



**PEACE OFFICER
FIREARMS STANDARD**

Includes Firearm Courses approved by the Board for mandatory use by Peace Officers beginning January 2024.
The included Firearm Courses approved by the Board may be used for 2023.

This page intentionally left blank

**40-SHOT DAYTIME QUALIFICATION COURSE
TARGET TQ-15, 19 AND 21 (or silhouette as approved by Board)
MAXIMUM SCORE 200, 170 MINIMUM
USING SERVICE HANDGUN AND AMMUNITION
Per R13-4-116(E)**

Prior to beginning of qualification range staff will review range and firearms safety with shooters.

Officers will prepare for/begin the course with their weapon and magazines loaded in the condition they will be carried on duty.

Failure to safely shoot the course as prescribed disqualifies the shooter (i.e. A negligent discharge, muzzling self, other shooter(s) or an instructor).

The firearms courses contained within must be completed as prescribed. Strings of fire and stages of fire may not be taken out of the prescribed order of completion. The beginning, middle, and end of the course must be followed as prescribed.

Officers will begin in a standing relaxed position, hands off the weapon and eyes on the target. All weapons will be in their holster with retention devices secured. During the course of fire, weapons will be held in the ready position, at a 45 degree angle down range, or as defined by individual agency policy, toward the target. Return weapons to the holster only upon command and secure retention devices. It is the shooters responsibility to manage their ammunition. A weapon going empty during the course is NOT cause for an alibi.

Stages will be fired in the following order:

STAGE 1 – 5 Yard Line, officers will start with toes squared up to the target with the firearm at the ready position.

Nine rounds (center of mass), standing, two hands, single or double action.

- A. From the ready. On command, raise and fire three rounds to the body in three seconds while walking directly forward and stopping at the 3 yard line.

- B. Off-set right, from the ready. On command, raise and fire three rounds to the body in three seconds while walking forward diagonally to the left and stopping at the 3 yard line.
- C. Off-set left, from the ready. On command, raise and fire three rounds to the body while walking forward diagonally to the right and stopping at the 3 yard line. **Tactical Exchange.**

Range staff may score/account for rounds on target.

STAGE 2 – 7 Yard Line

Nineteen rounds (center of mass), standing, two hands, primary and support handed.

- A. From the holster. On command, draw and fire three rounds to the body in three seconds. Upon completion of firing, the shooter will assume the ready position.
- B. From the ready. On command, raise and fire three rounds to the body in three seconds. Upon completion of firing, the shooter will assume the ready position until directed to the holster.
- C. From the holster, **primary hand only**. On command, draw and fire two rounds to the body in 4 seconds.
- D. Transition gun to the **support hand**. On command, from ready position, raise and fire two rounds to the body in four seconds. Upon completion of firing, the shooter will assume the ready position. The shooter will transfer the weapon safely back to their strong hand and holster on command.

Load five round magazine into the weapon, full magazine in pouch #1

- E. From the holster. On command, draw and fire six rounds to the body, empty gun reload and fire three rounds to the body in twelve seconds. **Tactical Exchange.**

Range staff may score/account for rounds on target.

STAGE 3 - 15 Yard Line

Twelve rounds (small and large target), two hands.

- A. From the holster. On command, draw and fire two rounds to the body, speed reload and fire one round to the body in ten seconds. Upon completion of firing, the shooter will assume the ready position until directed to the holster.
- B. From the holster. On command, draw and fire two rounds to the body and one round to the head in six seconds. Upon completion of firing, the shooter will assume the ready position.
- C. From the ready position. On command, raise and fire two rounds to the body and one round to the head in six seconds. Upon completion of firing, the shooter will assume the ready position. **Unload the weapon completely and holster. While the weapon is in the holster, place a magazine with at least four rounds into the weapon.**
- D. From the holster. On command, draw and fire two rounds to the body and one round to the head clearing the malfunction in ten seconds. Upon completion of firing, the shooter will assume the ready position until directed to the holster.

Scoring:

- A. TQ-19 and TQ-21: Five points for shots within the designated scoring area (center of mass or head) for that string of fire, zero points for shots on the silhouette, but outside the scoring area.
- B. Line shots are counted as "IN" on both targets.
- C. Course is shot in prescribed order to facilitate accounting for all rounds fired.
- D. Weapons running empty due to failure to manage ammunition or fully seat magazine is not reason for alibi.

- E. Rounds not fired in allotted time/string of fire will not be allowed to be added or made up on another string of fire.

ATTACHMENT #1

– DEFINITIONS –

**40-SHOT DAYTIME SEMI-AUTOMATIC QUALIFICATION COURSE
TARGET 19 AND 21 (or silhouette as approved by Board)
MAXIMUM SCORE 200, 170 MINIMUM
USING SERVICE HANDGUN AND AMMUNITION
Per R13-4-116(E)**

Purpose Statement

The purpose of the 40-Shot Daytime Semi-Automatic Qualification Course is to directly assess the skills identified as those needed to perform in the capacity of a Sworn Peace Officer armed with a Semi-Automatic Pistol. Those skills include: basic marksmanship, movement, and weapons manipulation, to include reloading and basic pistol malfunction clearance. These skills are assessed at distances likely to be encountered through an analysis of officer involved shooting incidents nationwide.

Definitions:

Immediate action drill (malfunction clearance)

If the weapon fails to fire, the officer must immediately react by going into Phase One (1) of the Two (2) phase, immediate action drill.

Phase One - While assessing the situation:

- A. Tap the base of the magazine and make sure it is seated properly.
- B. Rack the slide hard to the rear while rolling the firearm 90° right.
- C. **Assess threat** and fire if necessary.

Empty Reload

The weapon's magazine and chamber are empty. The slide should lock back, but it may not.

The key to an effective empty reload is to do two (2) things at one (1) time:

- A. The shooting hand depresses the magazine release while at the same time the support hand acquires a fresh magazine from the pouch. Most shooters will have to alter the firing grip to reach the magazine release. Left-handed shooters use the trigger finger to release the magazine.
- B. The magazine is inserted and seated.
- C. A round must be chambered.
- D. If the slide is locked back, the preferred method for the combat shooter is to manipulate the slide.
- E. If the slide did not lock back, the slide must be manipulated.

Tactical Reload

In a tactical reload, the weapon is not empty. The partially loaded magazine which is in the gun is replaced with a fully loaded magazine. The partially loaded magazine is retained on the shooter's body.

Traditionally Defined Tactical Magazine Exchange

- A. The support hand attains a proper grip on a fresh magazine from the magazine pouch. As the magazine is brought to the weapon, the support hand shifts the magazine between the index and middle fingers.
- B. The side of the index finger and the pad of the thumb grip the seated magazine floorplate, not the fingertips.
- C. The shooting hand depresses the magazine release.
- D. The partial magazine is withdrawn and the fresh magazine is seated.

- E. The thumb/index finger technique works better for small-handed shooters.
- F. The retained, partially-loaded magazine is then placed in a pocket or in the waistband.

Magazine Reload with Retention

- A. The partially loaded magazine which is in the gun is removed from the firearm.
- B. This magazine is stowed on the shooter's body; retained in a fashion that if movement is needed this magazine would not dislodge and drop.
- C. A fully loaded magazine is obtained from the magazine pouch.
- D. This magazine is fully inserted and seated into the gun.

Speed Reload

- A. The officer's weapon has fired an unknown number of rounds, but is still loaded.
- B. The officer is currently being engaged with lethal fire.
- C. The officer ejects the partially loaded magazine, allowing it to fall to the ground while simultaneously drawing a fresh magazine.
- D. The officer loads the new magazine and continues the engagement.

This kind of reload is faster in several ways. First, it prevents a weapon from going empty during an active engagement. If the shooter is unaware how many rounds they have left in their weapon, the locking back of the weapon may be initially missed or will have to take several seconds to bring back into action via an empty gun reload. A Speed reload is a reload at the shooter's discretion and place of choosing while continuing to fight. Several seconds are saved by not trying to stow the partial magazine.

Designated Shots:

Designated Center of Mass (COM) Shots: Shots which are designated as “center of mass” hits are scored hits if they are in the main body of the silhouette target. Designated center of mass shots which hit the designated “head” area are scored as a miss (zero points).

Designated Head Shots: Shots which are designated “head” hits are scored as five (5) points or zero (0) points - a miss. A Head Shot is defined as:

TQ-19 Target: The lower boundary of the head shot is delineated by (placing) a horizontal line which is 7 ¼ inches down from the already marked, horizontal and top boundary line of the designated head area of the TQ-19. This top boundary line is in the forehead area of the silhouette.

TQ-21 Target: the head shot is defined by the complete solid line which encompasses the temple, face, cheek and chin areas.

Additional Suggestions:

It is recommended that range staff refreshes their students on the following prior to administering the qualification course:

- A. Circumstances that dictate each of the two (2) assessed reloads.
- B. Physical performance of the two (2) assessed reloads.
- C. Proper movement techniques.
- D. The importance of scanning for further threats prior to holstering.
- E. Target facing shooter during reload and malfunction section represents continued threat to be addressed.

ATTACHMENT #2

**40-SHOT NIGHTTIME QUALIFICATION COURSE
TARGET TQ-15, 19 AND 21 (or silhouette as approved by the Board)
MAXIMUM SCORE 200, 170 MINIMUM
USING SERVICE HANDGUN AND AMMUNITION
Per R13-4-116(E)**

This course of fire must be conducted during the hours of darkness. Stages of fire indicated as “LOW LIGHT” must be shot with a minimum of ambient light illuminating the target (e.g., mid-block simulation, grounded flashlight aimed off to the side or beneath the target face or the use of a weapon mounted light).

Stages of fire indicated as “NO LIGHT” must be shot with no illumination other than the aid of a flashlight, held in the off hand, or a weapon mounted light, and displayed upon the target face only upon the command to fire. Reloading must be conducted in total darkness.

Prior to beginning of qualification range staff will review range and firearms safety with shooters.

Officers will prepare for/begin the course with their weapon and magazines loaded in the condition they will be carried on duty.

Failure to safely shoot the course as prescribed disqualifies the shooter (i.e. A negligent discharge, muzzling self, other shooter(s) or an instructor).

The firearms courses contained within must be completed as prescribed. Strings of fire and stages of fire may not be taken out of the prescribed order of completion. The beginning, middle, and end of the course must be followed as prescribed.

Officers will begin in a standing relaxed position, hands off the weapon and eyes on the target. All weapons will be in their holster with retention devices secured. During the course of fire, weapons will be held in the ready position, at a 45 degree angle down range, or as defined by individual agency policy, toward the target. Return weapons to the holster only upon command

and secure retention devices. It is the shooters responsibility to manage their ammunition. A weapon going empty during the course is NOT cause for an alibi.

Stages will be fired in the following order:

STAGE 1 – 5 Yard Line, officers will start with toes squared up to the target with the firearm at the ready position. (LOW LIGHT unless otherwise noted)

Nine rounds (center of mass), standing, two hands, single or double action.

- A. From the ready. On command, raise and fire three rounds to the body in three seconds while walking directly forward and stopping at the 3 yard line.
- B. Off-set right, from the ready. On command, raise and fire three rounds to the body in three seconds while walking directly forward diagonally to the left and stopping at the 3 yard line.
- C. Off-set left, from the ready. On command, raise and fire three rounds to the body in three seconds while walking forward diagonally to the right and stopping at the 3 yard line. ***Tactical Exchange.***

Range staff may score/account for rounds on target.

STAGE 2 – 7 Yard Line (LOW LIGHT unless otherwise noted)

Nineteen rounds (center of mass), standing, two hands, primary and support handed.

- A. ***NO LIGHT* Use of handheld flashlight or weapon mounted light.** From the holster. On command, draw and fire three rounds to the body in three seconds. Upon completion of firing, the shooter will assume the ready position.
- B. ***NO LIGHT* Use of handheld flashlight or weapon mounted light.** From the ready. On command, raise and fire three rounds to the body in three seconds. Upon completion of firing, the shooter will assume the ready position until directed to the holster.

- C. From the holster, **primary hand only**. On command, draw and fire two rounds to the body in 4 seconds.
- D. Transition gun to the **support hand**. On command, from ready position, raise and fire two rounds to the body in four seconds. Upon completion of firing, the shooter will assume the ready position. The shooter will transfer the weapon safely back to their strong hand and holster on command.

Load five round magazine into the weapon, full magazine in pouch #1

- E. From the holster. On command, draw and fire six rounds to the body, empty gun reload and fire three rounds to the body in twelve seconds. Tactical Exchange.

Range staff may score/account for rounds on target.

STAGE 3 - 15 Yard Line (LOW LIGHT unless otherwise noted)

Twelve rounds (small and large target), two hands.

- A. From the holster. On command, draw and fire two rounds to the body, speed reload and fire one round to the body in ten seconds. Upon completion of firing, the shooter will assume the ready position until directed to the holster.
- B. From the holster. On command, draw and fire two rounds to the body and one round to the head in six seconds. Upon completion of firing, the shooter will assume the ready position.
- C. From the ready position. On command, raise and fire two rounds to the body and one round to the head in six seconds. Upon completion of firing, the shooter will assume the ready position. Unload the weapon completely and holster. While the weapon is in the holster, place a magazine with at least four rounds into the weapon.

- D. From the holster. On command, draw and fire two rounds to the body and one round to the head clearing the malfunction in ten seconds. Upon completion of firing, the shooter will assume the ready position until directed to the holster.

Scoring:

TQ-19 and TQ-21: Five points for shots within the designated scoring area (center of mass or head) for that string of fire, zero points for shots on the silhouette, but outside the scoring area. Line shots are counted as "IN" on both targets.

Course is shot in prescribed order to facilitate accounting for all rounds fired.

Weapons running empty due to failure to manage ammunition or fully seat a magazine is not reason for alibi.

Rounds not fired in allotted time/string of fire will not be allowed to be added or made up on another string of fire.

ATTACHMENT #3

**TARGET IDENTIFICATION AND DISCRIMINATION COURSE
(SELECTING/FIRING ON THE WRONG TARGET DISQUALIFIES STUDENT)
PASS/FAIL ONLY
Per R13-4-116(E)**

TARGET: Any target that will cause the student to assess, select and discriminate. This includes but is not limited to video interaction simulations such as MILO and Virtra shooting simulators. Distance for these systems is determined by the limitations of those virtual systems.

Maximum distance - seven yards.

Minimum distance - three yards.

Within the latitude provided to accommodate academy discretion in course presentation, the course shall discern whether the student has:

- A. Demonstrated the ability to make an immediate and accurate assessment of a given condition to determine the potential use of deadly force.
- B. Demonstrated the ability to make an immediate and accurate selection of an individual who may pose life-threatening endangerment.
- C. Demonstrated the ability to immediately and accurately discern a life-threatening individual and use reasonable force as may be necessary to establish control.

- D. Demonstrated the ability and skill required to make immediate and accurate target identification under stressful conditions.

The student must successfully complete a block of shoot/no shoot scenarios. The minimum number of scenarios in a block will be three. The block of scenarios will contain at least one “no shoot” scenario and at least one “shoot” scenario. The scenarios will contain one or more of the following types of targets:

- A. “Friendly” (no shoot target);
- B. “Challenge” (a threatening target not requiring the immediate use of deadly force); and
- C. “Deadly” (a target requiring the immediate use of deadly force).

Qualification will be pass/fail. A student must successfully complete a block of scenarios. Firing on the wrong target or failing to fire on a life-threatening target will disqualify the student.

Per R13-4-111(C) 2b i, ii, iii and R13-4-111(C) 3, a Target Identification and Discrimination course must contain:

- A. A timed accuracy component.
- B. A type and style of target discrimination test that is equal to, or more difficult than, those used in a course prescribed under R13-4-116(E)(1); and
- C. A success criterion that is equal to, or more difficult than criteria used in a course prescribed under R13-4-116(E)(1).
- D. The provider of a firearms qualification or firearms target identification and judgment course shall ensure that the course is taught/monitored by a firearms instructor who meets the requirement of R13-4-114(A)(2)(c).



CORRECTIONAL OFFICER

FIREARMS STANDARD

This page intentionally left blank

**50-SHOT DAYTIME CORRECTIONAL OFFICER QUALIFICATION COURSE
TARGET B-27 (or silhouette as approved by the Board)
MAXIMUM SCORE 250, 210 MINIMUM
USING SERVICE HANDGUN AND AMMUNITION
Per R13-4-205(C)**

Officers will begin in a standing relaxed position, hand off the weapon and eyes on the target.

All weapons will be in their holster with straps secured. During the course of fire, weapons will be held in the ready position, at a 45 degree angle down range toward the target. Return weapons to the holster only upon command.

STAGE I - Twenty-Five Yard Line

Six rounds, standing, two hands, single or double action.

Fired in three strings of two rounds each as follows:

- A. Load six rounds and place the weapon in the holster. On command, draw and fire two rounds in six seconds. Assume the ready position. On command, fire two rounds in five seconds. Assume the ready position. On command, fire two rounds in five seconds.

STAGE 2 - Three Yard Line

Eighteen rounds, standing, double action in three separate stages of strong hand only, two hands, and weak hand only.

- A. Strong hand only - fire six rounds in three strings of two rounds each as follows:
 - 1. Load six rounds and place the weapon in the holster. On command, draw and fire two rounds in three seconds. Assume ready position. On command, fire two rounds in two seconds. Assume ready position. On command, fire two rounds in two seconds.

- B. Two hands - fire six rounds in three strings of two rounds each as follows:
 - 1. Load six rounds and place the weapon in the holster. On command, draw and fire two rounds in three seconds. Assume ready position. On command, fire two rounds in two seconds. Assume ready position. On command, fire two rounds in two seconds.

- C. Weak Hand Only - Six rounds fired in three strings of two rounds each as follows:
 - 1. Load six rounds and assume the ready position. On command, fire two rounds in three seconds. Assume ready position. On command, fire two rounds in three seconds. Assume ready position. On command, fire two rounds in three seconds.

STAGE 3 - Seven Yard Line

Fourteen rounds, standing, two hands, double action.

- A. Load six rounds and place the weapon in the holster. On command, draw and fire three rounds in four seconds.

- B. Assume ready position. On command, fire three rounds, reload with a minimum of three rounds and fire three rounds for a total of six rounds in fifteen seconds.
- C. Assume the ready position with three loaded rounds. On command, fire three rounds, reload with a minimum of two rounds and fire both for a total of five rounds in 12 seconds.

STAGE 4 - Fifteen Yard Line

Twelve rounds, standing, two hands, double action.

- A. Load six rounds and place the weapon in the holster. On command, draw and fire three rounds in five seconds. Assume ready position. On command fire three rounds in four seconds.
- B. Load six rounds and place the weapon in the holster. On command, draw and fire two rounds in four seconds. Assume ready position. On command, fire one round in two seconds. Place the weapon in the holster (repeat above for remaining three rounds).

**50-SHOT NIGHTTIME CORRECTIONAL OFFICER QUALIFICATION COURSE
TARGET B-27 (or silhouette as approved by the Board)
MAXIMUM SCORE 250, 210 MINIMUM
USING SERVICE HANDGUN AND AMMUNITION
Per R13-4-205(C)**

This course of fire must be conducted during the hours of darkness. Stages of fire indicated as “LOW LIGHT” must be shot with a minimum of ambient light illuminating the target; (e.g., mid-block simulation or grounded flashlight aimed off to the side or beneath the target face).

Stages of fire indicated as “NO LIGHT” must be shot with no illumination other than the aid of a flashlight, held in the off hand and displayed upon the target face only upon the command to fire. Reloading must be conducted in total darkness.

Officers will begin in a standing relaxed position, hands off the weapon and eyes on the target. All weapons will be placed in their holster with strap’s secured. During the course of fire, weapons will be held in the ready position, 45 degree angle down range toward the target and weapons will be returned to the holster upon command.

STAGE 1 - Three Yard Line LOW LIGHT

Eighteen rounds, standing, double action in three separate stages of strong hand only, two hands, and weak hand only.

- A. Strong hand only - fire six rounds fired in strings of two rounds each as follows:
 - 1. Load six rounds and place the weapon in the holster. On command, draw and fire two rounds in three seconds. Assume ready position. On command, fire two rounds in two seconds. Assume ready position. On command fire two rounds in two seconds.

- B. Two hands - fire six rounds in three strings of two rounds each as follows:
 - 1. Load six rounds and place the weapon in the holster. On command, draw and fire two rounds in three seconds. Assume ready position. On command, fire two rounds in two seconds. Assume ready position. On command, fire two rounds in two seconds.

- B. Weak hand only - fire six rounds in three strings of two rounds each as follows:
 - 1. Load six rounds and assume the ready position. On command, fire two rounds in three seconds. Assume ready position. On command, fire two rounds in three seconds. Assume ready position. On command, fire two rounds in three seconds.

STAGE 2 - Seven Yard Line LOW LIGHT

Twelve rounds, standing, two hands, double action.

- A. Load six rounds and place the weapon in the holster. On command, draw and fire three rounds in five seconds.

- B. Assume the ready position. On command, fire three rounds, reload and fire three more rounds in eighteen seconds.

- C. Assume the ready position. On command fire three rounds in four seconds.

STAGE 3 - Fifteen Yard Line LOW LIGHT

Six rounds, standing, two hands, double action.

- A. Load six rounds and place the weapon in the holster. On command, draw and fire three rounds in seven seconds.
- B. Assume the ready position. On command, fire three rounds in six seconds.

STAGE 4 - Seven Yard Line NO LIGHT

Fourteen rounds, standing, strong hand only, double action.

- A. Load six rounds in total darkness. Assume the ready position with the flashlight held in the weak hand.
- B. On command, simultaneously direct flashlight on target face and fire two rounds in three seconds, turning off flashlight between strings of fire. Repeat for a total of six rounds.
- C. Reload with six rounds in total darkness and assume ready position with flashlight in weak hand.
- D. On command, simultaneously direct flashlight on target face and fire two rounds in three seconds, turning off flashlight between strings of fire. Repeat for a total of six rounds.
- E. Load two remaining rounds in total darkness and assume ready position, with flashlight in weak hand.
- F. On command, simultaneously direct flashlight on target face and fire two rounds in three seconds.

**7-SHOT CORRECTIONAL OFFICER QUALIFICATION COURSE
TARGET B-27 (or silhouette as approved by the Board)
SCORE - PASS/FAIL
USING SERVICE SHOTGUN AND AMMUNITION
Per R13-4-205(C)**

Officers will begin in a standing relaxed position, with the shotgun at port-arms position. Scoring will be pass/fail.

STAGE 1 - Twenty-Five Yard Line

- A. Fired from a standing position, fire one round of bird-shot, no time limit.
- B. Fired from a standing position, fire one round of "00" buckshot and from a kneeling position, fire one round of "00" buckshot, all in 15 seconds.

STAGE 2 - Twenty Yard Line

- A. Fired from a standing position, fire one round of bird-shot, no time limit.
- B. Fired from a standing position, fire one round of "00" buckshot and from a kneeling position, fire two rounds of "00" buckshot, all in 20 seconds.

**TARGET IDENTIFICATION AND DISCRIMINATION COURSE
(SELECTING/FIRING ON THE WRONG TARGET DISQUALIFIES STUDENT)
PASS/FAIL ONLY
Per R13-4-205(C)**

TARGET: Any target that will cause the student to assess, select and discriminate.

Within the latitude provided to accommodate academy discretion in course presentation, the course shall discern whether the student has:

- A. Demonstrated the ability to make an immediate and accurate assessment of a given condition to determine the potential use of deadly force.
- B. Demonstrated the ability to make an immediate and accurate selection of an individual who may pose life-threatening endangerment.
- C. Demonstrated the ability to immediately and accurately discern a life-threatening individual and use reasonable force as may be necessary to establish control.
- D. Demonstrated the ability and skill required to make an immediate and accurate target identification under stressful conditions.

The student must successfully complete a block of shoot/no shoot scenarios. The minimum number of scenarios in a block will be five. The block of scenarios will contain at least one “no

shoot: scenario and at least one “shoot” scenario. The scenarios will contain one or more of the following types of targets:

- A. “Friendly” (no shoot target);
- B. “Challenge” (a threatening target not requiring the immediate use of deadly force; and
- C. “Deadly” (a target requiring the immediate use of deadly force).

Qualification will be pass/fail. A student must successfully complete a block of scenarios. Firing on the wrong target or failing to fire on a life-threatening target will disqualify the student.

Per R13-4-111(C) 2b i, ii, iii and R13-4-111(C) 3, a Target Identification and Discrimination course must contain:

- A. A timed accuracy component.
- B. A type and style of target discrimination test that is equal to, or more difficult than, those used in a course prescribed under R13-4-116(E)(1); and
- C. A success criterion that is equal to, or more difficult than criteria used in a course prescribed under R13-4-116(E)(1).
- D. The provider of a firearms qualification or firearms target identification and judgment course shall ensure that the course is taught/monitored by a firearms instructor who meets the requirement of R13-4-114(A)(2)(c).