



**PEACE OFFICER  
FIREARMS STANDARD**

**Includes Firearm Courses approved by the Board for mandatory use by Peace Officers beginning January 2013.**

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**50-SHOT DAYTIME QUALIFICATION COURSE  
TARGET TQ-15, 19 AND 21 (or silhouette as approved by Board)  
MAXIMUM SCORE 250, 210 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).**

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 - Twenty-Five Yard Line**

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

*The individual firing order of the two strings of fire for Stage 1 may be adjusted by range staff to accommodate varying weapon ammunition capacities.*

- A. From the holster. On command, draw and fire three rounds in ten seconds. Upon completion of firing shooter will assume the ready position.
- B. From ready position. On command, fire four rounds in ten seconds. Upon completion of firing shooter will assume the ready position until directed to holster.

**Range staff may score/account for rounds on target.**

**STAGE 2 - Fifteen Yard Line**

Twelve rounds (center of mass), standing, two hands.

*The individual firing order of the three strings of fire for Stage 2 may be adjusted by range staff to accommodate varying weapon ammunition capacities.*

**Remind shooters to manage ammunition if needed and that a facing target simulates/represents a threat for reload and malfunction clearance portion of the course.**

- A. From the holster. Load a total of three rounds and place the weapon in the holster. On command, draw and fire three rounds, perform empty gun reload, and fire three rounds in fourteen seconds. Upon completion of firing shooter will assume the ready position until directed to holster.
- B. From the holster. On command, draw and fire three rounds in five seconds. Upon completion of firing shooter will assume the ready position until directed to holster.
- C. From the holster. On command, draw and fire two rounds in four seconds. Upon completion of firing shooter will assume the ready position.

- D. On command, from ready position, fire one round in two seconds. Upon completion of firing shooter will assume the ready position until directed to holster.

**Range staff may score/account for rounds on target.**

**STAGE 3 - Seven Yard Line**

Nineteen rounds (center of mass), standing, two hands.

*The individual firing order of the four strings of fire for Stage 3 may be adjusted by range staff to accommodate varying weapon ammunition capacities.*

**Remind shooters to manage ammunition if needed and that a facing target simulates/represents a threat for reload and malfunction clearance portion of the course.**

- A. One of the following from section A will be performed:

From the holster. Clear weapon and insert loaded magazine, maintaining an empty chamber, and place the weapon in the holster. On command, draw, attempt to fire, upon gun not firing, perform immediate action/failure to fire drill, and fire three rounds in seven seconds. Upon completion of firing shooter will assume the ready position.

**OR**

From the holster. Place a dummy round somewhere in the first three rounds to be fired in the weapon and place the weapon in the holster. On command, draw and fire three rounds, when dummy is encountered/gun fails to fire, perform immediate action/failure to fire drill, and fire any needed round(s) to meet the three round total, in seven seconds. Upon completion of firing shooter will assume the ready position.

- B. From ready position. On command, fire three rounds, perform a tactical reload, and fire three rounds for a total of six rounds in twelve seconds. Upon completion of firing shooter will assume the ready position until directed to holster.
- C. From the holster. Load a total of three rounds and place the weapon in the holster. On command, draw and fire three rounds, conduct an empty gun reload, fire three rounds in twelve seconds. Upon completion of firing shooter will assume the ready position until directed to holster.
- D. From the holster. On command, draw and fire four rounds in six seconds. Upon completion of firing shooter will assume the ready position until directed to holster.

**Range staff may score/account for rounds on target.**

**STAGE 4 - Three Yard Line**

Twelve rounds (to indicated target area), standing, in three separate stages, of strong hand only, two hands, and support hand only.

*The individual firing order of the four strings of fire for Stage 4 may be adjusted by range staff to accommodate varying weapon ammunition capacities.*

**Remind shooters to manage ammunition if needed.**

- A. Strong hand only – fire three rounds as follows: place the loaded weapon in the holster. On command, draw/take a lateral step to the left or right, as directed, and fire two rounds center of mass, one round to head, in four seconds. Upon completion of firing shooter will assume the ready position until directed to holster.

- B. Two hands - fire three rounds as follows: place the loaded weapon in the holster. On command, draw/take a lateral step to the left or right, as directed, and fire two rounds center of mass, one round to head, in four seconds. Upon completion of firing shooter will assume the ready position until directed to holster.
- C. Two hands - fire three rounds as follows: place the loaded weapon in the holster. On command, draw/take a lateral step to the left or right, as directed, and fire two rounds center of mass, one round to head, in four seconds. Upon completion of firing shooter will assume the ready position until directed to holster.
- D. Support hand only - fire three rounds as follows: place the loaded weapon in the Support hand and assume ready position. On command, take a lateral step to the left or right, as directed, and fire two rounds center of mass, one round to head, in four seconds.

**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.

Weapon running empty due to failure to manage ammunition or fully seat 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.

## – DEFINITIONS –

### 50-SHOT DAYTIME SEMI-AUTOMATIC QUALIFICATION COURSE TARGET 19 AND 21 (or silhouette as approved by Board) MAXIMUM SCORE 250, 210 MINIMUM USING SERVICE HANDGUN AND AMMUNITION Per R13-4-116(E)

#### **Purpose Statement**

The purpose of the 50-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 in Arizona.

#### **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:

1. Tap the base of the magazine and make sure it is seated properly.
2. Rack the slide hard to the rear while rolling the firearm 90° right.
3. **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:

1. 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.
2. The magazine is inserted and seated.
3. A round must be chambered.
4. If the slide is locked back, the preferred method for the combat shooter is to manipulate the slide.
5. 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**

1. 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.
2. The side of the index finger and the pad of the thumb grip the seated magazine floorplate, not the fingertips.
3. The shooting hand depresses the magazine release.
4. The partial magazine is withdrawn and the fresh magazine is seated.
5. The thumb/index finger technique works better for small-handed shooters.
6. The retained, partially-loaded magazine is then placed in a pocket or in the waistband

### **Magazine Reload with Retention**

1. The partially loaded magazine which is in the gun is removed from the firearm.
2. This magazine is stowed on the shooter's body; retained in a fashion that if movement is need this magazine would not dislodge and drop.
3. A fully loaded magazine is attained from the magazine pouch.
4. This magazine is fully inserted and seated into the gun.

### **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:

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

**50-SHOT NIGHTTIME QUALIFICATION COURSE  
TARGET TQ-15, 19 AND 21 (or silhouette as approved by the Board)  
MAXIMUM SCORE 250, 210 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 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 or a weapon mounted light 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 straps 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 in the holster only upon command.

**STAGE 1 - Three Yard Line LOW LIGHT (Ambient)**

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

- A. Strong hand only - Fire six rounds in three strings of two rounds each as follows: 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: 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. Support hand only - Fire six rounds in three strings of two rounds each as follows: 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 18 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 flashlight held in support 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 support 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 support hand.
- F. On command, simultaneously direct flashlight on target face and fire two rounds in three seconds.

**Low-Light/Night Qualification Course – November 2012  
For use with Revolvers or Semi-Auto, no change to course.**

**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.

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:

1. “Friendly” (no shoot target);
2. “Challenge” (a threatening target not requiring the immediate use of deadly force); and
3. “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.



**CORRECTIONAL OFFICER  
FIREARMS STANDARD**

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**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:

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:

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:

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:

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 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 indicates a “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:

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:

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:

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 flashlight held in 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:

“Friendly” (no shoot target);

“Challenge” (a threatening target not requiring the immediate use of deadly force; and

“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.