed to evaluate and test the shooter's ability to engage decision making targets accurately and to engage each target while shooting-on-the-move.

(2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.

(3) Course Description.

- (a) The shooter will load and holster the handgun.
- (b) The shooter will start in Box A. On command, the shooter will draw and engage targets T1, T2, and T3 with one round each.
- (c) Shooter will move along the charge line and engage targets T4, T5, and T6 with one round each, reloading as necessary.
- (d) The shooter will move to Box B and engage targets T7 and T8 with the standard defensive response, followed by a failure drill.
- (e) After engaging targets T7 and T8, the shooter will make the firearm safe.

(4) Options. This course may be run during dim-light conditions. The type of firearm and use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.

(5) Scoring.

- (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
- (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
- (d) Maximum rounds: 12
- (e) Maximum score: 60
- (f) Minimum score: 70% = 42; 80% = 48
- (g) Maximum time: 30 seconds

m. Course Number 13.

(1) Objective. This course is designed to evaluate and test the shooter's ability to identify and engage hostile targets.

- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load and holster the handgun.
 - (b) The shooter begins in Box A. On command, the shooter will draw and engage targets T1 and T2 with two rounds each.
 - (c) Keeping the finger off the trigger and straight alongside the frame, firearm in a low-ready position and pointed downrange, the shooter will move to Box B and engage target T3 with two rounds. The shooter will reload as necessary.
 - (d) The shooter then moves to Box C and engages target T4 with two rounds.
 - (e) After completion of the course, the shooter will make the firearm safe.
 - (4) Options. This course may be run during dim-light and dark-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
 - (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Maximum rounds: 8
 - (e) Maximum score: 40
 - (f) Minimum score: 70% = 28; 80% = 32
 - (g) Maximum time: 20 seconds
 - (h) Engagement of friendly (no-shoot) targets is an automatic failure.
- n. Course Number 14.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to draw, fire accurately, and conduct a speed reload.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) The shooter will load and holster the handgun.
 - (b) The shooter will begin in Box A. On command, the shooter will draw and engage targets T1, T2, and T3 with one round each.
 - (c) After engaging target T3 with one round, the shooter will move to Box B.
 - (d) At Box B, the shooter will assume a kneeling position and engage targets T4, T5, and T6 with one round each and conduct a speed reload while moving to Position C.
 - (e) After moving to Position C, the shooter will engage targets T7, T8, and T9 with one round each.
 - (f) This course will be fired twice by each shooter.
 - (g) After the completion of the course of fire, the shooter will make the firearm safe.
- (4) Options. This course may be run during low-light conditions. For the type of firearm, the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the instructor.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring 3 points.

- (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Maximum rounds: 18
 - (e) Maximum score: 90
 - (f) Minimum score: 70% = 63; 80% = 72
 - (g) Maximum time: 25 seconds
- o. Course Number 15.
 - (1) Objective. This course is designed to evaluate and test the shooter's ability to engage a moving target.
 - (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load and holster the handgun.
 - (b) The shooter will begin in Box A.
 - (c) The shooter will be instructed that when the target begins to move left or right, he or she will draw the firearm and engage the target, firing a minimum of two rounds. The shooter will holster when the target is no longer visible.
 - (d) Each shooter will fire this course three times.
 - (e) After firing six rounds, the shooter will make the firearm safe.
 - (f) The target must not be exposed for more than 6 seconds.
 - (4) Options. This course may be run during dim-light and dark-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
 - (5) Scoring.

- (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the D zone are 3 points.
- (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.

4 points, and hits in B or D zone are 3 points.

- (d) Maximum rounds: 6
- (e) Maximum score: 30 points
- (f) Minimum score: 70% = 21; 80% = 24
- (g) Maximum time: 6 seconds per iteration

p. Course Number 16.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to transition to an alternate firearm.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) The shooter will make ready for live fire training with a handgun and duty long gun. The duty long gun will be in the half-load configuration with a four-round magazine.
 - (b) On command, the shooter will engage targets T1 and T2 with the long gun with two rounds each.
 - (c) The shooter will attempt to engage target T3 with the long gun, which should be empty. The shooter should identify the malfunction and transition to the handgun, engaging target T3 with the standard defensive response, followed by a failure drill.
 - (d) After engaging target T3, the shooter will make the firearms safe.

- (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the D zone are 3 points.
- (4) Options. This course may be run during dim-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (d) Maximum rounds: 7
 - (e) Maximum score: 35
 - (f) Minimum score: 70% = 22; 80% = 28
 - (g) Maximum time: 22 seconds
- q. Course Number 17.
 - (1) Objective. This course is designed to evaluate and test the shooter's ability to properly identify and engage targets in dark-light conditions using proper flashlight techniques.
 - (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load the firearm with a duty load and assume a flashlight lowready position.
 - (b) On command, the shooter will start in Box A, turn on the flashlight, and identify and engage target T1 with two rounds. Doors may be used in line or as shown.
 - (c) Shooter will then move to Position B, in flashlight low-ready position. Once in Position B, the shooter will identify and engage targets T2 and T3 with two rounds each.

- (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) After firing, the shooter will make the firearm safe.
- (4) Options. This course may be run during dark-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (d) Maximum rounds: 6
 - (e) Maximum score: 30
 - (f) Minimum score: 70% = 21; 80% = 24
 - (g) Maximum time: 20 seconds
- r. Course Number 18.
 - (1) Objective. This course is designed to evaluate and test the shooter's ability to safely deploy from a vehicle; fire from the kneeling, prone, and standing firing positions; properly utilize cover and concealment; react to a firearms malfunction; and transition from long gun to handgun.
 - (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load and holster the handgun. The shooter will then half-load a long gun with an eight-round magazine.
 - (b) The shooter will begin seated in a vehicle with the long gun in the rack or in the normal duty transport position. Both hands will be on the steering wheel with the door shut.

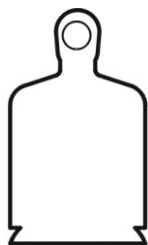
- (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 3 points.
- (c) On command, the shooter will exit the vehicle. Using the vehicle as cover, the shooter will engage targets T1 and T2 with 2 rounds each from 50 yards.
- (d) After engaging targets T1 and T2, the shooter will move to Position B, assume a prone firing position, and engage target T3 with two rounds.
- (e) The shooter will then move to Position C and engage target T4 with two rounds from the kneeling position.
- (f) After engaging target T4, the long gun should be empty. The shooter will move to Position D and attempt to engage target T5. The shooter should identify the malfunction and transition to the handgun (they may sling or ground the long gun). The shooter will then engage targets T5 and T6 with the standard defensive response, followed by a failure drill.

- (g) After completion of the course, the shooter will make the firearms safe.
- (4) Options. This course may be run during dim-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Maximum rounds: 14
 - (e) Maximum score: 70
 - (f) Minimum score: 70% = 49; 80% = 56
 - (g) Maximum time: 75 seconds
- s. Course Number 19.
 - (1) Objective. This course is designed to evaluate and test the shooter's ability to reload, transition from long gun to handgun, and shoot from both the left and right barricade positions.
 - (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
 - (3) Course Description.
 - (a) The shooter will load and holster the handgun, half-load a long gun, and make ready for live fire.
 - (b) The shooter will begin seated at a table. The long gun will be in a rack.

- (c) On command, the shooter will rise, remove the long gun from the rack, and run 40 yards to Position A.
- (d) At Position A, the shooter will engage targets T1, T2, and T3 with one round each, reload, and engage targets T4 and T5 with two rounds each.
- (e) The shooter will then make the long gun safe, ground or sling it, and move to Position B.
- (f) At Position B, the shooter will don the respirator, draw the handgun, and engage targets T6, T7, and T8 with one round each from the standing right-side barricade position.
- (g) The shooter will move to left side kneeling barricade and engage target T9 with two rounds.
- (h) The shooter will then make the firearms safe and holster the handgun.
- (4) Options. This course may be run during dim-light conditions. The type of firearm and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.
 - (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
 - (d) Maximum rounds: 12
 - (e) Maximum score: 60
 - (f) Minimum score: 70% = 42; 80% = 48
 - (g) Maximum time: 75 seconds
- t. Course Number 20.

- (1) Objective. This course is designed to evaluate and test the shooter's ability to engage shoot/no-shoot targets, perform speed reload, clear malfunctions, and carry firearms safely.
- (2) Safety. Safety precautions pertaining to this course of fire will be in accordance with site-specific firearms safety procedures.
- (3) Course Description.
 - (a) The shooter will load and holster the handgun. He/she will then load two long gun magazines with six rounds each, and half-load a duty long gun with one of the six-round magazines.
 - (b) The shooter begins at Position A and, on command, engages targets T1, T2, T3, T4, and T5 in any order, with one round each. Then the shooter will place one additional round on each target, reloading as necessary.
 - (c) The shooter will make the long gun safe, move to Position B, and engage targets T6, T7, T8, and T9 with one round each in any order. After the second round, the long gun should be empty, at which time the shooter should identify the malfunction, make the firearm safe, and either sling it or ground it. The shooter should transition to the handgun and continue the engagement by following up with one additional round on each target.
 - (d) The shooter will then come to the low-ready, move to Position C, and engage targets T10, T11, T12, and T13 with one round each, followed by one additional round per target.
 - (e) The shooter will then clear and holster a safe firearm.
- (4) Options. This course may be run during dim-light conditions. The type firearm, and the use of site-specific protective equipment (i.e., respirator or body armor) will be at the discretion of the range master.
- (5) Scoring.
 - (a) If the DOE-15 target is used, hits in the inner ring are 5 points, hits in the middle ring are 4 points, and hits in the outer ring are 3 points.
 - (b) If the NRA B-27 target is used, hits in the 8 ring are 5 points, hits in the 7 ring are 4 points, and hits on the silhouette outside the 7 ring are 3 points.

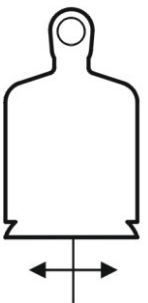
- (c) If the IPSC target is used, hits in the A zone are 5 points, hits in the C zone are 4 points, and hits in the B or D zones are 3 points.
- (d) Maximum rounds: 26
- (e) Maximum score: 130
- (f) Minimum score: 70% = 91; 80% = 104
- (g) Maximum time: 90 seconds



DOE Target 15 (other targets may be substituted)



No shoot target (any x indicates a No Shoot target)



Moving Target



} Black Area indicates the No Shoot area



Any black filled box indicates a shooting box. Boxes may be labeled alphabetically.



Fault Lines



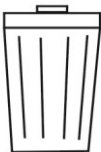
Barricade



Vehicle



Cross Tie



Trash Can

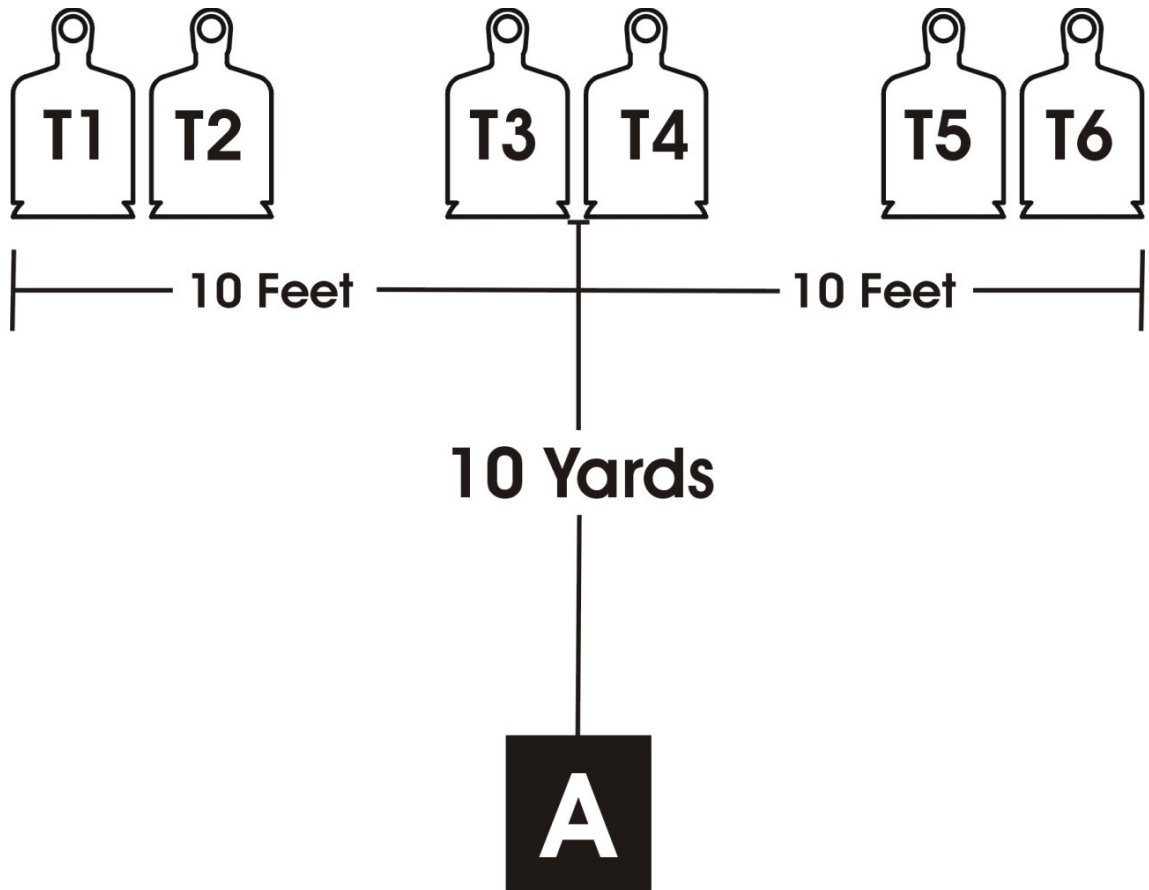


Cone

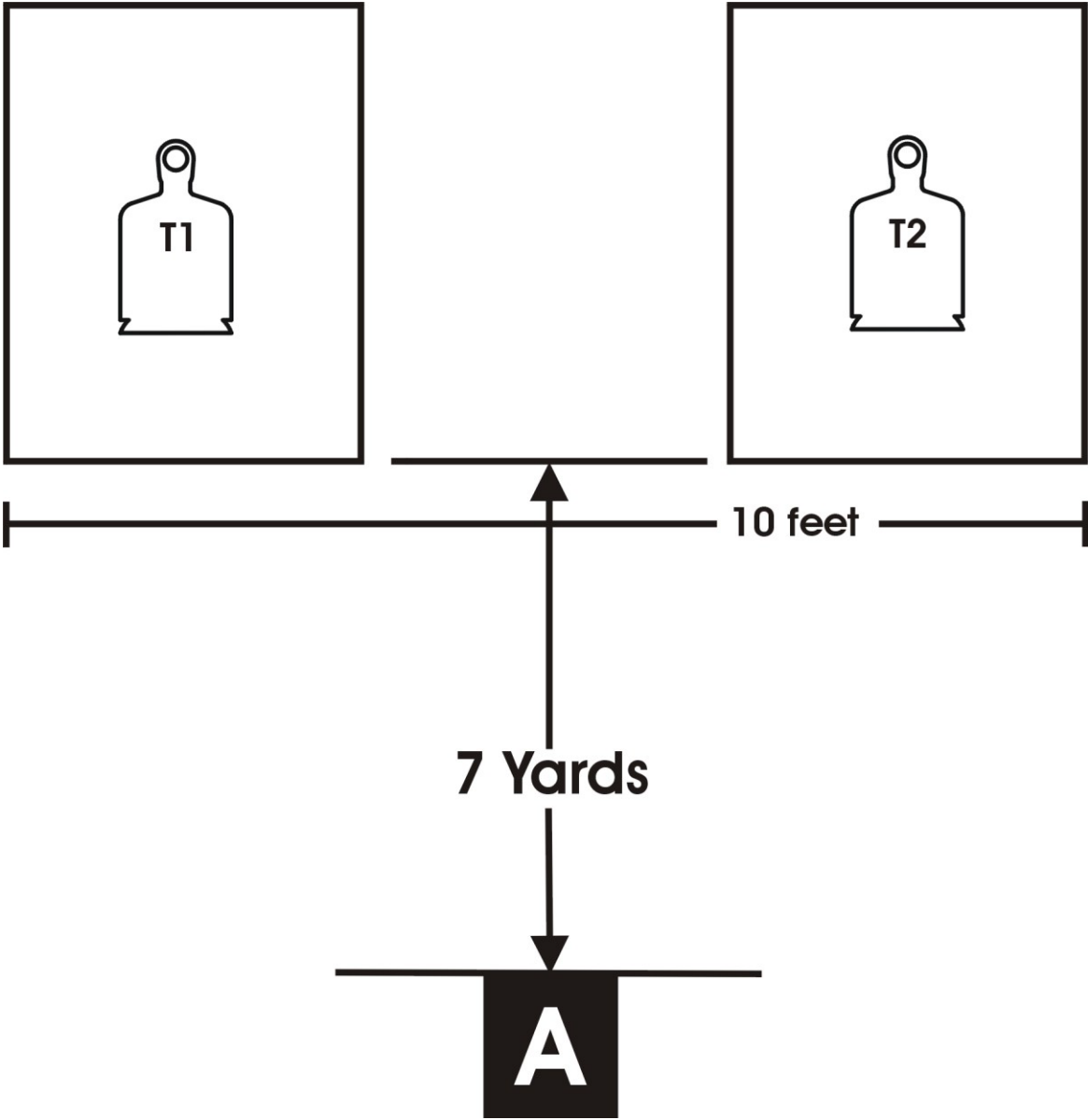


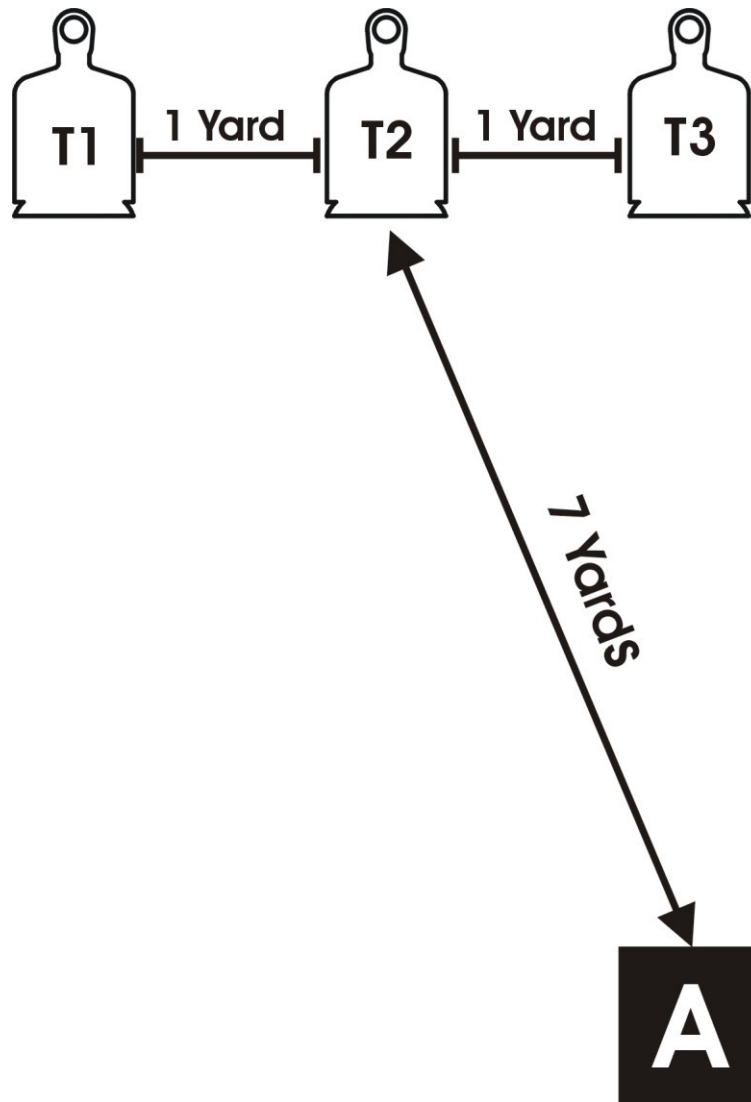
Port

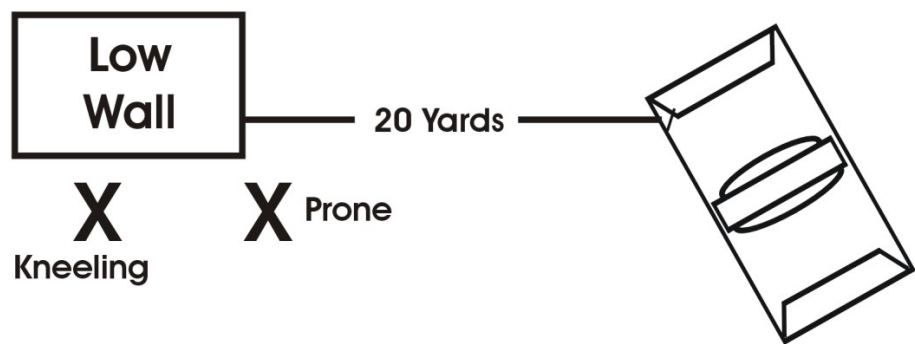
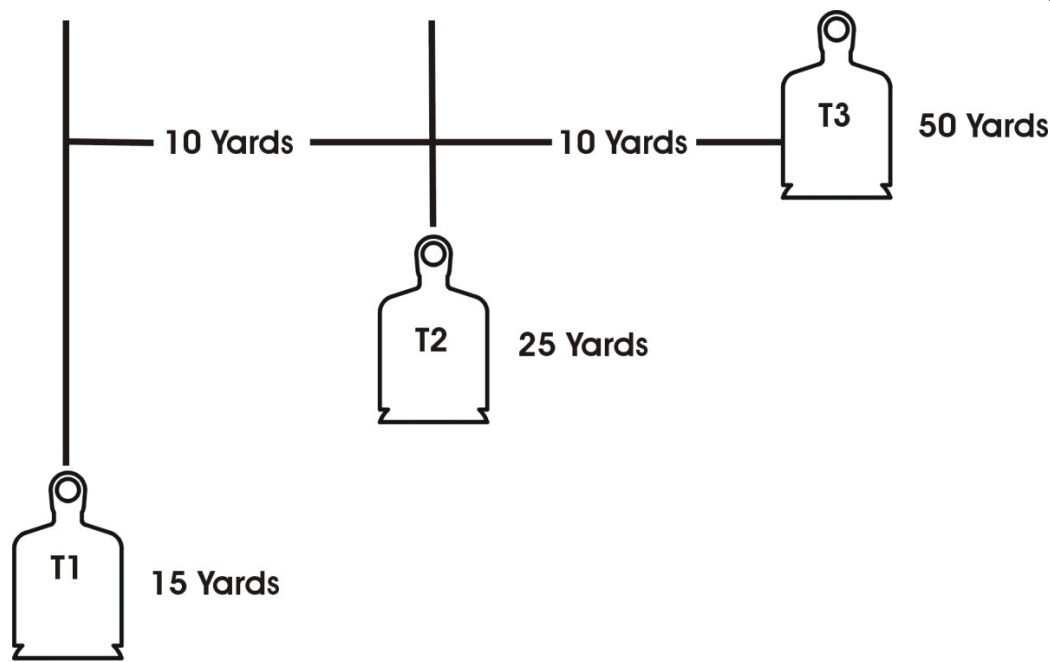
DOE Practical Shooting Courses Diagrams

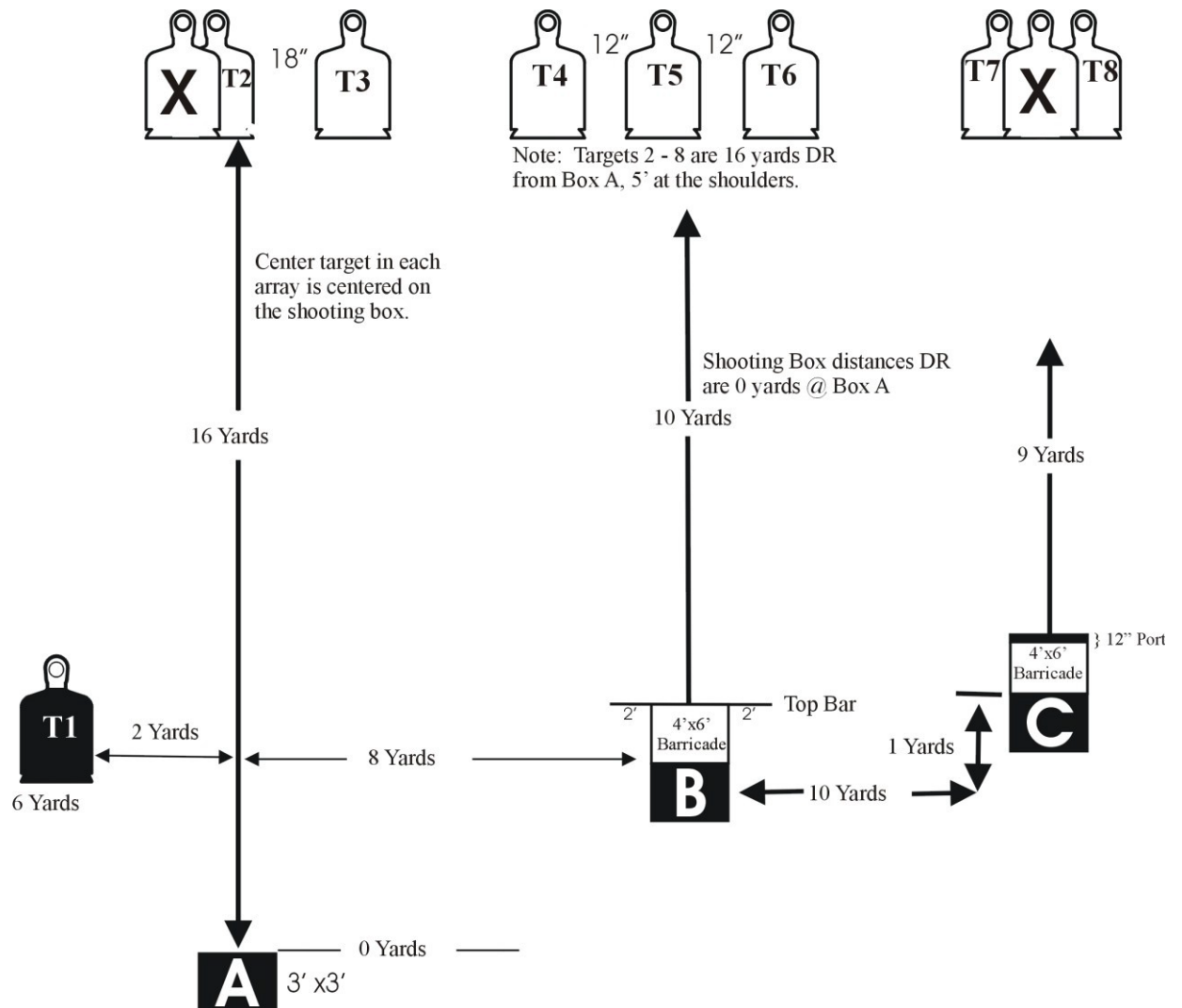


Practical Course Number 1

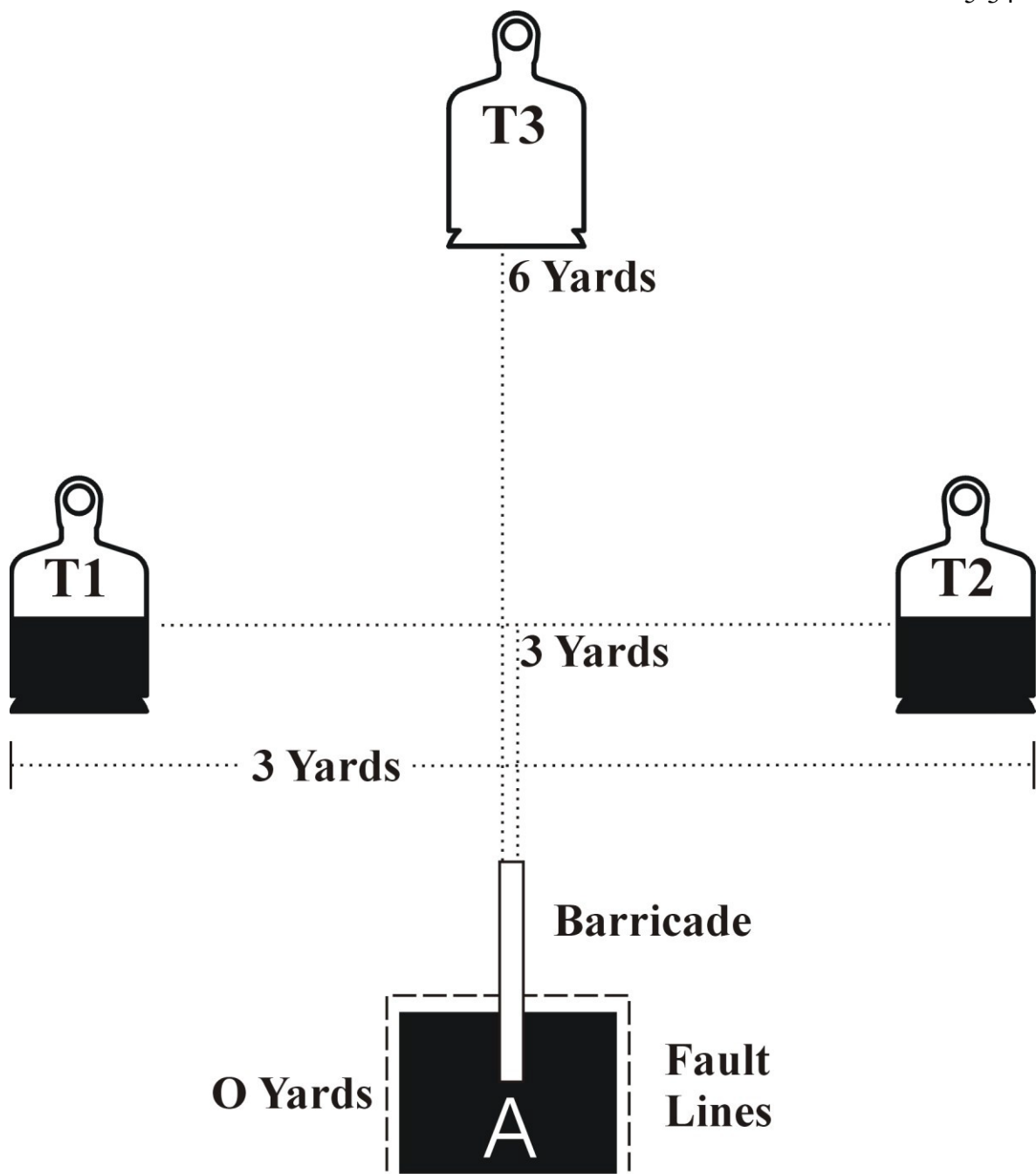


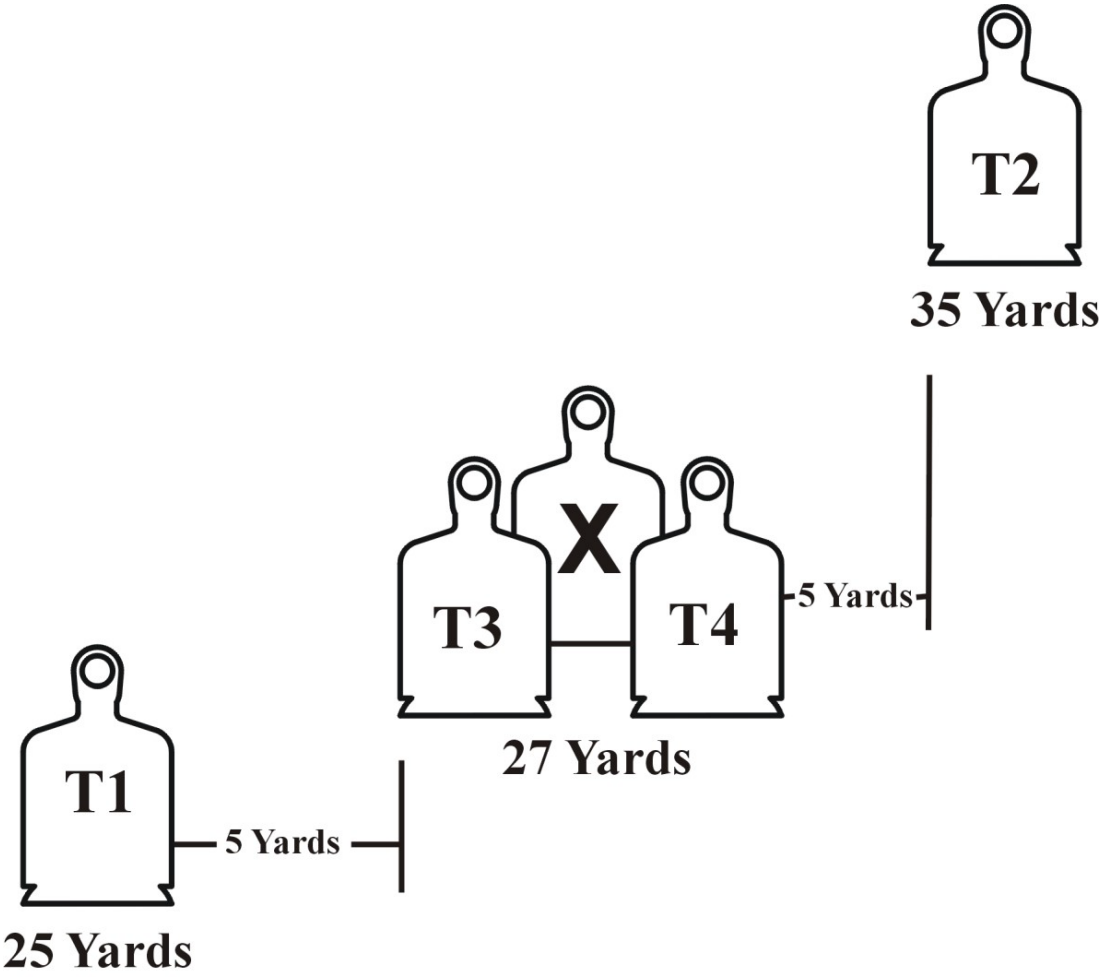




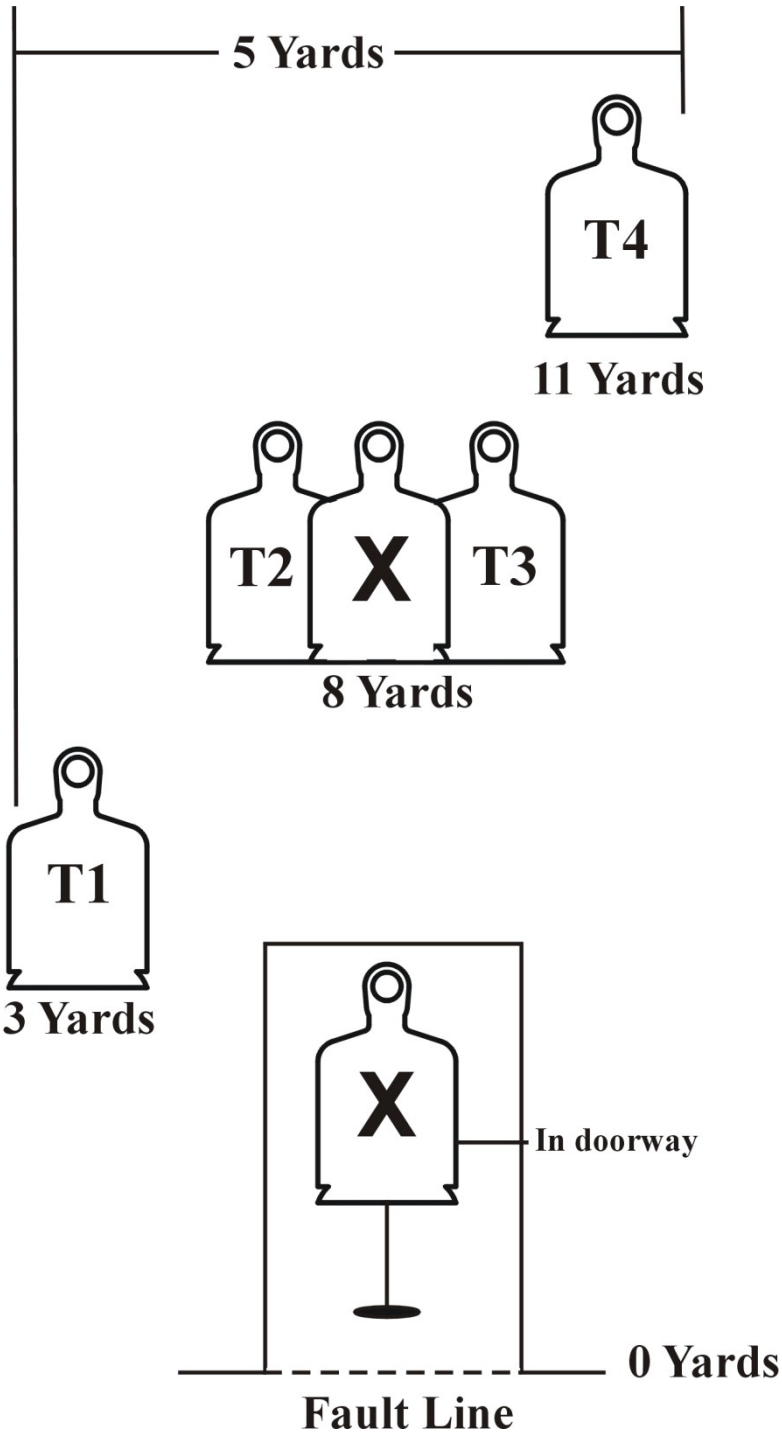


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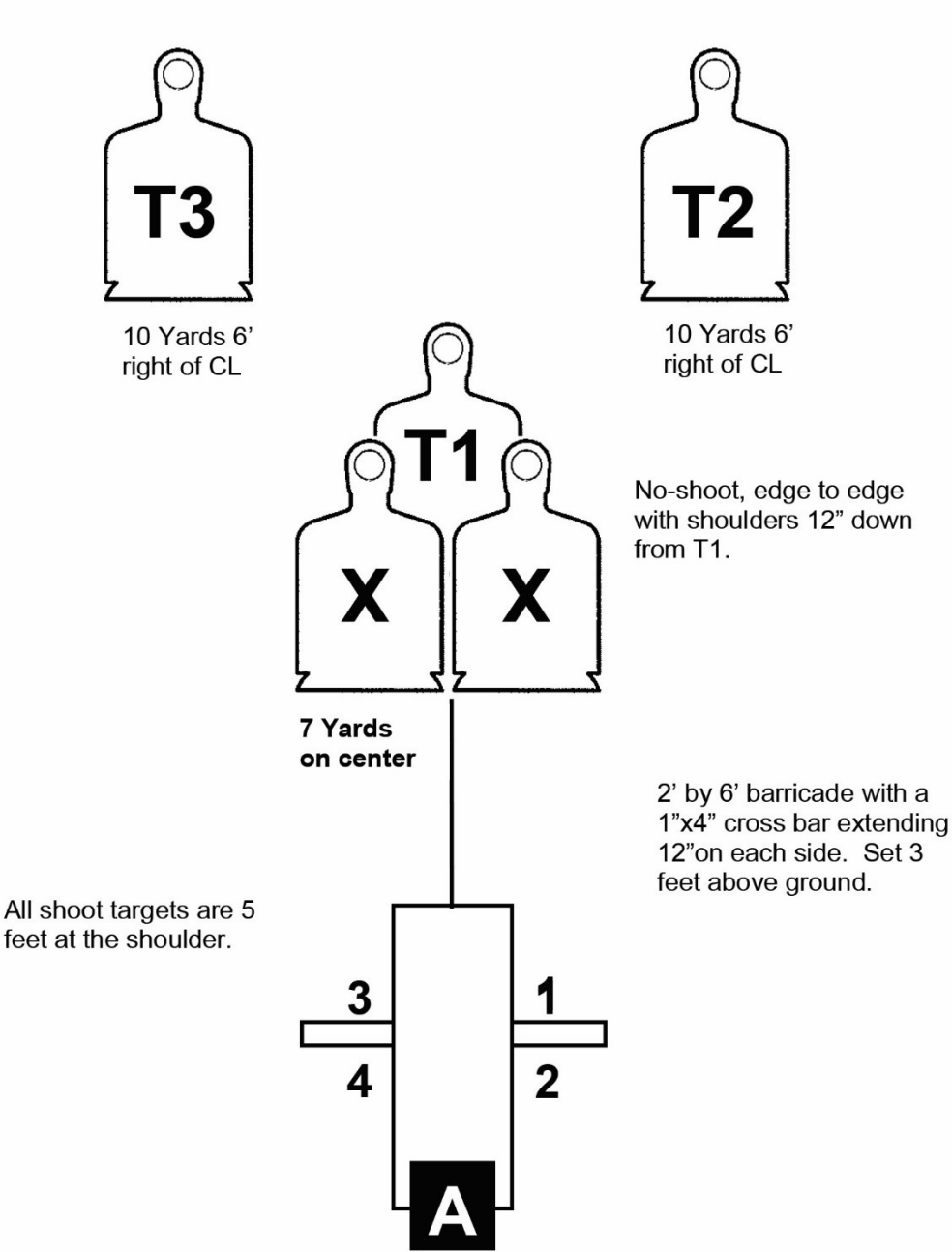




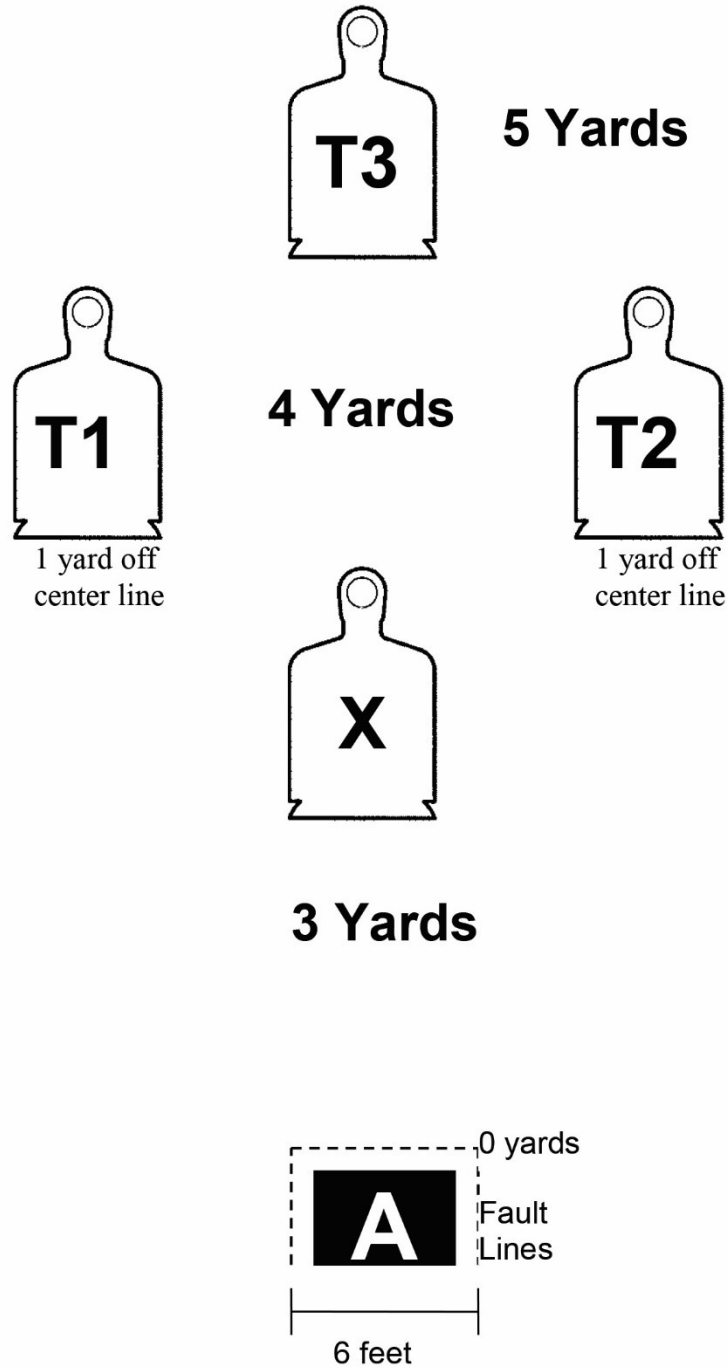
Practical Course Number 7

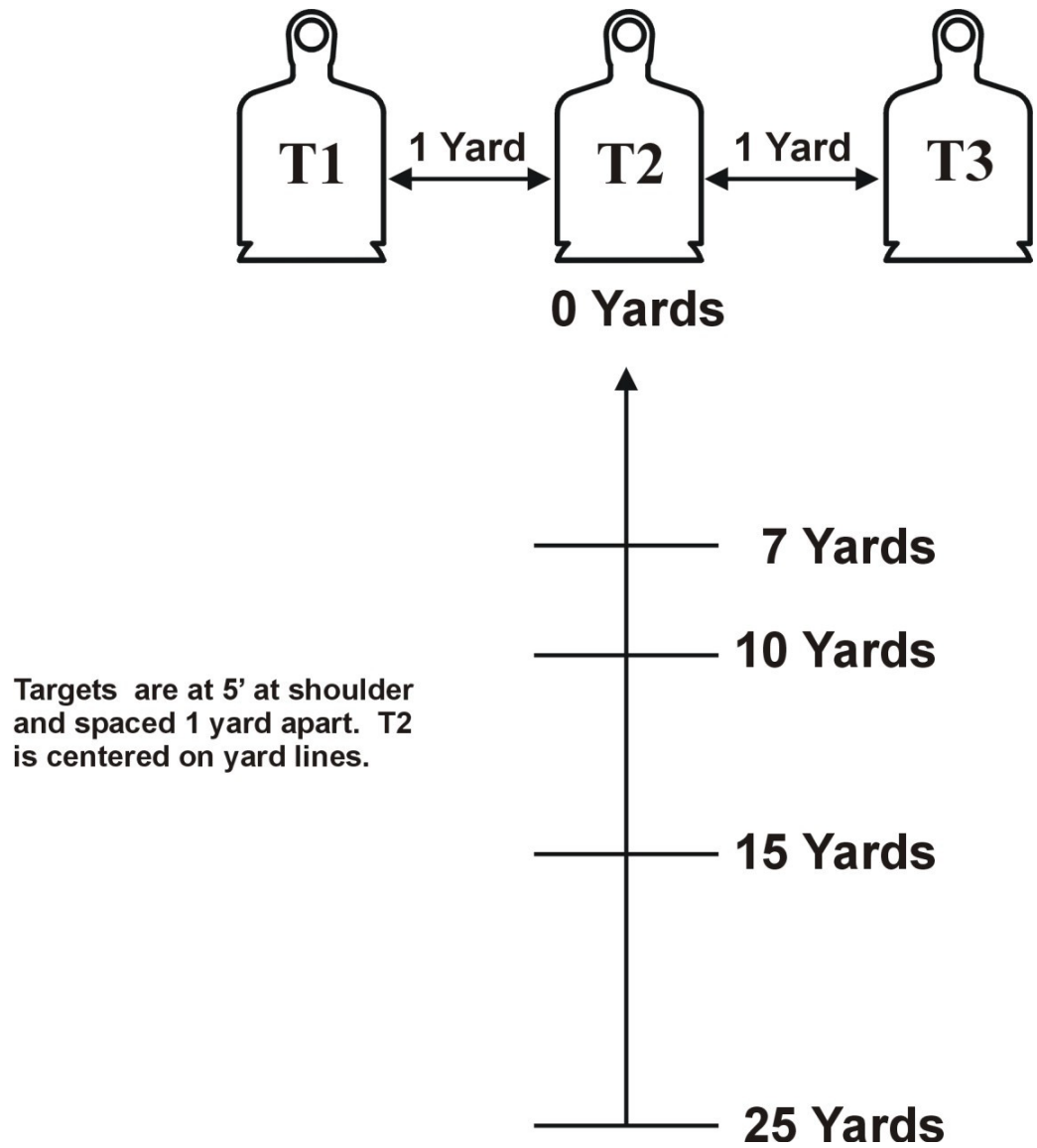


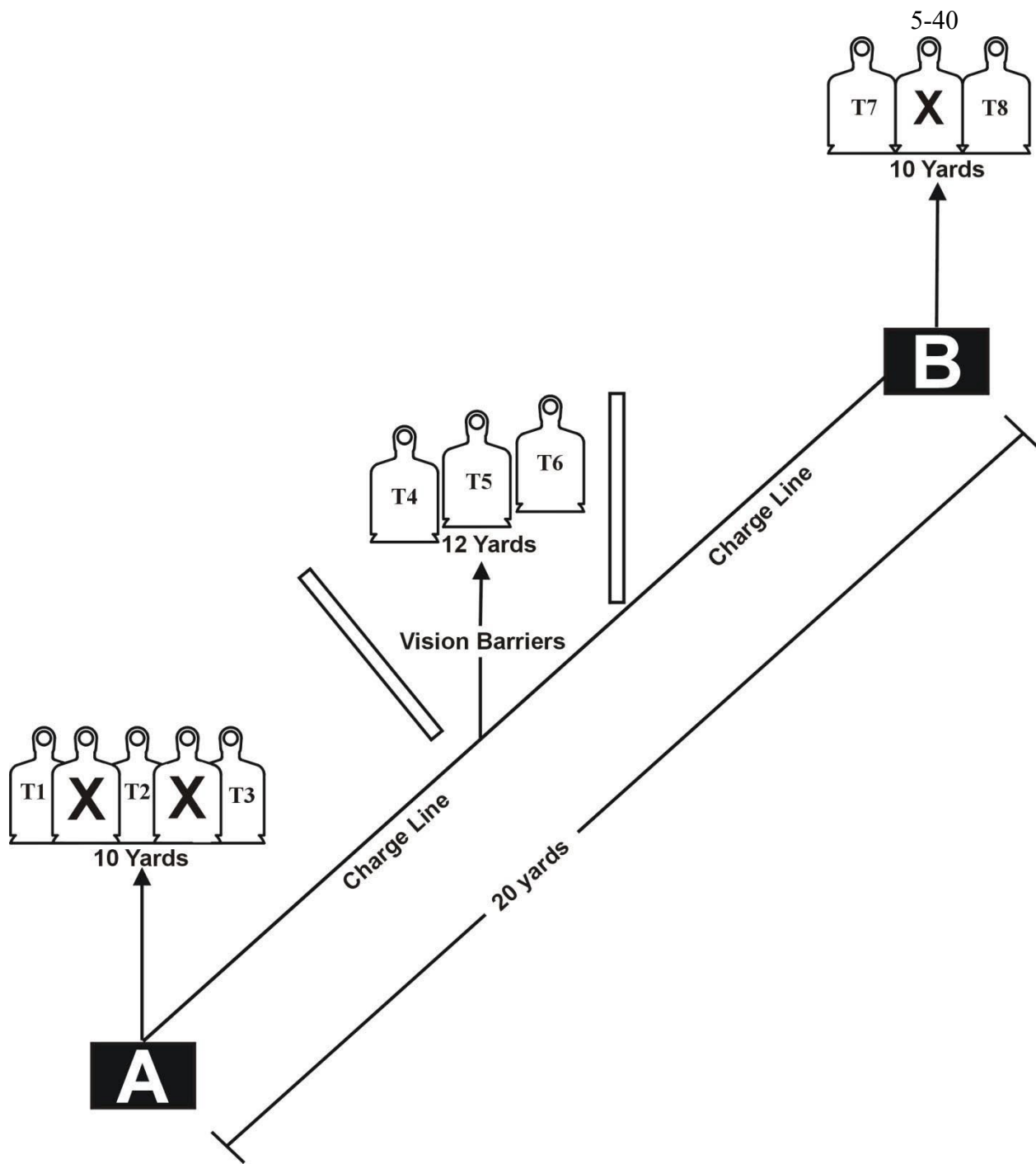
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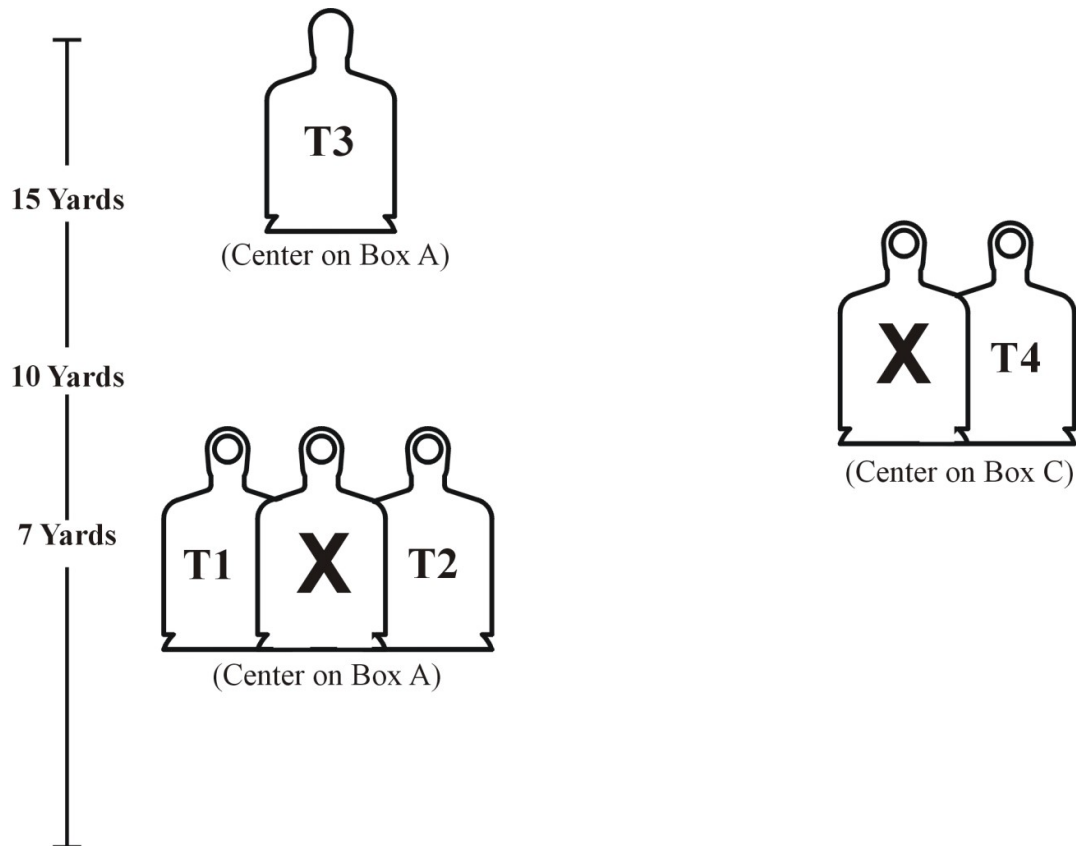


Practical Course Number 9



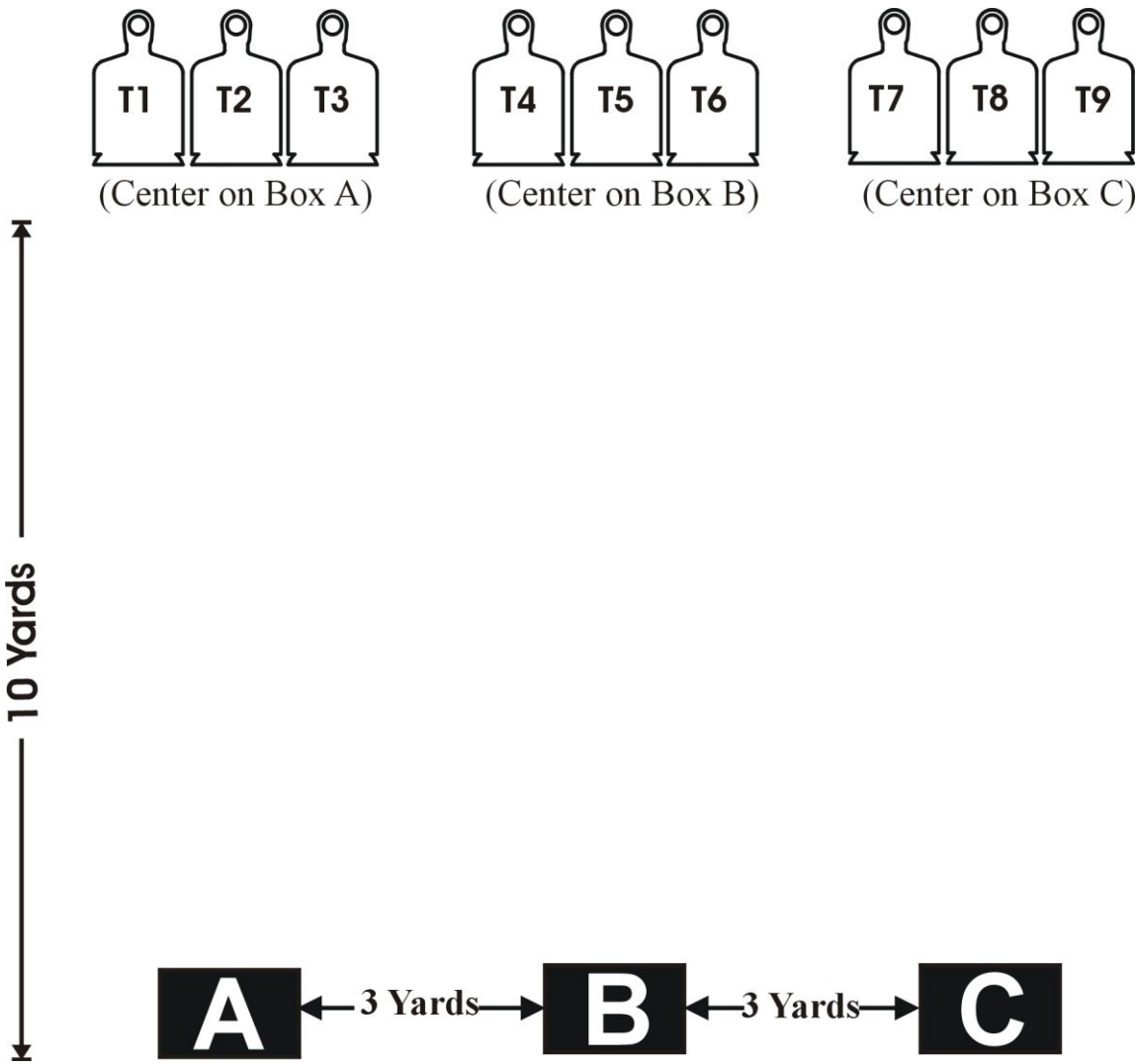
Practical Course Number 10**Practical Course Number 11**



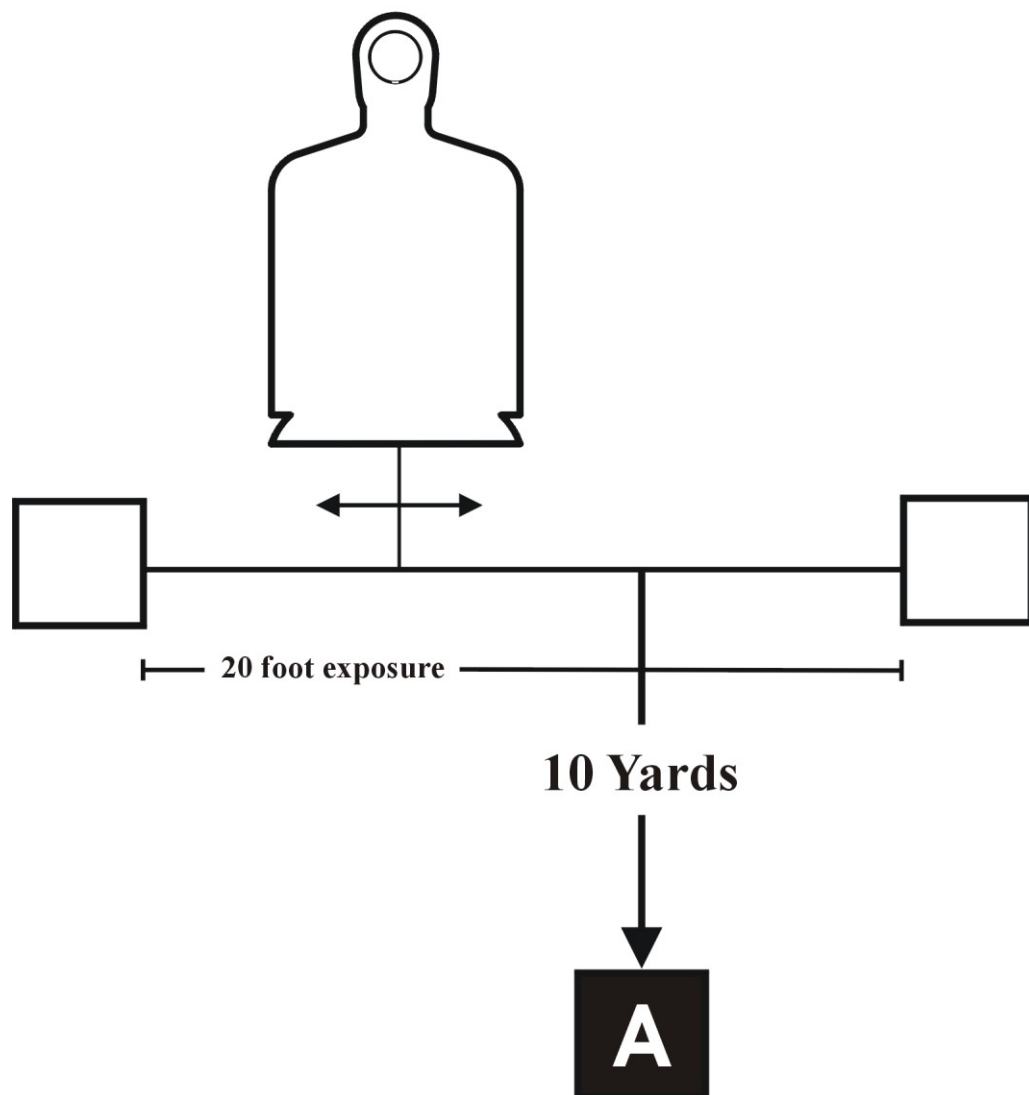


Box Size
3' x 3'

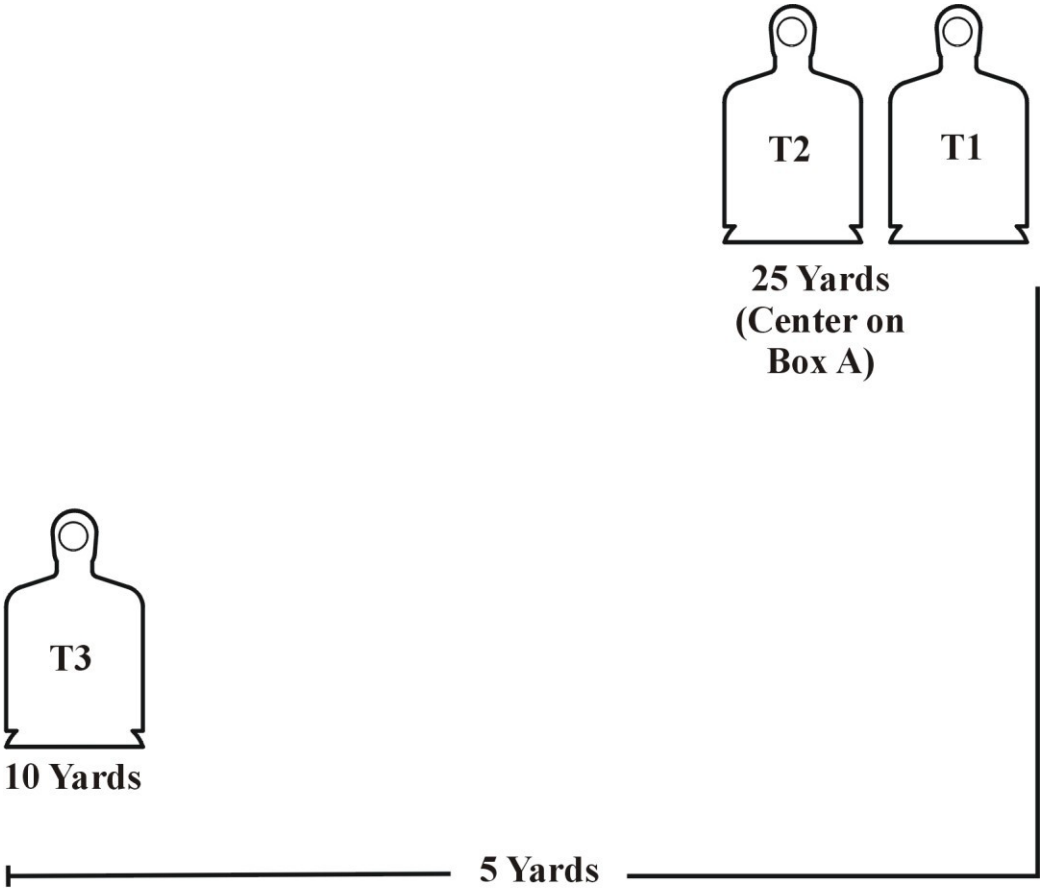
Practical Course Number 13

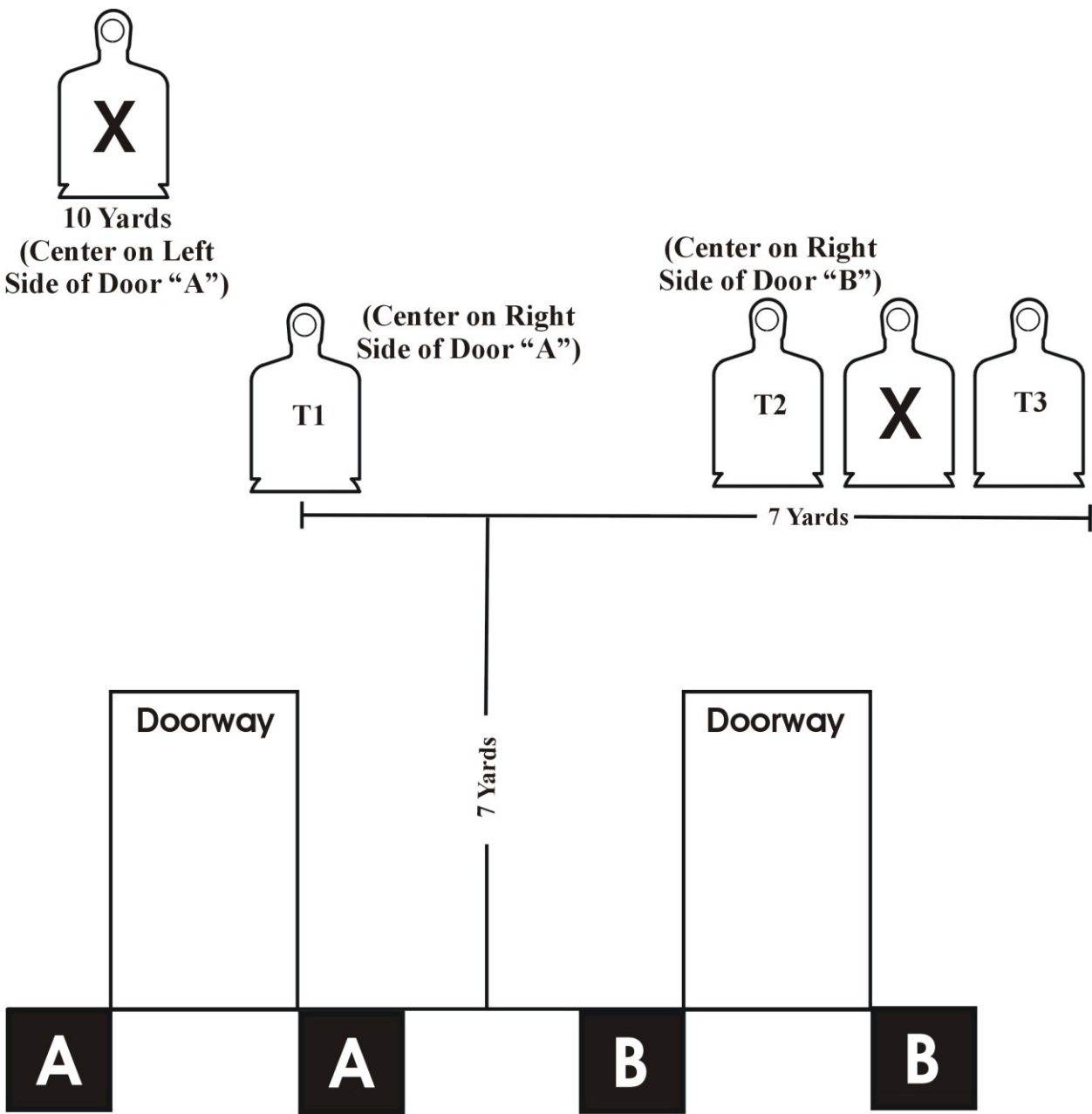


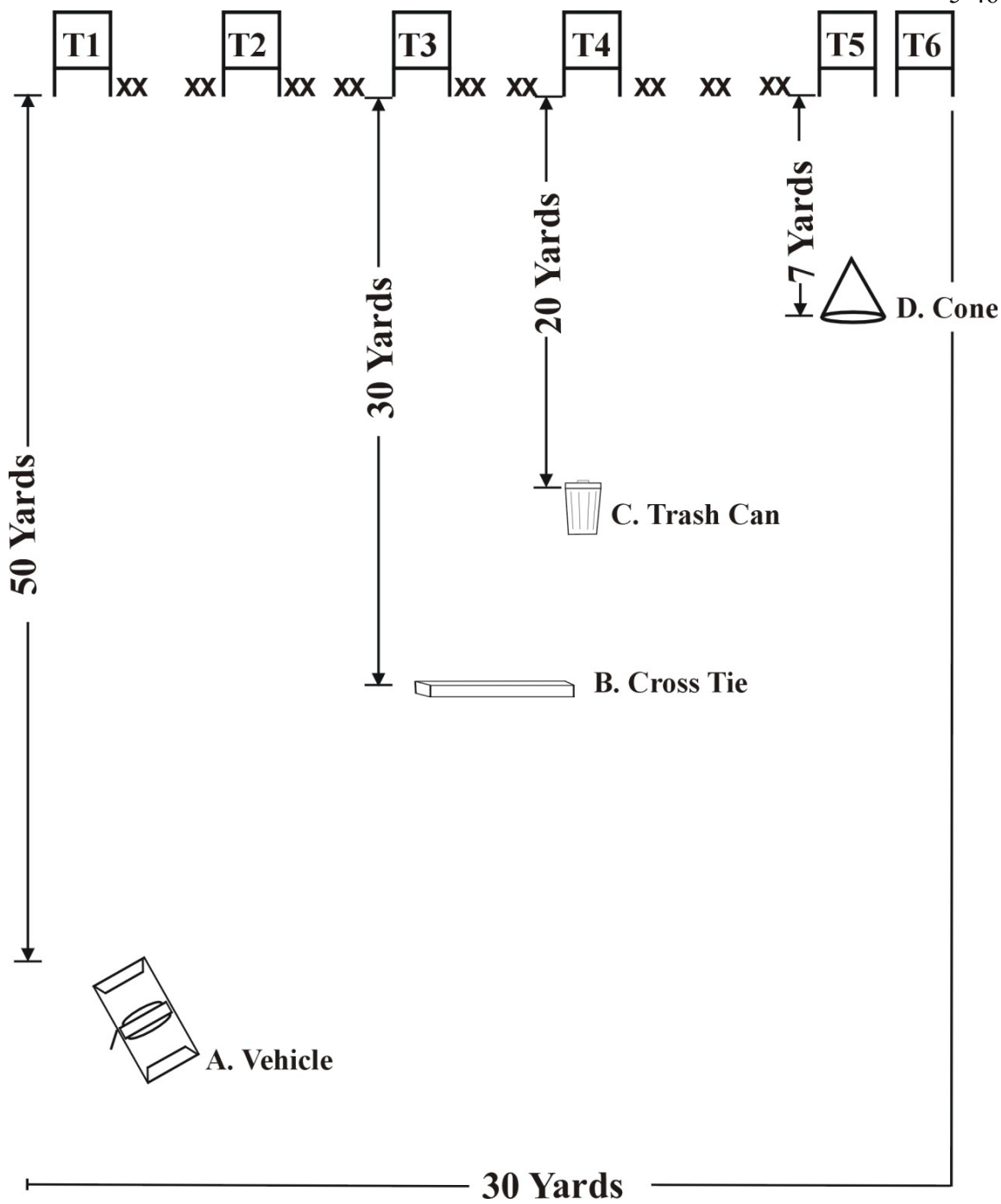
Running Man Target

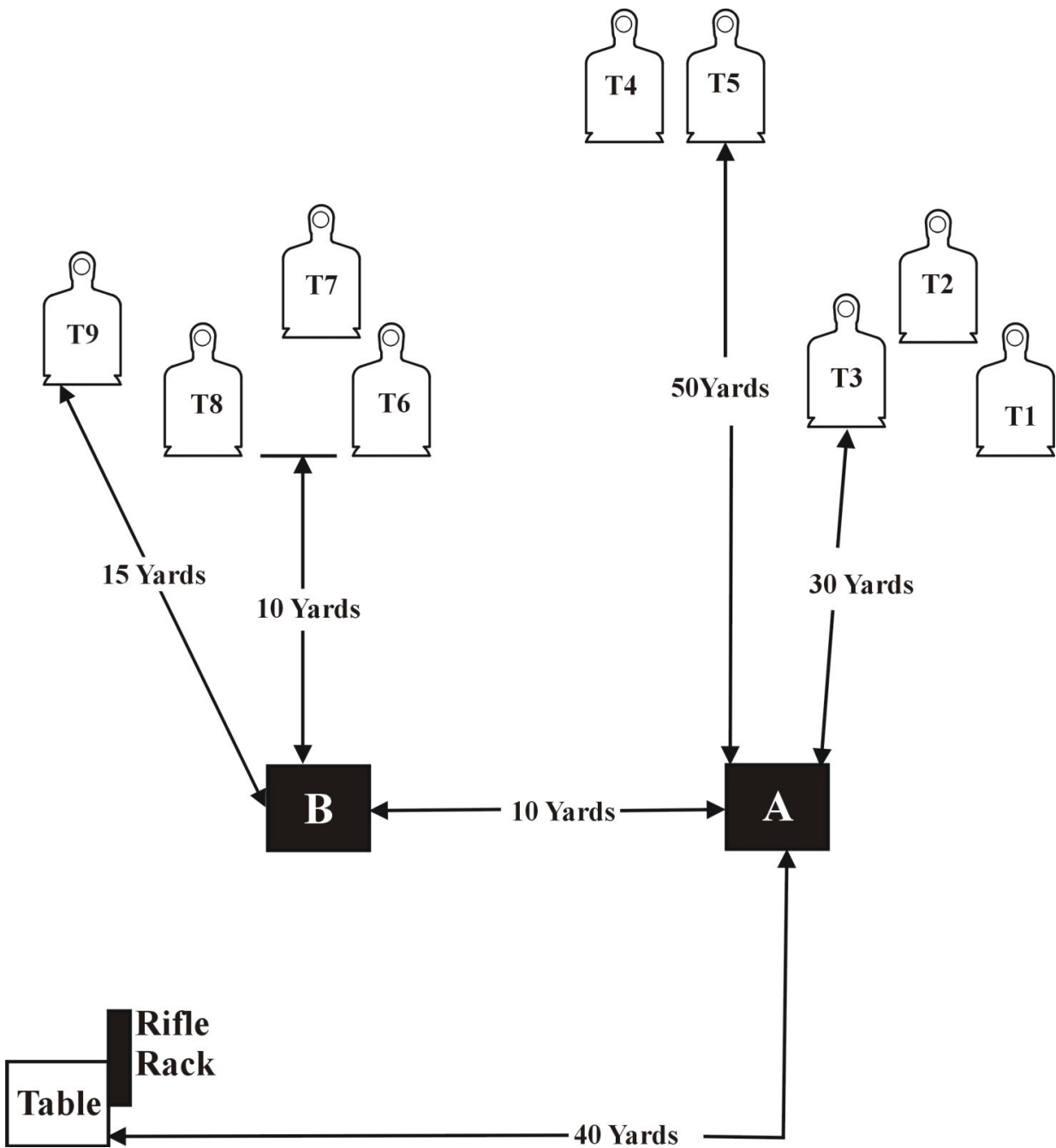


Practical Course Number 15

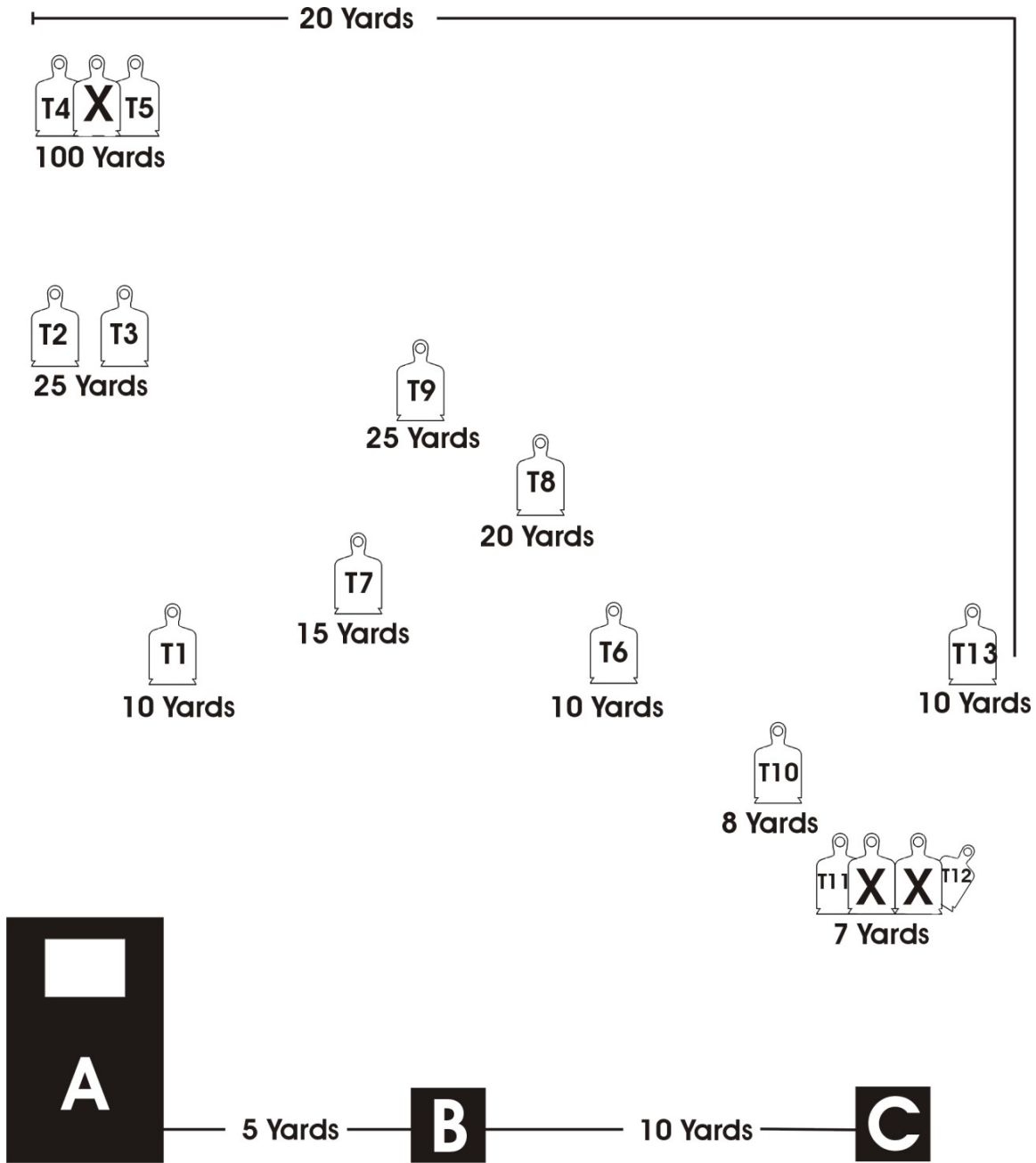








Practical Course Number 19



Practical Course Number 20