



# IOWA LAW ENFORCEMENT ACADEMY AUTHORIZED OFF-DUTY/LEOSA QUALIFICATION COURSE



The Iowa Law Enforcement Academy recommends that active-duty officers conduct qualifications with off-duty weapons using the current In-Service Qualification course; however, this course is authorized for off-duty weapon qualifications and LEOSA qualifications.

**Target:** FBI-style “Q” target (see next page for example)

**Ammunition Requirements:** 20 Rounds; suggested magazine setup is 3 magazines loaded 10-5-5, but may be arranged according to shooter preference or weapon capacity.

**Scoring:** 5 points per hit inside the scoring area; passing score 80%. If the required rounds are not fired within the time limit for each string, those rounds cannot be fired at another yard line.

## **STAGE I: 3 Yard Line – 4 rounds – 10 seconds**

The shooter will begin at ready gun with a 10-round magazine in the weapon. On command, the shooter will fire 2 rounds strong hand only and 2 rounds support hand only, all in 10 seconds. After firing the last shot, the shooter will holster and move back to the 5-yard line.

## **STAGE II: 5 Yard Line – 5 rounds – 12 seconds**

On command, the shooter will draw and fire 5 rounds in 12 seconds. After firing the last shot, the shooter will reload, holster, and move back to the 7-yard line.

## **STAGE III: 7 Yard Line – 3 rounds – 10 seconds**

On command, the shooter will draw and fire 3 rounds in 10 seconds, then stay at ready gun.



### **STAGE IV: 7 Yard Line – 4 rounds – 20 seconds**

On command, the shooter will fire 4 rounds from ready gun (to include a mandatory combat reload), all in 20 seconds. After firing the last shot, the shooter will holster and move back to the 15-yard line.

### **STAGE V: 15 Yard Line – 2 rounds – 10 seconds**

On command, the shooter will draw and fire 2 rounds in 10 seconds, then stay at ready gun.

### **STAGE VI: 15 Yard Line – 2 rounds – 8 seconds**

On command, the shooter will fire 2 rounds in 8 seconds from ready gun. After firing the last shot, the shooter will holster an empty weapon.

