

AUTOMATIC AND SEMI-AUTOMATIC ASSAULT WEAPON,

POLICE CARBINE AND SCOPED RIFLE TRAINING,

QUALIFICATION AND REQUALIFICATION

Section 1. General Provisions

Applicability: This policy applies to all persons who carry an automatic or semi-automatic assault weapon, police carbine or scoped rifle pursuant to N.J.S.A. 2C:39-6.

Summary: This policy delineates the Attorney General's requirements for automatic and semi-automatic assault-type weapons, police carbine and scoped rifle training and qualification and establishes relevant standards. The policy requires quarterly training sessions, two of which may be used for qualification purposes.

Purpose: This policy is intended to establish a uniform set of standards for automatic and semi-automatic assault-type weapons, police carbine and scoped rifle training, qualification and requalification. It identifies specific courses of fire that meet firearms qualification requirements, as well as the minimum score and training necessary to meet the qualification standards set forth.

Section 2. Definitions

The following words and terms, when used in this policy, shall have the following meanings unless the context clearly indicates otherwise.

Ammunition.

Equivalent load. Ammunition used in training programs that resembles the service load in size, weight, velocity, recoil and trajectory, but not carried as service ammunition.

Service load. Ammunition authorized by the agency and issued for duty use.

Automatic Assault Weapons. Any firearm, mechanism or instrument which does not require that the trigger be pressed for each shot and has a reservoir, belt, magazine or other means of storing and carrying ammunition which can be loaded into the firearm, mechanism or instrument and fired therefrom, regardless of barrel length.

Automatic/Semi-Automatic Police Service Rifle Qualification Course (ARQC).

Standard course of fire for semi-annual qualification for automatic and semi-automatic police service rifles. (Appendix G).

Automatic/Semi-Automatic Subgun Qualification Course (ASQC). Standard course of fire for semi-annual qualification for automatic and semi-automatic assault-type submachine gun or Personal Defense weapons. (Appendix E).

Automatic/Semi-Automatic Subgun Night Qualification Course (ASNQC).

Standard course of fire under night firing conditions for annual qualification for automatic and semi-automatic assault-type submachine gun or Personal Defense weapons as prescribed in this manual. (Appendix F).

Chief or Agency Executive. The chief executive officer of any law enforcement agency or other agency in New Jersey with personnel subject to the automatic/semi-automatic assault weapons and police carbine training and qualification policy.

Cold Bore Shot. The first round fired from a firearm. May affect the strike of the projectile in relation to the zeroed accuracy of the firearm.

Firearms Instructor, Automatic/Semi-Automatic Assault Weapons. An individual who is certified, as per Section 6 of this policy, to instruct law enforcement personnel in the use of automatic or semi-automatic weapons.

First Aider. A certified member of a volunteer first aid squad, a person certified as a first responder or emergency medical technician, or someone who is otherwise adequately trained in first aid.

Firearms Record. A record of firearms qualification activities for each officer required to participate. A record is to be completed, and maintained chronologically, each time the officer is required to qualify or requalify on a firearm. The record shall include relevant firearms data (make, model, caliber and serial number), training and qualification location, date of qualification activities, qualification courses completed, ammunition used, scores fired, name of the supervising firearms instructor, and other pertinent information.

Law Enforcement Agency. Any police force or organization of a municipality, county, or state which has, by statute or ordinance, the responsibility of detecting crime and enforcing the general laws of the state.

Night Firing Conditions. Low light conditions either under natural subdued lighting or utilizing simulated subdued lighting.

Non-Qualifying Participant. A person who fails to achieve a minimum passing score while firing a prescribed qualification course.

Participant. An individual undergoing automatic or semi-automatic weapons or police carbine training, qualification or requalification.

Personal Defense Weapon PDW. Either automatic or semi-automatic assault weapon, previously defined, with a barrel length of less than 16 inches and capable of firing a 4.6 x 30mm or 5.7 x 28mm cartridge. Personnel utilizing this type firearm will conduct quarterly training and qualify semi-annually on the Automatic/Semi-Automatic Subgun Qualification Course (ASQC) (Appendix E) and semi-annually on the Automatic/Semi-Automatic Subgun Night Qualification Course (ASNQC) (Appendix F). Personnel utilizing handguns capable of chambering and firing either the 4.6 x 30mm or 5.7 x 28mm cartridges will qualify on the HQC & HNQC.

Police Carbine. Adopted by law enforcement as a supplement to the handgun, shoulder mounted semi-automatic firearm, having a barrel length of 16 inches or more and chambered to fire handgun ammunition. Or a submachine gun capable of firing semi-automatic only, deployed in patrol vehicles as a supplemental firearm for patrol.

Police Carbine Qualification Course (PCQC). A standard course of fire for semi-annual qualification for police carbine. (Appendix H)

Police Carbine Qualification Night Course (PCQNC). A standard course of fire under night conditions for semi-annual qualification for police carbine. (Appendix I)

Police Service Rifle. An automatic or semi-automatic assault weapon, as previously defined, which fires ammunition having a muzzle velocity of greater than 2,000 feet per second. (This definition excludes Personal Defense Weapons)

Qualification Score--Automatic/Semi-Automatic Assault Weapons. A score of 80% or higher on firing a prescribed automatic/semi-automatic assault weapons qualification course (ASQC or ARQC) as contained in Appendices E, G .

Qualification Score--Automatic/Semi-Automatic Subgun Night Firing. A score of 80% or higher based on firing of the prescribed course (ASNQC) as contained in Appendix F.

Qualification Score--Police Carbine. A score of 80% or higher on firing the police carbine course day or night (PCQC or PCQNC) as contained in Appendices H and I.

Qualification Score--Scoped Rifle. A score of 90% or higher, which includes a mandatory first round "cold bore" hit, on the scoped rifle qualification course (SRQC)

Appendix J

Quarterly Qualification. Qualification sessions for the scoped rifle will be conducted four times per year with two months between each qualification. This applies to those officers who are assigned as a law enforcement marksman using a scoped rifle for precision shooting.

Quarterly Training. For automatic and semi-automatic assault weapons, there will be four live fire training sessions within a 12-month period with at least two months time between each session. Each session shall be conducted under the supervision of a qualified supervising assault weapon firearms instructor and utilize a minimum of 10 rounds. Two of these sessions may be used for qualification purposes. Quarterly training does not apply to the Police Carbine.

Scoped Rifle. A bolt action or semi-automatic rifle, equipped with an optical scope used by a law enforcement marksman for precision shooting.

Scoped Rifle Qualification Course (SRQC). A standard course of fire for quarterly qualification of the scoped rifle.

Semi-Annual Qualification. A program consisting of two prescribed qualification sessions within a 12-month period, (the calendar year) with at least three months between each qualification. The program is to include semi-annual qualification with automatic/semi-automatic subguns, personal defense weapons or police service rifles, semi-annual qualification under night firing conditions with automatic/semi-automatic subguns, personal defense weapons and semi-annual qualification under day and night conditions with police carbines. (This program is required for those officers who are or might be assigned use of an automatic/semi-automatic subgun personal defense weapon, rifle or police carbine.)

Semi-Automatic Assault Weapons. Any weapon which is the semi-automatic version of an automatic assault weapon previously defined or any weapon which has its source of ammunition contained in a reservoir, belt, magazine or other means and the loading, extraction and ejection phase of functioning is mechanical, regardless of barrel length. This section of the policy does not apply to semi-automatic handguns carried as a law enforcement service sidearm.

Subgun (Submachine Gun). Either an automatic or semi-automatic assault weapon, as previously defined, which fires ammunition with a muzzle velocity of less than 2,000 feet per second.

Supervising Firearms Instructor, Automatic/Semi-Automatic Assault Weapons.
An individual designated by the chief or agency executive to conduct firearms

qualification and supervise firearms instructors and participants during qualification activities. The supervising firearms instructor must satisfy the requirements of an automatic firearms instructor and must have completed an automatic/semi-automatic weapons instructor course offered by the Division of Criminal Justice or an equivalent course. (See Section 6. Automatic/Semi-Automatic Weapons Firearms Instructor Qualification Requirements).

Training/Qualification Schedule. Firearms training and qualification activities schedules that reflect the participants of assault weapons and police carbine training and qualification activities as well as the dates and times of all qualification activities and related training.

Section 3. Responsibilities

1. Division of Criminal Justice:

- To establish a system of compliance, provide oversight for this policy, and assist in implementing the policy statewide.
- To provide all necessary and reasonable assistance to state, county, and municipal law enforcement agencies and other agencies affected by this policy.
- To maintain a record of those persons identified by state agencies who are authorized to carry an automatic or semi-automatic assault weapon pursuant to N.J.S.A. 2C:39-6.

2. County Prosecutor:

- To implement the Attorney General's policy on automatic and semi-automatic assault weapons, police carbine and scoped rifle qualification and ensure compliance within the county jurisdiction, including reviewing programs conducted by agencies within the respective county jurisdiction for consistency with statewide standards, conducting qualification programs as required, and maintaining proper records.
- To maintain a record of those persons identified by local agencies who carry an automatic or semi-automatic assault weapon pursuant to N.J.S.A. 2C:39-6.
- To provide assistance to agencies within the county jurisdiction to

enable them to conduct training and qualification programs in accordance with the standards established within this policy.

- To develop additional programs for specialized training to augment the Attorney General's policy to meet the particular needs of the county.
- To provide assistance to agencies within the county jurisdiction to enable them to conduct training in accordance with the standards established within this policy.

3. State, County and Municipal Law Enforcement Agencies and Other Agencies:

- To identify specific members within the agency that shall be issued automatic or semi-automatic assault weapons and report this information to the county prosecutor or, in the case of certain state agencies, to the Division of Criminal Justice.
- To schedule and conduct individual quarterly training programs, quarterly and semi-annual qualification as directed by this policy.
- To maintain proper records concerning automatic/semi-automatic assault weapons, police carbine and scoped rifle training of agency personnel.
- To take appropriate action when participants fail to qualify.
- To provide the county prosecutor with assistance in the automatic and semi-automatic assault weapons qualification process as needed.
- To report annually to the county prosecutor, or in the case of certain state agencies to the Division of Criminal Justice, concerning training and qualification activities conducted during the year. The report is to include the number of participants who qualified and the number of participants who failed to qualify during each qualification session and the dates and types of qualification courses conducted.
- To ensure compliance with the standards contained in this policy.

Section 4. Agency Training and Qualification Requirements

- To conform with the requirements of N.J.S.A. 2C:39-6.
- To conduct quarterly training sessions, two of which may include semi-annual qualification programs, for automatic and semi-automatic assault weapons in accordance with the standards set forth in this manual.
- To conduct automatic and semi-automatic assault weapons, police carbine and scoped rifle training and qualification activities separate and apart from handgun and shotgun qualification programs.
- To qualify those officers who are or might be assigned use of an agency issued automatic or semi-automatic assault weapon (submachine gun, personal defense weapon or a police service rifle), twice annually on a standardized automatic/semi-automatic assault weapons qualification course (ASQC, ARQC) with a minimum score of 80%. (See Appendices E, and G for courses of fire).
- To qualify those officers who are or might be assigned use of an agency issued automatic/semi-automatic police service rifle deployed for patrol supplement or entry purposes, submachine gun or a personal defense weapon twice annually, on the Automatic/Semi-Automatic Subgun Night Qualification Course (ASNQC) with a minimum score of 80%. (See Appendix F).
- To qualify those officers who are or might be assigned use of an agency issued police carbine twice annually on both the Police Carbine Qualification Course (PCQC) and Police Carbine Qualification Night Course (PCQNC) with a minimum score of 80%. (See Appendices H and I).
- To qualify those officers who may be assigned the use of the agency's scoped rifle four times a year on the Scoped Rifle Qualification course (SRQC) with a minimum score of 90% including an mandatory "cold bore" hit.
- To provide remedial training for those personnel who do not meet the standards of qualification or take appropriate action until such time as the qualification standards are met.
- To establish and conduct tactical training programs associated with

automatic and semi-automatic assault weapons, police carbine and scoped rifle use.

- To review annually agency policies, rules and regulations governing maintenance, storage and carrying procedure for automatic and semi-automatic assault weapons, police carbines and scoped rifles.

Section 5. Training and Qualification Programs

Qualification. Qualification and requalification are required during daylight hours for subguns, personal defense weapons, police carbines, police service rifles and scoped rifles and under night firing conditions for police service rifles deployed as patrol supplements or entry purposes, subguns, personal defense weapons and police carbines. All training and qualification sessions for subguns, personal defense weapons, police rifles and police carbines must be conducted under the supervision of a qualified supervising automatic/semi-automatic assault weapons firearms instructor.

Courses of Fire. Only those courses of fire listed in this manual are to be used to meet subgun, personal defense weapon, police rifle, police carbine and scoped rifle qualification requirements set forth by this policy. Additional courses of fire and training programs may be included in the agency schedule for training. The purpose of this policy is not to prevent agencies from engaging in supplemental training courses that meet their special needs. Specialty training is encouraged.

Automatic/Semi-Automatic Subgun Qualification Course (ASQC). (See Appendix E). This course must be completed two times a year with no less than three months between each qualification session. This course of fire shall be used for qualification of the personal defense weapon. The 50 yard-line course of fire may be fired at the 25 yard-line utilizing an appropriate reduced size target.

Automatic/Semi-Automatic Subgun Night Qualification Course (ASNQC). (See Appendix F). This course must be completed once a year with no less than three months between each qualification session. This course shall also be used as night qualification for police service rifles deployed as a patrol supplement or used as an entry firearm and personal defense weapons.

Automatic/Semi-Automatic Police Service Rifle Qualification Course (ARQC). (See Appendix G). This course must be completed two times a year with no less than three months between each qualification session. The 100 and 75 yard-line courses of fire may be conducted at the 50 yard-line utilizing an appropriate reduced size target. However, the 100, 75 and 50 yard-line courses

of fire may NOT be fired at the 25 yard-line.

Police Carbine Qualification Course (PCQC). (See Appendix H). This course must be completed two times a year with no less than three months between each qualification session.

Police Carbine Night Qualification Course (PCNQC). (See Appendix I). This course must be completed twice a year with no less than three months between each qualification session.

Scoped Rifle Qualification Course (SRQC). (See Appendix J). This course must be completed four times each year with two months in between qualifications. This qualification may be conducted by the marksman but must have an observer/spotter, who is a qualified agency firearms instructor, present during the qualification.

Participants should be advised of what is required for each course of fire and should be provided with a copy of each course of fire and training program before going to the range to train or qualify.

Training Programs. In addition to semi-annual qualification sessions for automatic and semi-automatic assault weapons, supplemental periodic training is required.

Quarterly Training. Four live fire training sessions within a 12-month period with at least two months time between each session. Each session shall be conducted under the supervision of a qualified supervising assault weapon firearms instructor and utilize a minimum of 10 rounds. Two of these sessions may be used for qualification purposes. Quarterly training does not apply to police carbines.

Supervising Firearms Instructor. The chief of police or agency chief executive officer shall designate a qualified supervising firearms instructor for each training and qualification session.

Firearms Instructors. Proper instructor-participant ratios should be maintained during all training and qualification sessions. (See Section 7. Supervising/Firearms Instructor Responsibilities.)

Ammunition. Each participant in the qualification and training program shall be provided with service or equivalent loads.

Automatic or Semi-Automatic Assault Weapons. Training and qualification

shall be conducted with an automatic or semi-automatic assault weapon approved by the agency.

Before any automatic or semi-automatic weapon is used, the supervising automatic/semi-automatic firearms instructor (or designee) shall inspect and approve the weapon.

Police Carbines. Training and qualification shall be conducted with a police carbine approved by the agency.

Before any police carbine is used, the supervising firearms instructor (or designee) shall inspect and approve the weapon.

Scoped Rifle. Training and qualification shall be conducted with a scoped rifle approved by the agency.

Before any scoped rifle is used, the supervising firearms instructor (or designee) shall inspect and approve the weapon.

Equipment. Only agency approved carrying and loading devices may be used during the training and qualification process.

Clothing. Participants should complete training and qualification sessions wearing clothing and equipment similar to that worn while on duty.

Range Conduct. Training and qualification on ranges will be conducted in accordance with the requirements listed in this policy. Deviations from prescribed targets, rounds fired and scoring are not authorized.

Section 6. Automatic/Semi-Automatic Assault Weapons Firearms Instructor Qualification Requirements (this section does not pertain to Scoped Rifle)

All automatic/semi-automatic weapons instructors (supervising firearms instructors and firearms instructors) engaged in the prescribed automatic/semi-automatic including police carbine training and qualification program must satisfy one of the following requirements.

- An instructor must be certified by the Police Training Commission (PTC) to instruct in an approved "Basic Course" as defined in N.J.A.C. 13:1-1.1.
- An instructor must possess training equivalent to the PTC-approved

firearms instructor course and be able to demonstrate knowledge and skill in firearms instruction. Equivalent training includes successful completion of a firearms instructor training program such as offered by the Federal Bureau of Investigation, U. S. Secret Service, Federal Law Enforcement Training Center, New Jersey State Police, Smith and Wesson Academy, or National Rifle Association Police Firearms Instructor Program.

- An instructor must have satisfactorily completed some other recognized firearms instructor course as determined by the chief of police or agency executive.

In addition to those qualifications required for automatic/semi-automatic assault weapons firearms instructors, supervising instructors must have successfully completed an automatic/semi-automatic assault weapons instructor course offered by the Division of Criminal Justice or an equivalent course, such as those courses offered by either the Drug Enforcement Administration or National Rifle Association. A Police Carbine instructor must have completed one of the following instructor's courses; Subgun, Police Service Rifle or a Police Carbine instructor course. A supervising firearms instructor for the personal defense weapons must have successfully completed a Subgun Instructor Course.

Section 7. Supervising/Firearms Instructor (Automatic/Semi-Automatic Assault Weapons) Responsibilities

1. The responsibilities of the supervising firearms instructor and firearms instructors are consistent with those responsibilities defined regarding duty weapon qualifications.
2. For automatic and semi-automatic assault weapons training, qualification and requalification, a ratio of one instructor to four participants is recommended.

Section 8. Training Objectives

1. Safe Handling.
2. Firearms and Ammunition Identification.
3. Shooting Principles.

Section 9. Non-Qualifying Participants

A participant who fails to achieve a passing score on a prescribed qualification course shall receive remedial instruction. This instruction shall be provided after the supervising firearms instructor analyzes the problems which may have led to the failure. The time allotted and method of remedial training to be conducted shall be determined by the supervising firearms instructor. The supervising firearms instructor, in consultation with firearms instructors and the participant, will:

1. Review factors which may have contributed to or caused a participant's failure to qualify, including a check of the participant's firearm.
2. Document any subsequent attempts to qualify and the results of those attempts.

If after the remedial training and subsequent attempts to qualify the participant still does not fire a passing score, the supervising firearms instructor shall report this information to the chief or agency executive. The chief or agency executive will then determine what action is appropriate and maintain whatever records are appropriate.

Section 10. Records and Reports

All required records and reports will follow the same format as that outlined in the handgun qualification policy. These records and reports are to include:

- An individual participant record (Firearms Record for Individual Participants).
- An annual report to the county prosecutor (or in the case of certain state law enforcement agencies, with the Director of the Division of Criminal Justice). In addition to that information outlined in the handgun qualification policy, this report is to contain the number of agency personnel who are authorized and qualified to carry an automatic or semi-automatic assault-type weapon, police carbine or scoped rifle.

Appendix A
Handgun Qualification Course (HQC1)

1. Familiarization Requirements for Each Participant.

- a. Demonstrate the safe handling of weapon.
- b. Demonstrate proper loading and unloading techniques.
- c. Demonstrate the techniques of proper physical stance.
- d. Demonstrate the techniques of good marksmanship.

2. Range - 25 yards.

3. Target - FBI type Q target, either paper or cardboard. Multiple targets may be used at the discretion of the agency executive or supervising firearms instructor.

4. Course.

- a. Total of 60 rounds per participant.
- b. Double action is required for revolvers for all phases. Semi-automatics are to be fired in the manner in which the individual weapon functions normally and are to be decocked when changing positions or hands.
- c. Reloading may take place at the discretion of the supervising firearms instructor. Additionally, discretion may be used as to the number of rounds with which the magazines are loaded to accomplish reloading exercises during the course. Similarly, the sequence of rounds fired at a given distance may be altered to accommodate a reloading exercise. A mandatory reload is required during Phase VI at the 7 yard line.
- d. To achieve a passing score of 80%, the participant must place a minimum of 48 shots within the border of the Q target silhouette.
- e. Physical or simulated barricades are required in Phase I and may be used at the discretion of the agency during any subsequent phase.

Phase I

25 Yard Line. Time: 30 seconds for each stage.
12 rounds. All positions fired with strong-hand.

Strong-hand kneeling or standing, barricade position.
Crouched over top of barricade position.
Support side of barricade, strong-hand kneeling or standing.

- On command, from a secured holstered position, standing 2 yards behind the barricade, approach the barricade and assume the strong-hand kneeling (or standing) barricade position, fire 4 rounds with the strong hand. (30 seconds)

---STOP TIME---

- Decock and remain behind cover with visual focus towards the threat area. Reload if necessary
- On command, assume a crouched (or high kneeling) position and fire 4 rounds over the top of the barricade using the strong hand. (30 seconds)

---STOP TIME---

- Decock and remain behind cover with visual focus towards the threat area. Reload if necessary
- On command fire 4 rounds kneeling or standing from the support side of the barricade with the strong hand. (30 seconds)

---STOP TIME---

- Reload if required and holster an uncocked weapon.
- Reload loading devices.

Phase II

15-Yard Line. Time: 5 seconds. 3 rounds.
Standing point shoulder position.

- On command, from a secured holster position, draw and fire 3 rounds in 5 seconds from a standing point shoulder position.

---STOP TIME---

- Reholster an uncocked weapon.

Phase III

15-Yard Line. Time: 25 seconds. 9 rounds.

Standing point shoulder position.

Strong-hand kneeling position.

- On command, from a secured holster position, draw and fire 3 rounds from a standing point shoulder position.
- Assume a strong-hand kneeling position, reload if required and fire 6 rounds from a strong-hand kneeling position.

---STOP TIME---

- Reload if required and holster an uncocked weapon.
- Reload loading devices.

Phase IV

10-Yard Line. Ready Position.

Each drill, Time: 3 seconds. 2 rounds.

(Total 6 rounds).

- On command, draw the weapon and assume the ready position, i.e., muzzle depressed below eye level.
- On command, bring weapon up to eye level and fire 2 rounds in 3 seconds. Repeat drill twice, firing a total of 6 rounds.

---STOP TIME---

- Reload if required and holster an uncocked weapon.
- Reload loading devices.

Phase V

7-Yard Line. Time: 4 seconds. 3 rounds.

Standing point shoulder position.

- On command, from a secured holster position, draw and fire 3 rounds in 4 seconds from a standing point shoulder position.

---STOP TIME---

- Reholster an uncocked weapon.

Phase VI 7-Yard Line. Time: 15 seconds. 6 rounds.
Standing point shoulder position. Mandatory reload

- On command, from a secured holster position, draw and fire 3 rounds from a standing point shoulder position.
- Reload and fire 3 more rounds within the 15 second time period.

---STOP TIME---

- Reholster an uncocked weapon

Phase VII 7-Yard Line. Time: 4 seconds. 3 rounds.
Standing point shoulder position.

- On command, from a secured holster position, draw and fire 3 rounds in 4 seconds from a standing point shoulder position.

---STOP TIME---

- Reload if required and holster an uncocked weapon.
- Reload loading devices.

Phase VIII 5-Yard Line. One handed - strong hand
Each drill, Time: 4 seconds. 2 rounds. (Total 6 rounds).

- On command, draw and fire 2 rounds using only the strong hand. (The support hand may be occupied with an extra magazine, identification wallet or some other object)
- Reholster an uncocked weapon
- Repeat twice
- Reload if required and holster an uncocked weapon.

Phase IX

5-Yard Line. One handed - support hand
Each drill, Time: 3 seconds. 2 rounds.
(Total 6 rounds).

- On command, draw and transfer the weapon to the support hand. Assume a ready position.
- On command with the support hand only, fire 2 rounds in 3 seconds. Repeat twice, firing a total of 6 rounds. (Strong arm should remain limp along the body.)
- Reload if required and holster an uncocked weapon.

Phase X

1-Yard Line (or as close to 1-yard line as safety dictates). Weapon retention position. (Begin with the support hand across the chest with the hand grasping the collar of the shooter's shirt or body armor.)
Each drill, Time: 2 seconds. 2 rounds.
(Total 6 rounds).

- On command, draw and fire 2 rounds in 2 seconds from the weapon retention position.
- Reholster an uncocked weapon.
- Repeat drill twice, firing a total of 6 rounds.
- Clear all weapons. Holster a safe, empty weapon.

---END OF COURSE---

Note: Participants using 5-shot weapons will fire a total of 50 rounds when completing this course (HQC1). These participants will fire the number of rounds indicated for each drill until all rounds within the weapon have been expended. The total number of rounds fired in all but two phases (Phases II and V) must be adjusted to accommodate 5-shot weapons. To achieve a passing score of 80%, participants using 5-shot weapons and firing a 50-round course must place a minimum of 40 shots within the border of the Q-target silhouette.

Appendix B
Handgun Qualification Course (HQC2)

1. **Familiarization Requirements for Each Participant.**
 - a. Demonstrate the safe handling of weapon.
 - b. Demonstrate proper loading and unloading techniques.
 - c. Demonstrate the techniques of proper physical stance.
 - d. Demonstrate the techniques of good marksmanship.
2. **Range** - 25 yards.
3. **Target** - FBI type Q target, either paper or cardboard. Multiple targets may be used at the discretion of the agency executive or supervising firearms instructor.
4. **Course.**
 - a. Total of 50 rounds per participant.
 - b. Double action is required for revolvers for all phases. Semi-automatics are to be fired in the manner in which the individual weapon functions normally and are to be decocked when changing positions or hands.
 - c. Reloading may take place at the discretion of the supervising firearms instructor. Additionally, discretion may be used as to the number of rounds with which the magazines are loaded to accomplish reloading exercises during the course. Similarly, the sequence of rounds fired at a given distance may be altered to accommodate a reloading exercise.
 - d. To achieve a passing score of 80%, the participant must place a minimum of 40 shots within the border of the Q-target silhouette.
 - e. Physical or simulated barricades are required in Phase I and may be used at the discretion of the agency during any subsequent phase.

Phase I 25-Yard Line. Time: 30 seconds - stage 1, 25 seconds
 stages 2 & 3
 10 rounds.

Strong-hand kneeling, barricade position.

Crouched over top of barricade position.

Support side of barricade, strong hand kneeling or standing

- On command, from a secured holstered position, standing 2 yards behind the barricade, approach the barricade and assume the strong-hand kneeling barricade position, fire 4 rounds with strong hand. (30 seconds)

---STOP TIME---

- Decock and remain behind cover with visual focus towards the threat area.
- Reload if needed (revolvers will reload and index the cylinder)
- On command assume a crouched position and fire 3 rounds over the top of the barricade using the strong hand. (25 seconds)

---STOP TIME---

- Decock and remain behind cover with visual focus towards the threat area. Reload if necessary
- On command using the strong hand fire 3 rounds, standing or kneeling on the support side of the barricade. (25 seconds)

---STOP TIME---

- Reload if required and holster an uncocked weapon.
- Reload loading devices.

Phase II

15-Yard Line. Time: 5 seconds. 3 rounds.
Point shoulder position.

- On command, from a secured holster position, draw and fire 3 rounds in 5 seconds from a point shoulder position.

---STOP TIME---

- Reholster an uncocked weapon.

Phase III 15-Yard Line. Time: 25 seconds. 7 rounds.
Point shoulder position.
Strong-hand kneeling position.

- On command, from a secured holster position, draw and fire 3 rounds from a point shoulder position.
- Assume a strong-hand kneeling position. Reload with 4 rounds, index if required, and fire 4 rounds from a strong-hand kneeling position.

---STOP TIME---

- Reload if required and holster an uncocked weapon.
- Reload loading devices.

Phase IV 10-Yard Line. Ready Position.
Each drill, Time: 3 seconds. 2 rounds.
(Total 6 rounds).

- On command, draw weapon and assume a ready position, i.e., muzzle depressed below eye level.
- On command, bring weapon up to eye level and fire 2 rounds in 3 seconds. Repeat drill twice, firing a total of 6 rounds.

---STOP TIME---

- Reload if required and holster an uncocked weapon.
- Reload loading devices.

Phase V 7-Yard Line. Time: 4 seconds. 3 rounds.
Standing point shoulder position.

- On command, from a secured holster position draw and fire 3 rounds in 4 seconds from a standing point shoulder position.

---STOP TIME---

- Reholster an uncocked weapon.

Phase VI 7-Yard Line. Time: 15 seconds. 6 rounds.
Standing point shoulder position. Mandatory reload/magazine
change

- On command, from a secured holster position, draw and fire 3 rounds from a standing point shoulder position.
- Reload and fire 3 more rounds within the 15 second time period.

---STOP TIME---

- Reholster an uncocked weapon.

Phase VII 7-Yard Line. Time: 4 seconds. 3 rounds.
Standing point shoulder position.

- On command, from a secured holster position, draw and fire 3 rounds in 4 seconds from a standing point shoulder position.

---STOP TIME---

- Reload if required and holster an uncocked weapon.
- Reload loading devices.

Phase VIII 5-Yard Line. One-handed - Strong hand.
Each drill, Time: 4 seconds. 2 rounds.
(Total 4 rounds).

- On command, draw and fire 2 rounds using only the strong hand.
(The support hand maybe occupied with an extra magazine, identification wallet or some other object.)
- Reholster an uncocked weapon
- Repeat once.

- Reload if required and holster an uncocked weapon.

Phase IX 5-Yard Line. One-handed - Support hand.
Each drill, Time: 3 seconds. 2 rounds.
(Total 4 rounds).

- On command, draw and transfer the weapon to the support hand. Assume a ready position.
- On command fire 2 rounds using only the support hand. Return to ready (The strong arm should be limp along the body).
- Repeat once.
- Reload if required and holster an uncocked weapon

Phase X 1-Yard Line (or as close to 1-yard line as safety dictates).
Weapon Retention Position. (Begin with the support hand across the chest with the hand grasping the collar of the shooter's shirt or body armor.)
Each drill, Time: 2 seconds. 2 rounds.
(Total 4 rounds).

- On command, draw and fire 2 rounds in 2 seconds from the weapon retention position.
- Reholster an uncocked weapon.
- Repeat drill once, firing a total of 4 rounds.
- Clear all weapons. Holster a safe, empty weapon.

---END OF COURSE---

Note: Participants using 5-shot weapons will fire a total of 50 rounds following the course of fire on page 76 for day light qualification (5-Shot HQC).

Appendix C
Handgun Night Qualification Course (HNQC)

1. **Familiarization Requirements for Each Participant.**
 - a. Demonstrate the safe handling of the weapon.
 - b. Demonstrate proper loading and unloading techniques.
 - c. Demonstrate the techniques of proper physical stance.
 - d. Demonstrate the techniques of good marksmanship.
2. **Range - 15 yards.**
3. **Target** - FBI type Q target, either paper or cardboard. Multiple targets may be used at the discretion of the agency of the agency (*sic*) executive or supervising firearms instructor.
4. **Course.**
 - a. Total of 40 rounds per participant.
 - b. Double action is required for revolvers for all phases. Semi-automatics are to be fired in the manner in which the individual weapon functions normally and are to be decocked when changing positions or hands.
 - c. Reloading may take place at the discretion of the supervising firearms instructor. Additionally, discretion may be used as to the number of rounds with which the magazines are loaded to accomplish reloading exercises during the course. Similarly, the sequence of rounds fired at a given distance may be altered to accommodate a reloading exercise.
 - d. To achieve a passing score of 80%, the participant must place a minimum of 32 shots within the border of the Q-target silhouette.
 - e. Night firing conditions may be artificially created. However, if light dimming goggles are used, handheld light must still be deployed were directed.
 - f. Some ambient light may be provided

Phase I

15-Yard Line. 6 rounds.

20 seconds each command

Standing to kneeling.

- On command utilizing a handheld or gun mounted light, from a secured holster position, draw and fire 1 round from a standing point shoulder position, assume a kneeling position and fire 2 rounds.
- Decock, holster and assume a standing ready position.
- Repeat once

Phase II

10-Yard Line. 6 rounds. (Instills shooting then moving from firing point)

5 seconds each command

Standing Point shoulder position.

- On command, draw and assume a ready position.
- On command utilizing a handheld or gun mounted light, fire 2 rounds, turn light off and step to the right.
- Decock and reassume a ready position.
- On command fire 2 rounds (on the same target) utilizing a handheld or gun mount light, turn light off and step back to the left.
- Decock and reassume a ready position.
- On command fire 2 rounds (on the same target) utilizing a handheld or gun mount light, turn light off and step to the right.
- Reload if necessary, decock, holster and step back to the left to the original shooting position.

Phase III

7-Yard Line. 4 rounds.

6 seconds each command

Point shoulder position.

- On command, draw and come to a ready position.

- On command utilizing a handheld or gun mounted light, fire 2 rounds from a point shoulder position.
- Decock and remain at the ready position
- Repeat once

Phase IV 7-Yard Line. 4 rounds.
20 seconds
Point shoulder position. Mandatory reload

- From a ready position.
- On command utilizing a handheld or gun mounted light, fire 2 rounds, reload and fire 2 rounds
- Decock and holster.

Phase V 5-Yard Line. 6 rounds.
5 seconds each command
One-handed, strong hand

- On command utilizing a handheld or gun mounted light (support hand with light may NOT in any way support the firing hand), draw and fire 2 rounds with the strong hand only.
- Decock and holster
- Repeat twice
- Reload if required and holster an uncocked weapon.
- **Secure handheld lights, no lights are used at the next position**

Phase VI 5-Yard Line. 6 rounds.
5 seconds each command
One-handed, support hand
NO LIGHTS (simulate the strong hand is disabled)

- On command, draw, assume a ready position. Pass the firearm over to the support hand and leave the strong arm limp at the side.

(Simulating disabling injury)

- Assume a ready position with the firearms in the support hand only.
- On command fire 2 rounds
- Decock and reassume a ready position
- Repeat twice
- Reload if necessary, decock and holster an uncocked weapon.

Phase VII 3 Yard line. 4 rounds
3 seconds each command
Standing Point Shoulder

- Standing, holding a handheld light in a manner the participant would while conducting a motor vehicle stop or field interview and inspecting credentials (i.e. light held over the shoulder or tucked under the armpit).
- On command draw and fire 2 rounds.
- Decock and holster
- Repeat once
- **Secure handheld lights, no lights are used at the next position.**

Phase VIII 1-Yard Line (or as close to a 1-yard line as safety dictates).
NO LIGHTS
3 seconds each command
Weapon retention position. (Begin with the support hand across the chest with the hand grasping the collar of the shooter's shirt or body armor.)
Each drill, 2 rounds. (Total 4 rounds).

- On command, from the interview stance position, draw and fire 2 rounds from a weapon retention position.
- Decock and holster.
- Repeat once.

- Clear all weapons. Holster a safe, empty weapon.

---END OF COURSE---

Note: Participants using 5-shot weapons will fire a total of 36 rounds following the course of fire on page 77 for low light qualification (5-Shot HNQC).

Retired officers will qualify in low light using the Handgun Night Qualification Course HNQC for Retired Law Enforcement Officers page 78.

Appendix D
Shotgun Qualification Course (SQC)
and
Shotgun Night Qualification Course (SNQC)

1. **Familiarization Requirements for Each Participant.**
 - a. Demonstrate safe handling of a shotgun.
 - b. Identify the major parts of the shotgun and explain the basic mechanical function of each major part.
 - c. Demonstrate the point shoulder position and ready positions.
 - d. Demonstrate the techniques of good marksmanship.
 - e. Identify different types of shotgun ammunition.
2. **Range** - 25 yards.
3. **Target** - FBI type Q target, either paper or cardboard.
4. **Course.**
 - a. Total of 10 rounds of authorized service load per participant.
 - b. Minimum passing score of 80% is required. This is computed by dividing the number of actual hits placed anywhere on the Q target by the total number of possible hits.
 - c. This same course of fire will be used for the Shotgun Qualification Course (SQC) conducted under daylight conditions and the Shotgun Night Firing Qualification Course (SNQC) conducted under night firing conditions, except the night firing course will not be timed.
 - d. Night firing conditions may be artificially created.

Phase I **25-Yard Line.**

- On command, inspect an empty safe weapon to become re-familiar with operation of the weapon.

- On command, proceed to the 20-yard line, carrying the weapon in a safe manner.

20-Yard Line. Time: 25 seconds. 5 rounds.

Police Ready Condition

Point Shoulder, Muzzle Depressed Position.

- With slide forward, safety on, load weapon with 4 rounds in magazine and assume a point shoulder, muzzle depressed position.
- On command, bring weapon up and work the action cycling a round into the chamber. Fire the 4 rounds in the weapon leaving action open after firing the fourth round.
- Combat load 1 round and fire from the point shoulder position.
- Upon firing the last round, leave action open and place safety on.

Phase II

10-Yard Line. Time: 35 seconds. 5 rounds.

Point Shoulder Position.

- On command, with shotgun in an empty, safe condition and action open, combat load 1 round, close action and load 2 rounds into the magazine.
- Assume point shoulder position; fire 3 rounds, keeping the action open after firing the third round.
- Combat load 1 round, close the action and load 1 round into the magazine.
- Assume point shoulder position; fire 2 rounds.

---STOP TIME---

- Place weapon in safe condition with the action open and the safety on.

---END OF COURSE---

Appendix D1
Shotgun Slug Qualification Course (SSQC)
and
Shotgun Slug Night Qualification Course (SSNQC)

1. Familiarization Requirements for Each Participant.

- a. Demonstrate safe handling of a shotgun.
- b. Identify the major parts of the shotgun and explain the basic mechanical function of each major part.
- c. Demonstrate the point shoulder position and ready positions.
- d. Demonstrate the techniques of good marksmanship.
- e. Identify different types of shotgun ammunition.

2. Range - Agency will determine farthest distance slugs are to be deployed (i.e. 50yards, 25yards).
Phase I will be fired from the farthest distance determined and Phase II from the mid-point from the farthest distance to the target line.
The Shotgun Slug Night Qualification Course (SSNQC) will be fired from the 25 yard- line for Phase I and the 10 yard-line for Phase II

3. Target - FBI type Q target, either paper or cardboard.

4. Course.

- a. Total of 10 rounds of authorized service slugs per participant.
- b. Minimum passing score of 80% is required. This is computed by counting the number of hits placed inside the scoring area on the Q target and multiply by 10.
- c. This same course of fire will be used for the Shotgun Slug Qualification Course (SSQC) conducted under daylight conditions and the Shotgun Slug Night Firing Qualification Course (SSNQC) conducted under night firing conditions, except the night firing course will not be timed.
- d. Night firing conditions may be artificially created.

Phase I **Farthest distance for deployment of slugs determined by the agency for the SSQC**
25-Yard Line for the SSNQC.

- On command, inspect an empty safe weapon to become re-familiar with operation of the weapon.

Time: 25 seconds. 5 rounds.

Police Ready Condition

Point Shoulder, Muzzle Depressed Position.

- With slide forward, safety on, load weapon with 4 rounds in magazine and assume a point shoulder, muzzle depressed position.
- On command, bring weapon up and work the action cycling a round into the chamber. Fire the 4 rounds in the weapon leaving action open after firing the fourth round.
- Combat load 1 round and fire from the point shoulder position.
- Upon firing the last round, leave action open and place safety on.

Phase II **Mid-point between the farthest distance determined by the agency and the target line for the SSQC**
10-Yard Line for the SSNQC.

Time: 35 seconds. 5 rounds.

Point Shoulder Position.

- On command, with shotgun in an empty, safe condition and action open, combat load 1 round, close action and load 2 rounds into the magazine.
- Assume point shoulder position; fire 3 rounds, keeping the action open after firing the third round.
- Combat load 1 round, close the action and load 1 round into the magazine.
- Assume point shoulder position; fire 2 rounds.

---STOP TIME---

- Place weapon in safe condition with the action open and the safety on.

---END OF COURSE---

Appendix E
Automatic/Semi-Automatic Subgun
Qualification Course (ASQC)

(This course will also be used for Personal Defense Weapons qualification)

1. Familiarization Requirements for Each Participant.

- a. Demonstrate the safe handling of the weapon.
- b. Demonstrate proper loading and unloading techniques.
- c. Demonstrate the techniques of proper physical stance.
- d. Demonstrate the techniques of good marksmanship.

2. Range - 50 yards. (50 yard-line course of fire may be conducted at the 25 yard-line utilizing an appropriate reduced size target)

3. Target - FBI type Q target, either paper or cardboard.

4. Course.

- a. Total of 60 rounds per participant.
- b. Magazine capacity and mode of fire (semi-automatic or full automatic) will be given on command at each firing stage. While using the full automatic mode, short bursts consistent with the cyclic rate of the weapon should be used.
- c. To achieve a passing score of 80% on the course, the participant must place a minimum of 48 shots within the border of the Q-target silhouette.
- d. Firing positions as indicated in the course. Hip shooting is prohibited.
- e. Any form of full automatic firing is prohibited at distances greater than the 10-yard line.
- f.. Mandatory reloading may be forced anywhere in the course at the discretion of the supervising firearms instructor, otherwise

ammunition management is the responsibility of the participant including "secondary weapon transition techniques"

- g. Subguns having only semi-automatic capabilities will fire "full auto" stages with semi-automatic double taps.

3 yard line 6 rounds, standing
1.5 seconds each command

- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap
- Repeat twice for a total of 6 rounds
- Place weapon on safe and move to the 5 yard line

5 yard line 6 rounds, standing
1.5 seconds each command

- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap
- Repeat twice for a total of 6 rounds
- Place weapon on safe and move to the 7 yard line

7 yard line 10 rounds, standing - alternative threat areas;
standing to kneeling

- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap to the body, then one round to the head. (2 seconds)
- Repeat once for a total of 6 rounds
- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap, assume a kneeling position and fire a 2 round burst or semi-automatic double tap. (6 seconds)
- Place the weapon on safe and move to the 10 yard line

10 yard line 6 rounds, standing

1.5 seconds each command

- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap
- Repeat twice for a total of 6 rounds
- Place the weapon on safe and move to the 15 yard line

15 yard line 4 rounds, standing to kneeling

8 seconds

Semi-automatic mode

- From a standing ready position, on command fire 2 rounds, assume a kneeling position and fire 2 rounds
- Place the weapon on safe and move to the 25 yard line

25 yard line 20 rounds, positions as per each stage

Semi-automatic mode

- From a standing ready position, (no cover) on command fire 1 round. (1 second)
- Repeat 4 times for a total of 4 rounds

Use of cover

- From a kneeling, **strong side**, ready position behind cover, on command roll out and fire 2 rounds (2 seconds)
- Repeat once
- From a standing (or over the top of cover), **strong side**, ready position behind cover, on command roll out and fire 2 rounds (2 seconds)
- Repeat once
- From a kneeling, **support side**, ready position behind cover, on command roll out and fire 2 rounds (2 seconds)
- Repeat once

- From a standing, (or over the top of cover) **support side**, ready position behind cover, on command roll out and fire 2 rounds (2 seconds)
- Repeat once
- Place weapon on safe and move to the 50 yard line

50 yard line 8 rounds, prone, kneeling

- From the prone position, on command fire 2 rounds. (4 seconds)
- Repeat once
- From the kneeling, **strong side of cover**, ready position, on command fire 2 rounds. (4 seconds)
- Repeat once
- Clear weapon and make it safe

—END OF COURSE—

Appendix F
Automatic/Semi-Automatic Subgun
Night Qualification Course (ASNQC)

(This course will also be used for Personal Defense Weapons qualification)

1. Familiarization Requirements for Each Participant.

- a. Demonstrate the safe handling of the weapon.
- b. Demonstrate proper loading and unloading techniques.
- c. Demonstrate the techniques of proper physical stance.
- d. Demonstrate the techniques of good marksmanship.

2. Range -25 yards.

3. Target - FBI type Q target, either paper or cardboard.

4. Course.

- a. Total of 50 rounds per participant.
- b. Magazine capacity and mode of fire (semi-automatic or full automatic) will be given on command at each firing stage. While using the full automatic mode, short bursts consistent with the cyclic rate of the weapon should be used.
- c. To achieve a passing score of 80%, the participant must place a minimum of 40 shots within the border of the Q-target silhouette.
- d. Firing position: Standing shoulder position.
Hip shooting is prohibited.
- e. Any form of full automatic firing is prohibited at distances greater than the 10-yard line.
- f. Night firing conditions may be artificially created.

5 yard line. 10 rounds. Semi-automatic or automatic mode.

Each drill - Time: 3 seconds. 2 round automatic burst or double

tap.

- Charge the weapon with a loaded magazine.
- On command, from standing shoulder ready, muzzle depressed position, fire a semi-automatic double tap or an automatic 2 round burst in 3 seconds.
- Repeat drill 4 times, firing a total of 10 rounds.

---STOP TIME---

7 yard line. 10 rounds. Semi-automatic or automatic mode.

Each drill - Time: 3 seconds.

2 round automatic burst or semi-automatic double tap.

- On command, from standing shoulder ready, muzzle depressed position, fire a semi-automatic double tap or an automatic 2 round burst in 3 seconds.
- Repeat drill 4 times, firing a total of 10 rounds.

---STOP TIME---

10 yard line. 10 rounds. Semi-automatic or automatic mode.

Each drill - Time: 3 seconds. 2 round automatic burst or semi-automatic double tap. (Total 10 rounds).

- On command, from standing shoulder ready, muzzle depressed position, fire a semi-automatic double tap or an automatic 2 round burst in 3 seconds.
- Repeat drill 4 times, firing a total of 10 rounds.

---STOP TIME---

- Reload if necessary

15 yard line. 10 rounds. Semi-automatic mode.

Drill 1 - Time: 6 seconds. 2 rounds.

Semi-automatic double tap. (Total 6 rounds).

- On command, from standing shoulder ready, muzzle depressed position, fire a semi-automatic double tap in 6 seconds. Place

weapon on safe and return to ready position.

- Repeat drill 2 times, firing a total of 6 rounds.

---STOP TIME---

Drill 2 - Time: 10 seconds. 4 rounds.

- On command, from standing shoulder ready, muzzle depressed position, fire 4 rounds in 10 seconds.

---STOP TIME---

25 yard line. 10 rounds. Semi-automatic mode.

Each drill - Time: 10 seconds. 5 rounds.

- On command, from standing shoulder ready, muzzle depressed position, fire 2 rounds standing then 3 rounds kneeling. Place weapon on safe and return to ready position.
- Repeat drill 1 time, firing a total of 10 rounds.

---STOP TIME---

END NIGHT COURSE, SCORE TARGETS

Appendix G
Automatic/Semi-Automatic Police Service Rifle
Qualification Course (ARQC)

1. Familiarization Requirements for Each Participant.

- a. Demonstrate the safe handling of the weapon.
- b. Demonstrate proper loading and unloading techniques.
- c. Demonstrate the techniques of proper physical stance.
- d. Demonstrate the techniques of good marksmanship.

2. Range - 100 yards. (100 & 75 yard-lines may be simulated with the use of an appropriate reduced target at the 50 yard-line. The 100 , 75 & 50 yard-line courses of fire may NOT be fired with reduced size targets at the 25 yard-line)

3. Target - FBI type Q target, either paper or cardboard.

4. Course.

- a. Total of 60 rounds per participant.
- b. Magazine capacity will be given on command at each firing stage.
- c. To achieve a passing score of 80%, the participant must place a minimum of 48 shots within the border of the Q-target silhouette.
- d. Firing positions are as indicated in the course.

Any form of full automatic firing is prohibited at distances greater than the 10-yard line.

100 yard line 10 rounds, Prone, sitting or squatting
One minute each position

- From the prone position, on command fire 5 rounds. (1 minute)
- a. From a sitting or squatting position, on command fire 5 rounds (1 minute)

- Place weapon on safe and move to the 75 yard line

75 yard line 10 rounds, standing and kneeling
5 seconds each stage

- From a standing ready position, on command fire 2 rounds. (5 seconds)
- Repeat once for a total of 4 rounds
- From a kneeling ready position, on command fire 2 rounds. (5 seconds)
- Repeat twice for a total of 6 rounds
- Reload if necessary
- Place the weapon on safe and move to the 50 yard line

50 yard line 20 rounds, positions as per each stage
5 seconds each stage

- From standing ready position, on command fire 2 rounds. (5 seconds)
- Repeat once for a total of 4 rounds
- From a kneeling ready position, on command fire 1 round (5 seconds)
- Repeat 5 times for a total of 6 rounds
- From a standing or kneeling ready position behind cover, on command fire 1 round. (5 seconds)
- Repeat 4 times for a total of 5 rounds
- From a standing or kneeling ready position behind cover, on command fire 1 round (5 seconds)
- Repeat 4 times for a total of 5 rounds
- Reload if necessary, place the weapon on safe and move to

the 25 yard line

25 yard line 6 rounds, as per drill
30 seconds

Use of cover

- From a kneeling, strong side of cover ready position, on command fire 2 rounds; assume an over the top of cover position and fire 2 rounds; assume a support side kneeling position behind cover and fire 2 rounds. (30 seconds)
- Place weapon on safe and move to the 15 yard line

15 yard line 4 rounds, standing to kneeling
8 seconds

- From a standing ready position, on command fire 2 rounds; assume a kneeling position and fire 2 rounds. (8 seconds)
- Place the weapon on safe and move to the 7 yard line

7 yard line 5 rounds, standing, standing alternative threat areas

- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap. (3 seconds)
- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap to the body then one shot to the head. (4 seconds)
- Place weapon on safe and move to the 5 yard line

5 yard line 5 rounds, standing, standing alternative threat areas

- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap. (3 seconds)
- From a standing ready position, on command fire a 2 round burst or semi-automatic double tap to the body then one shot to the head. (4 seconds)
- Clear the weapon and make it safe

---END OF COURSE---

Appendix H

Police Carbine Qualification Course (PCQC)

1. Familiarization Requirements for Each Participant

- a. Demonstrate the safe handling of the weapon.
- b. Demonstrate proper loading and unloading techniques.
- c. Demonstrate the techniques of proper physical stance.
- d. Demonstrate the techniques of good marksmanship.

2. Range - 50 yards

3. Target - F B I type Q target, either paper or cardboard.

4. Course

- a. Total of 60 rounds per participant.
- b. Magazine capacity will be given on command at each firing stage.
- c. To achieve a passing score of 80%, the participant must place a minimum of 48 shots within the border of the Q-target silhouette.
- d. Firing positions are as indicated in the course.

50 yard line 10 rounds, Kneeling, prone
40 seconds each stage

- From the kneeling ready position, on command fire 5 rounds (40 seconds)
- Place weapon on safe and assume the prone position
- From the prone position, on command fire 5 rounds. (40 seconds)
- Place weapon on safe, stand up and move to the 25 yard line

25 yard line 20 rounds, **use of cover**

- Standing or kneeling. From the ready position on the **strong side** of cover, on command roll out and fire 2 rounds, roll out from the **support side** of cover and fire 2 rounds. (10 seconds)
- Repeat once for a total of 8 rounds
- Standing or kneeling. From the ready position on the **strong side** of cover, roll out and fire 2 rounds, reload, roll out and fire 2 rounds. (15 seconds)
- Kneeling or crouching. From the ready position behind cover, on command fire 2 rounds **over the top of cover**. (3 seconds)
- Repeat 3 times for a total of 8 rounds
- Place the weapon on safe and move to the 15 yard line

15 yard line 15 rounds, standing and kneeling, mandatory reload

- From a standing ready position, on command fire 2 rounds, assume a kneeling position and fire 2 rounds. (10 seconds)
- Repeat once for a total of 8 rounds
- From a standing ready position, on command fire 2 rounds assume a kneeling position, reload and fire 5 rounds. (15 seconds)
- Place the weapon on safe and move to the 10 yard line

10 yard line 5 rounds, standing side steps

- From a standing ready position, on command double tap the body, step to the right and double tap the body, step to the left and fire 1 round to the head. (No time)
- Place the weapon on safe and move to the 7 yard line

7 yard line 6 rounds, standing
1 second each command

Semi-Annual Firearms Qualification and Requalification Standards

- From a standing ready position, on command double tap the target. (1 second)
- Repeat twice for a total of 6 rounds
- Place the weapon on safe and move to the 5 yard line

5 yard line 4 rounds, standing, transition to handgun

(Transition by bringing the back of the support hand holding the forend of the carbine to the top of the support thigh. This will bring the muzzle down in a safe direction and keep the stock of the carbine from blocking the draw. This may be practiced "dry" prior to live fire.)

- From a standing ready position, on command double tap the target, transition to the handgun and double tap the target.
- Holster an uncocked handgun
- Clear and make safe the carbine

—END OF COURSE---

Appendix I
Police Carbine Qualification Night Course (PCQNC)

1. Familiarization Requirements for Each Participant

- a. Demonstrate the safe handling of the weapon.
- b. Demonstrate proper loading and unloading techniques.
- c. Demonstrate the techniques of proper physical stance.
- d. Demonstrate the techniques of good marksmanship.

2. Range - 25 yards

3. Target - FBI type Q target, either paper or cardboard

4. Course

- a. Total of 40 rounds per participant.
- b. Magazine capacity will be given on command at each firing stage.
- c. To achieve a passing score of 80%, the participant must place a minimum of 32 shots within the border of the Q- target silhouette.
- d. Firing positions are as indicated in the course.

Phase I 25 yard line. Total 10 rounds

Standing to Kneeling Cover Position

- Assume a standing, shoulder ready, position.
- On command shooter moves to and assumes kneeling cover position, fires 5 rounds.
- Time: 10 seconds
- Repeat once

--- STOP TIME ---

Phase II **15 yard line.** Total 10 rounds.

Standing Muzzle Depressed Position

- On command, shooter assumes a standing, shoulder ready, muzzle depressed position.
- On command fire 2 shots.
- Time: 4 seconds
- Repeat twice
- Total 6 rounds

Standing to Kneeling Position

- On command, shooter assumes a standing, shoulder ready, muzzle depressed position.
- On command shooter assumes a kneeling position and fires 4 rounds.
- Time: 8 seconds

--- STOP TIME ---

Phase III **10 yard line.** Total 10 rounds.

Standing Assault Ready Position

- On command, shooter assumes a standing assault ready position.
- On command fire a semi-automatic double taps.
- Time 2 seconds
- Repeat 4 times
- Total 10 rounds

--- STOP TIME ---

Phase IV 7 yard line. Total 10 rounds

Standing Assault Ready Position to Transition

- On command, shooter assumes a standing assault ready position.
- On command fire a semi-automatic double tap.
- Time 2 seconds
- Repeat twice for a total of 6 rounds
- On command fire a semi-automatic double tap then transition to the handgun and fire a double tap.

--- END OF COURSE ---

Appendix J
Scoped rifle Qualification Course (SRQC)

1. Familiarization Requirements for Each Participant

- a. Demonstrate the safe handling of the weapon.
- b. Demonstrate proper loading and unloading techniques.
- c. Demonstrate the techniques of proper physical stance.
- d. Demonstrate the techniques of good marksmanship.

2. Range - 100 yards

3. Target - New Jersey Division of Criminal Justice Scoped Rifle Qualification Target

4. Course

- a. Total of 10 rounds per participant. (More rounds may be fired if "follow-up" shots are necessary)
- b. Load rifle to magazine capacity close bolt on an empty chamber or round in the chamber and bolt handle up with safe "off".
- c. To achieve a passing score of 90%, the participant must place a minimum of 8 shots inside the prescribed sub-targets and must have hit the "cold bore" sub-target.
- d. Firing positions are as indicated in the course.

Note: Bolt action rifles: After each shot the shooter must work the action of the bolt to chamber the next round.

Alibis - Should the observer call a "miss" the shooter may immediately fire another round. If the second round scores no penalty will be incurred, even if original time limit lapsed. (This does not apply to the "cold bore" shot)

If the shooter did not follow through and is not ready to fire a "follow-up" round, the shooter will **not** be given an "alibi".

100 yard line 1 round, "Cold Bore" shot, (this shot must have hit the "CB" sub-target to continue)

7 seconds

- In the prone position chamber 1 round
- On command fire one shot on the "CB" sub-target (7 seconds)
- If the shot was a miss, shooter must abort the remainder of the course; record a "non-qualification" status; take the necessary time and action to return the rifle to "cold bore" status. Once "cold bore" status has been achieved, the shooter may attempt qualification again.
- With positive results the shooter should clear the chamber of the rifle, close and lock the bolt on an empty chamber or have a round in the chamber with the bolt handle up (unlocked) and safety "off" and move to the 75 yard line

75 yard line 2 rounds, prone

6 seconds

- In the prone position chamber 1 round
- On command fire 1 round on sub-target # 1 and 1 round into sub-target # 2 (6 seconds)
- Clear the rifle's chamber and close and lock the bolt on an empty chamber or chamber the next round and leave the bolt handle up (unlocked) with the safety "off".
- **Carrying all equipment, the shooter will jog to and touch the target, then jog back to the 50 yard line**

50 yard line 3 rounds shooter's choice of position(no prone), rifle may be supported (rifle on top of bench or other object)

10 seconds

- Assume position, chamber 1 round
- On command fire 1 shot on each sub-target "A", "B", and "C" (10 seconds)

- Clear the chamber, close and lock the bolt on an empty chamber or chamber a round and leave the bolt handle up (unlocked) with the safety "off"
- Move to the 25 yard line

25 yard line 3 rounds, shooter's choice of position (no prone), rifle may be supported
1 second each command

- Assume position, chamber 1 round
- On command fire 1 round on sub-target "25" (1 second)
- Repeat twice for a total of 3 rounds
- Clear the chamber of the rifle, close and lock the bolt on an empty chamber or chamber a round and leave the bolt handle up (unlocked) with the safety "off"
- Carrying all equipment, jog back to the 100 yard line

100 yard line 1 round, shooter's choice of position
5 seconds

- Assume position and chamber 1 round
- On command fire 1 round on the "triangle" sub-target (5 seconds)
- Unload the rifle and make it safe

—END OF COURSE---

In-Service Requalification HQC 1

Range: 25 yards

Target: FBI "Q" type

60 rounds

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
25 yds	4	Kneeling strong side of cover	Shooter will start standing 2 yards behind the barricade. On command the shooter will move forward and fire 4 rds from the strong side of cover kneeling. Remain behind cover in a ready position with visual focus towards the threat area.	30 sec.
	4	Over the top of cover	On command fire 4 rds over the top of cover. Remain behind cover in a ready position with visual focus towards the threat area.	30 sec.
	4	Support side of cover, kneeling or standing (Strong hand)	On Command fire 4 rds with the strong hand (supported is recommended) from the support side of cover kneeling or standing. Reload if necessary decock and holster. Replenish loading devices	30 sec.
15 yds	12	Standing	Draw and fire 3 rds standing, decock and holster	5 sec.
15 yds		Standing & kneeling	Draw and fire 3 rds standing, assume a kneeling position and fire 6 rds kneeling	25 sec.
10 yds	6	Ready	From the ready position fire 2 rds on each command to fire	3sec. (3X)
7 yds	12	Standing	Draw, fire 3 rds, decock and holster	4 sec.
7 yds		Standing	Draw, fire 3 rds, make a magazine change, fire 3 rds, decock and holster	15 sec.
7 yds		Standing	Draw, fire 3 rds, decock and holster	4 sec.
5 yds	12	Standing one hand, strong side	Draw fire 2 rds one-handed with the strong hand, decock and holster	4 sec. (3X)
5 yds		Standing one hand, support hand	Weapon should be in the support hand at the ready. Fire 2 shots one-handed with the support hand each command, return to the ready.	3 sec. (3X)
1 yd	6	Standing, weapon retention	Assume an interview stance position. Draw and fire 2 rds from the weapon retention position, decock and holster.	2 sec. (3X)
End course, score targets (48 hits = 80%)				

In-Service Requalification HQC 2**Range: 25 yards****Target: FBI "Q" type****50 rounds**

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
25 yds	4	Strong side of cover kneeling	Shooter will start standing 2 yards behind the barricade. On command the shooter will move forward and fire 4 rds from the strong side of cover kneeling. Remain behind cover in a ready position with visual focus towards the threat area.	30 sec.
	3	Over the top of cover	On command fire 4 rds over the top of cover. Remain behind cover in a ready position with visual focus towards the threat area.	25 sec.
	3	Support side of cover, kneeling or standing (Strong hand)	On Command fire 4 rds with the strong hand (supported is recommended) from the support side of cover kneeling or standing. Reload if necessary decock and holster. Replenish loading devices	25 sec.
15 yds	10	Standing	Draw and fire 3 rds standing, decock and holster	5 sec.
15 yds		Standing & kneeling	Draw and fire 3 rds standing, assume a kneeling position and fire 4 rds kneeling	25 sec.
10 yds	6	Standing, Ready	From the ready position fire 2 rds on each command to fire	3 sec. (3X)
7 yds	12	Standing	Draw, fire 3 rds, decock and holster	4 sec.
7 yds		Standing	Draw, fire 3 rds make a magazine change, fire 3 rds, decock and holster	15 sec.
7 yds		Standing	Draw, fire 3 rds, decock and holster	4 sec.
5 yds	8	Standing one hand, strong side	Draw fire 2 rds one-handed with the strong hand, decock and holster	4 sec. (2X)
5 yds		Standing one hand, support hand	Weapon should be in the support hand at the ready. Fire 2 shots one-handed with the support hand each command, return to the ready.	3 sec. (2X)
1 yd	4	Standing, weapon retention	Assume an interview stance position. Draw and fire 2 rds from the weapon retention position, decock and holster.	2 sec. (2X)

End course, score targets (40 hits = 80% - 2 points per hit)

Semi-Annual Firearms Qualification and Requalification Standards

Handgun Night Qualification Course HNQC

(for retired officers HNQC see page 78)

Range: 15 yards

Target: FBI "Q" type

40 rounds

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
15 Yds	6	Standing To Kneeling	From a secured holster position, draw and fire 1 round standing then 2 rounds kneeling, utilizing a handheld or gun mounted light. Decock, holster and recover to a standing <u>ready position</u> . From the ready position fire 1 round standing then 2 rounds kneeling. Reload if necessary, decock and holster.	20 sec.
10 Yds	6	Standing Point Shoulder	From a <u>ready position</u> , on command fire 2 rounds utilizing a handheld or gun mounted light, light off and step to the right. On command fire 2 rounds utilizing a handheld or gun mounted light, light off and step to the left. On command fire 2 rounds utilizing a handheld or gun mounted light, light off and step to the right. Reload if necessary, decock and holster.	5 sec.
7 Yds	4	Standing Point Shoulder	Draw and bring the weapon to a ready position. On command fire 2 rounds utilizing a handheld or gun mounted light and return to the ready position. Repeat once	6 sec.
	4	Standing Point Shoulder; Mandatory magazine change	From a ready position on command fire 2 rounds utilizing a handheld or gun mounted light, make a magazine change and fire 2 rounds, decock and holster.	20 sec.
5 Yds	12	One Handed shooting (strong side)	From a secured holstered position on command draw and fire 2 rounds, utilizing a handheld or gun mounted light, (support hand may not be used to stabilize the handgun). Repeat twice	5 sec.
		One handed shooting (support side)	Weapon should be in the support hand at a ready position. (Strong side hand and arm is limp at the side.) No handheld lights may be used. On command fire 2 rounds and return to the ready. Repeat twice, decock and holster	5 sec.
3 yards	4	Standing Point Shoulder	Standing, holding a handheld light in a manner the officer would while making a motor vehicle stop or conducting a field interview and examining identification (i.e. over the shoulder or under the armpit) from a secured holstered position draw and fire 2 rounds. Repeat once. Decock and holster	3 sec.
1 yd	4	Weapon Retention	Without a light from a secured holstered position, on command draw and fire 2 rounds from the weapon retention position. Repeat once.	3 sec.
End course, score targets (32 hits = 80%)				

*Ambient light may be provided. If light dimming goggles are used, handheld lights must be deployed where indicated.

Semi-Annual Firearms Qualification and Requalification Standards

In-Service Requalification HQC 1 (5 Shot)

Range: 25 yards

Target: FBI "Q" type

50 rounds

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
25 yds	4	Kneeling strong side of cover	Shooter will start standing 2 yards behind the barricade. On command the shooter will move forward and fire 4 rds from the strong side of cover kneeling. Remain behind cover in a ready position with visual focus towards the threat area.	30 sec.
	3	Over the top of cover	On command fire 1 rd over the top of cover, reload and fire 2 shots over the top of cover. Remain behind cover in a ready position with visual focus towards the threat area.	30 sec.
	3	Support side of cover, kneeling or standing (Strong hand)	On Command fire 3 rds with the strong hand (supported is recommended) from the support side of cover kneeling or standing. Reload if necessary and holster. Replenish loading devices	30 sec.
15 yds	10	Standing	Draw and fire 3 rds standing, and holster	5 sec.
		Standing & kneeling	Draw and fire 2 rds standing, assume a kneeling position reload and fire 5 rds kneeling	25 sec.
10 yds	5	Ready	From the ready position fire 2 rds on each of the first two commands to fire and 1 rd on the last command	3 sec. (3X)
7 yds	10	Standing	Draw, fire 3 rds, and holster	4 sec.
			Draw, fire 2 rds, reload, fire 2 rds, and holster	15 sec.
			Draw, fire 3 rds, reload and holster	4 sec.
5 yds	10	Standing one hand, strong side	Draw fire 2 rds one handed with the strong hand, and holster on the first two fire commands and 1 rd on the last fire command	4 sec. (3X)
		Standing one hand, support hand	Weapon should be in the support hand at the ready. Fire 2 shots one handed with the support hand on each of the first two commands, and 1 rd on the last fire command. Return to the ready after each set.	3 sec. (3X)
1 yd	5	Standing, weapon retention	Assume an interview stance position. Draw and fire 2 rds from the weapon retention position, and holster. On the last command fire only 1 rd.	2 sec. (3X)
End course, score targets (2 points per hit; 40 hits = 80%)				

Semi-Annual Firearms Qualification and Requalification Standards

5 Shot - Handgun Night Qualification Course HNQC

Range: 15 yards

Target: FBI "Q" type

36 rounds

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
15 Yds	5	Standing To Kneeling	From a secured holster position, draw and fire 1 round standing then 2 rounds kneeling, utilizing a handheld or gun mounted light. Holster, recover to a standing ready position. From the ready position fire 1 round standing then 1 round kneeling. Reload and holster.	20 sec.
10 Yds	5	Standing Point Shoulder	From a ready position, on command fire 2 rounds utilizing a handheld or gun mounted light, light off and step to the right. On command fire 2 rounds utilizing a handheld or gun mounted light, light off and step to the left. On command fire 1 round utilizing a handheld or gun mounted light, light off and step to the right. Reload and holster.	5 sec.
7 Yds	4	Standing Point Shoulder	Draw and bring the weapon to a ready position. On command fire 2 rounds utilizing a handheld or gun mounted light and return to the ready position. Repeat once	6 sec.
	4	Standing Point Shoulder; Mandatory reload	From a ready position on command fire 1 round utilizing a handheld or gun mounted light, reload and fire 3 rounds, top off the cylinder and holster.	20 sec.
5 Yds	10	One Handed shooting (strong side)	From a secured holstered position on command draw and fire 2 rounds, utilizing a handheld or gun mounted light, (support hand may not be used to stabilize the handgun). Repeat once, then repeat firing one round. Reload and holster	5 sec.
		One handed shooting (support side)	Weapon should be in the support hand at a ready position. (Strong side hand and arm is limp at the side.) No handheld lights may be used. On command fire 2 rounds and return to the ready. Repeat once, then repeat firing one round, reload and holster	5 sec.
3 yards	4	Standing Point Shoulder	Standing, holding a handheld light in a manner the officer would while making a motor vehicle stop or conducting a field interview and examining identification (i.e. over the shoulder or under the armpit) from a secured holstered position draw and fire 2 rounds. Repeat once. Top off the cylinder and holster.	3 sec.
1 yd	4	Weapon Retention	Without a light from a secured holstered position, on command draw and fire 2 rounds from the weapon retention position. Repeat once.	3 sec.
End course, score targets (29 hits = 80%)				

*Ambient light may be provided

Handgun Night Qualification Course HNQC
For Retired Law Enforcement

Range: 15 yards

Target: FBI "Q" type

40 rounds

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
15 Yds	6	Standing Point Shoulder	From a secured holster position, draw and fire 2 rounds and returned to a ready position. From the ready position, on command fire 2 rounds and return to the ready. From the ready position on command fire 2 rounds, reload if necessary, decock and holster.	6 sec. 4 sec.
10 Yds	6	Standing Point Shoulder	Draw and bring the weapon to a ready position. On command fire 2 rounds and return to the ready position. Repeat twice, reload if necessary, decock and holster	4 sec.
7 Yds	4	Standing Point Shoulder	Draw and bring the weapon to a ready position. On command fire 2 rounds and return to the ready position. Repeat once	4 sec.
	4	Standing Point Shoulder; Mandatory magazine change	On command fire 2 rounds, make a magazine change and fire 2 rounds, return to the ready position	15 sec.
	4	Standing Point Shoulder	On command fire 2 rounds and return to the ready position. Repeat once. Decock and holster.	4 sec.
5 Yds	12	Standing Point Shoulder	From a secured holster position, draw and fire 3 rounds, then assume a ready position. From a ready position, on command fire 2 rounds, and return to a ready position, repeat twice. From a ready position on command fire 3 rounds, reload if necessary, decock and holster	5 sec. 4 sec. 5 sec.
1 yd	4	Weapon Retention	From a secured holstered position, on command draw and fire 2 rounds from the weapon retention position. Repeat once.	3 sec.
End course, score targets (40 hits = 100%; 32 hits = 80% minimal for qualification)				

Shotgun Qualification Course

Used for both daylight and night qualification

Range: 20 yards

Target: FBI "Q" type

10 rounds

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
20 Yds	5	Standing Point Shoulder	On command with the action forward, safety on and muzzle depressed, load the shotgun with 4 rounds into the magazine. On command from a standing point shoulder position, fire the 4 rounds; Combat load a 5 th round and fire that 5 th round. Action open, safety on, muzzle depressed.	25 sec.
10 Yds	5	Standing Point Shoulder	With the action open and safety on, on command combat load 1 round, load 2 rounds into the magazine and fire those 3 rounds. Combat load 1 round and load 1 round into the magazine; fire those 2 rounds. Action open, safety on, muzzle depressed.	35 sec.
End course, score targets: Score any hit on the paper or cardboard not just in the scoring silhouette. 9 pellet OO Buck - 72 hits = 80% 8 pellet OO Buck - 64 hits = 80%				

Shotgun Slug Qualification Course

Used for both daylight and night qualification

Range: see note below **Target: FBI "Q" type** **10 rounds**

Agency will determine farthest distance slugs are to be deployed (i.e. 50yards, 25yards)

Phase I will be fired from the farthest distance determined

Phase II from the mid-point from the farthest distance to the target line.

The Shotgun Slug Night Qualification Course (SSNQC) will be fired from the 25 yard- line for Phase I and the 10 yard-line for Phase II

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
50 Yds	5	Standing Point Shoulder	On command with the action forward, safety on and muzzle depressed, load the shotgun with 4 rounds into the magazine. On command from a standing point shoulder position, fire the 4 rounds; Combat load a 5 th round and fire that 5 th round. Action open, safety on, muzzle depressed.	25 sec.
25 Yds	5	Standing Point Shoulder	With the action open and safety on, on command combat load 1 round, load 2 rounds into the magazine and fire those 3 rounds. Combat load 1 round and load 1 round into the magazine; fire those 2 rounds. Action open, safety on, muzzle depressed.	35 sec.
End course, score targets: Score only hits <u>inside the scoring area</u> of the Q target # of hits X 10 = % Qualification = 80%				

Semi-Annual Firearms Qualification and Requalification Standards

Subgun Qualification Course (ASQC)

(This course will also be used for Personal Defense Weapon Qualification)

All positions are beginning at the "shoulder ready" position.

Magazine change may be forced at instructor's discretion. Otherwise, participant is responsible for ammo management, including secondary weapon transition techniques.

Range 50 yards

Target: FBI "Q" type

60 rounds

<u>Range</u>	<u>Rds</u>	<u>Position</u>	<u>Fire Mode</u>	<u>Course of fire</u>	<u>Time</u>
3 yds	6	Standing	Auto	On command fire a 2 round burst	1.5 sec. (3X)
5 yds	6	Standing	Auto	On command fire a 2 round burst	1.5 sec. (3X)
7 yds	6	Standing	Auto (2rds body, 1 rd head)	On command fire a 2 round burst to the body, then one shot to the head	2 sec. (2X)
	4	Standing to kneeling	Auto	On command from a standing position fire a 2 round burst, assume a kneeling position and fire a 2 round burst	6 sec.
10 yds	6	Standing	Auto	On command fire a 2 round burst	1.5 sec. (3X)
15 yds	4	Standing to Kneeling	Semi	On command fire 2 rounds, assume a kneeling position and fire 2 rounds	8 sec.
25 yds	4	Standing	Semi	On command fire 1 round	1 sec. (4X)
25 yds	4	Kneeling strong side of cover (roll out)	Semi	On command fire 2 rounds	2 sec. (2X)
25 yds	4	Standing strong side of cover (roll out) or over the top of cover	Semi	On command fire 2 rounds	2 sec. (2X)
25 yds	4	Kneeling support side of cover (roll out)	Semi	On command fire 2 rounds	3 sec. (2X)
25 yds	4	Standing support side of cover (roll out) or over the top of cover	Semi	On command fire 2 rounds	3 sec. (2X)
50 yds	4	Prone	Semi	On command fire 2 rounds	4 sec. (2X)
50 yds	4	Kneeling strong side of cover	Semi	On command fire 2 rounds	4 sec. (2X)

48 hits = 80% score same as HQC

Subgun Night Qualification Course

(This course will also be used for Personal Defense Weapon or Rifle night qualification)

Range: 25 yards

Target: FBI Q Type

50 rounds

<u>Range</u>	<u>Rds</u>	<u>Position</u>	<u>Fire Mode</u>	<u>Course of fire</u>	<u>Time</u>
5 yds	10	Standing	Auto or Semi-auto	On command fire a 2 round burst or semi-automatic double tap	3 sec. (5X)
7 yds	10	Standing	Auto or Semi-auto	On command fire a 2 round burst or semi-automatic double tap	3 sec. (5X)
10 yds	10	Standing	Auto or Semi-auto	On command fire a 2 round burst or semi-automatic double tap	3 sec. (5X)
15 yds	10	Standing	Semi-auto	On command fire a semi-automatic double tap	6 sec. (3X)
		Standing	Semi-auto	On command fire 4 rounds	10 sec.
25 yds	10	Standing to Kneeling	Semi-auto	On command fire 2 rounds standing; then 3 rounds kneeling rounds	10 sec. (2X)
40 hits = 80%					

Semi-Annual Firearms Qualification and Requalification Standards

Automatic/Semi-Automatic Police Service Rifle
Qualification Course (ARQC)

Range: 100 yards

Target: FBI "Q" type

60 rounds
3 - 20 rd magazines

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of Fire</u>	<u>Time</u>
100 yds	5	Prone	On command fire 5 rounds	1 min.
	5	Sitting or Squatting	On command fire 5 rounds	1 min.
75 yds	4	Standing	On command fire 2 rounds	5 sec. (2X)
	6	Kneeling	On command fire 2 rounds	5 sec. (3X)
50 yds	4	Standing	On command fire 2 round;	5 sec. (2X)
	6	Kneeling	On command fire 1 round	5 sec. (6X)
	5	Standing or kneeling from strong side of cover	On Command fire 1 round	5 sec. (5X)
	5	Standing or kneeling from support side of cover	On command fire 1 round	5 sec. (5X)
25 yds	6	Kneeling, strong side cover; over the top of cover; Kneeling support side of cover	On Command fire 2 rounds from the strong side of cover; Fire 2 rounds over the top of cover; Fire 2 round from the support side of cover	30 sec.
15 yds	4	Standing to kneeling	On command fire a double tap standing, Drop to kneeling an fire a double tap from kneeling	8 sec.
7 yds	2	Standing	On command fire a double tap; or 2 round burst;	3 sec.
	3	Standing	On command fire a double tap or 2 round burst to the chest, then 1 shot to the head	4 sec.
5 yds	2	Standing	On command fire a double tap; or 2 round burst;	3 sec.
	3	Standing	On command fire a double tap or 2 round burst to the chest, then 1 shot to the head	4 sec.
60 rounds fired score same as HQC 48 hits = 80%				

If the rifle is to be used as **patrol supplement** or as an **entry weapon**, use the Subgun Night Qualification Course for semi-annual low light qualification.

Police Carbine Qualification Course (PCQC)

Range: 50 yards

Target: FBI "Q" type

60 rounds

Range	Rounds	Position	Course of fire	Time
50 yds	10	Kneeling	From a kneeling ready position, fire 5 rds,	40 sec..
		Prone	From a prone position, on command fire 5 rounds	40 sec.
25 yds	20	Cover	Roll out from strong side of cover and fire 2 rounds; roll out from the support side of cover and fire 2 rds	10 sec. (2X)
			Roll out fire 2 rds from strong side of cover, reload fire 2 rds from the strong side of cover	15 sec.
			Over the top of cover fire 2 rds	3 sec. (4X)
15 yds	20	Standing & kneeling	Fire 2 rds from standing, assume the kneeling position and fire 2 rds	10 sec. (2X)
Standing & kneeling		Fire 2 rds standing, assuming kneeling, reload, fire 5 rds kneeling	15 sec.	
10 yds		Standing (side steps)	Double tap the body, step to the right and double tap the body, step to the left and fire one shot to the head	N/A
7 yds	10	Standing	Double tap the target	1 sec. (3X)
5 yds		Standing	Fire 2 rds from the carbine, transition to handgun and fire 2 rds	8 sec.
End course, score targets (48 hits – 80%)				

Police Carbine Night Qualification Course PCNQC

Range: 25 yards

Target : FBI Q Type

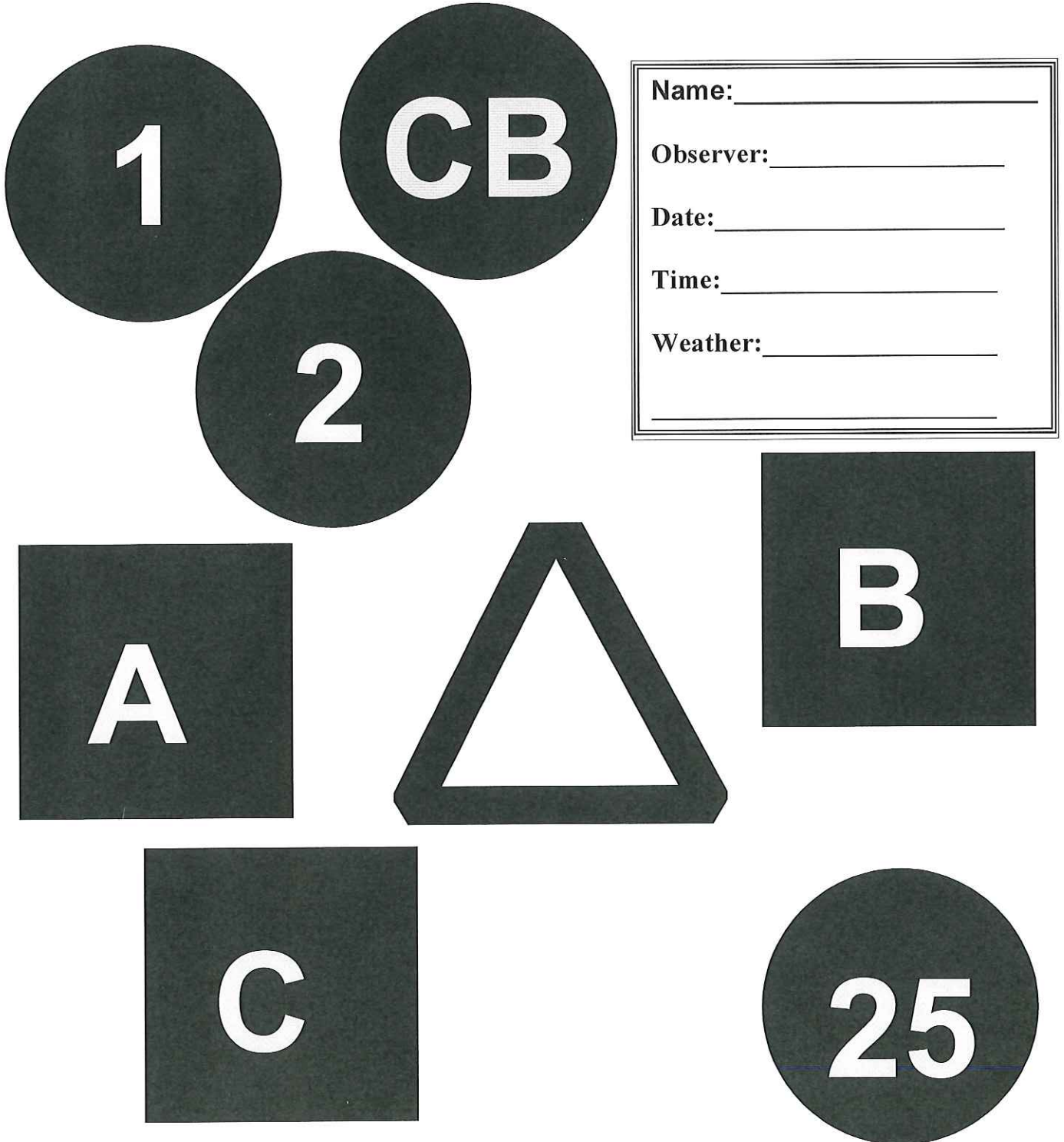
40 rounds

<u>Range</u>	<u>Rds</u>	<u>Position</u>	<u>Fire Mode</u>	<u>Course of fire</u>	<u>Time</u>
25 yds	10	Standing to kneeling, cover	Semi-auto	From a standing position, on command move to a kneeling cover position and fire 5 rounds	10 sec. (2X)
15 yds	10	Standing	Semi-auto	On command fire a semi-automatic double tap	4 sec. (3X)
		Standing to kneeling	Semi-auto	From a standing position, on command assume a kneeling position and fire 4 rounds	8 sec.
10 yds	10	Standing	Semi-auto	On command fire a semi-automatic double tap	2 sec. (5X)
7 yds	10	Standing	Semi-auto	On command fire a semi-automatic double tap	2 sec. (3X)
		Standing	Semi-auto	On command fire a semi-automatic double tap, transition to the handgun and fire a double tap	N/A
32 hits = 80%					

Scoped Rifle Requalification**Range: 100 yards****Target: NJ DCJ scoped rifle target****10 rounds**

<u>Range</u>	<u>Rounds</u>	<u>Position</u>	<u>Course of fire</u>	<u>Time</u>
- To begin the shooter will fully load the magazine of the rifle, then close and lock the bolt on an empty chamber or round in chamber, bolt forward, bolt handle up (safety will always remain "off"). - The rifle will be in this condition whenever the shooter moves from position to position. - At any point during the qualification, if the spotter advises, "miss", the shooter may <u>immediately</u> fire another round. If the second round scores no penalty will be incurred even if original time elapsed. (This does not apply to the cold bore shot) - If the shooter did not follow through and is not ready to fire a "follow-up" round, the shooter will not be given an "alibi".				
100 yds	1 (Cold Bore)	Prone	On command fire one round (cold bore) on (CB) circle. Shooter will immediately re-chamber a round. Fired round must score to continue the course.	7 sec.
75 yds	2	Prone	On command fire 1 round on # 1 and 1 round on # 2. Shooter will immediately re-chamber a round after the second round. Reload, close and lock the bolt on an empty chamber.	6 sec.
Carrying all equipment, the shooter will jog to the target line and touch the target, then jog back to the 50-yard line and assume a shooting position.				
50 yds	3	Shooter's choice (No prone) —supported (rifle on top of bench or other object)	On command fire 1 shot on A, B and C. Shooter will immediately re-chamber a round after the third round. Reload, close and lock the bolt on an empty chamber. Move to the 25-yard line.	10 sec.
25 yds	3	Shooter's choice supported (no prone)	On command fire 1 round on "25" circle. Shooter will immediately re-chamber a round after the each round. Assure at least two rounds are in the magazine, then close and lock the bolt on an empty chamber.	1 sec. (3X)
Carrying all equipment, jog back to the 100-yard line.				
100 yds	1	Shooter's choice	On command fire 1 round on the "triangle" target. Shooter will immediately re-chamber a round. Clear the rifle – End of Qualification	5 sec.
Cold Bore round + 8 other hits to qualify (90%)				

New Jersey Division of Criminal Justice
Scoped Rifle Qualification Target



Semi-Annual Firearms Qualification and Requalification Standards

<u>Qualification Matrix</u>					
<u>Weapon</u>	<u>Day Qualification</u>	<u>Night Qualification</u>	<u>Quarterly Training</u>		<u>Instructor Requirements</u>
			<u>Yes</u>	<u>No</u>	
Handgun	Semi-annually	Semi-annually		X	Firearms Instructor Course
Shotgun	Semi-annually	Semi-annually		X	Firearms Instructor Course
Subgun	Semi-annually	Semi-annually	X		Firearms Instructor + Subgun Instructor Course
Personal Defense Weapon	Semi-annually	Semi-annually	X		Firearms Instructor + Subgun Instructor Course
Police Rifle	Semi-annually	Semi-annually if rifle is deployed as patrol supplement or use for entries	X		Firearms Instructor + Police Service Rifle/Assault Rifle Instructor Course
Police Carbine	Semi-annually	Semi-annually		X	Firearms Instructor + Subgun or Assault Rifle or Police Carbine Instructor Course
Scoped Rifle	Quarterly			X	Marksman may self-qualify with mandatory observer/spotter from agency's firearms staff