

IOWA LAW ENFORCEMENT ACADEMY HANDGUN MARKSMANSHIP QUALIFICATION COURSE



Target: FBI-style "Q" target (see next page for example)

Ammunition Requirements: 50 Rounds

Scoring: 2 points per hit inside the scoring area; passing score 80%

Instructor Standard: Hits must be above dotted line to count; passing score

90%

STAGE I: 25 Yard Line – 18 rounds – 75 seconds

The shooter will begin in the standing position with a fully loaded weapon in the holster. On command, the shooter will draw and fires 6 rounds from the prone barricade position, 6 rounds from the kneeling barricade position, and 6 rounds from the standing barricade position. Upon firing the last shot, the shooter will conduct a tactical reload, scan, and holster a fully loaded weapon.

STAGE II: 25 Yard Line to 15 Yard Line – 10 rounds (5 strings of 2 rounds) – 6/3 seconds

On command, the shooter will move quickly to the 15 yard line; once there, the shooter will draw and fire 2 rounds in 6 seconds, then assume a ready position. On command, the shooter will fire 2 rounds in 3 seconds, then return to a ready position. Repeat 3 times. After firing the last shot, the shooter will scan and holster.

STAGE III: 15 Yard Line to 7 Yard Line - 12 rounds - 15 seconds

On command, the shooter will move quickly to the 7 yard line; the shooter will then draw and fire 12 rounds (to include a <u>mandatory combat reload</u>), all in 15 seconds. After firing the last shot, the shooter will scan and holster. The shooter will then arrange to have 5 rounds in the weapon in the holster, with the remaining 5 rounds loaded into a magazine on the belt.



STAGE IV: 7 Yard Line to 5 Yard Line – 10 rounds – 15 seconds

On command, the shooter steps forward quickly to the 5 yard line. The shooter will then draw and fire 5 rounds strong hand only, conduct a combat reload, transfer the weapon to the support hand, and fire 5 rounds support hand only. After firing the last shot, the shooter will transfer the weapon back to the strong hand, scan, and holster an empty weapon.

