

PASADENA POLICE DEPARTMENT



Excellence
Innovation
Integrity

June 2023
RANGE QUALIFICATION

FIREARMS TRAINING TEAM

A. Garcia / June 2023

RANGE SAFETY BRIEF

1. Treat all firearms as if they are loaded.
2. Never point the muzzle at anything you are not willing to shoot or destroy
3. Keep your finger off the trigger until you are on target and ready to fire.
4. Keep the weapon on safe until you are ready to fire.
5. Be sure of the target, its backstop, and beyond.

COMMAND "CEASE FIRE" / MEDICAL EMERGENCY / OFFICER DOWN

1. Call "Cease Fire." Stop shooting IMMEDIATELY.
2. Place your weapon on safe and holster weapon / put it away in safe direction.
3. Contact PFD and provide emergency medical care.
4. Tourniquet major bleeding on limbs / Chest Seal on chest & torso entry/exit wounds.
5. Designate roles to meet PFD / open gate and escort PFD to range.
6. Secure as crime scene.

DUTY HANDGUN COURSE OF FIRE

- Ammunition: 52 rounds per shooter.
- Purpose: This course is designed for proficiency, accuracy, and gun manipulation demonstration, with an emphasis on weapon presentation from the holster.
- Target: Pasadena Alco Target

Training Objectives: There will be three training objectives: Accuracy, from the holster weapon presentation and safe weapon handling.

Stage 1: 3 - Yard line

- On the command of gun / threat: Shooters will DRAW handgun. Achieve a good strong hand grip (strong hand only) engage the target with one round and holster.
- Shooter will repeat this string of fire four (4) additional times for a total of 5 rounds.
- On the command of gun / threat: Shooters will DRAW handgun, engage the number 5 triangle with two rounds, conduct a speed reload (magazine does not need to be retained) and engage the number 6 triangle with two additional rounds.

Stage 2: 5 - Yard line

- On the command of gun / threat: Shooters will DRAW handgun, engage the target with a "Failure Drill" (two shots to the upper center square and one shot to the head).
- Shooter will repeat this string one additional time for a total of six rounds.
- On the command of gun / threat: Shooters will DRAW handgun, engage the number 3 square with two rounds, conduct a speed reload (magazine does not need to be retained) and engage the number 4 square with two additional rounds.

Stage 3: 7 - Yard line

- On the command of gun / threat: Shooters will DRAW handgun, engage the target with a “Failure Drill” and holster.
- Shooter will repeat this string one additional time for a total of six rounds.
- On the command of gun / threat: Shooters will DRAW handgun, engage the number 1 circle with two rounds, conduct a speed reload (magazine does not need to be retained) and engage the number 2 circle with two additional rounds.

Stage 4: 10 - Yard line

- On the command of gun / threat: Shooters will DRAW handgun, engage the target with a “Failure Drill,” conduct a speed reload, assume a kneeling positions and conduct a second “Failure Drill.”
- Shooter will repeat this string one additional time for a total of 12 rounds.

Stage 5: 15 - Yard line

- On the command of gun / threat: Shooters will DRAW handgun, engage the target with a “Failure Drill” and holster.
- Shooter will repeat this string one additional time for a total of two.

Stage 6: 25 - Yard line

- On the command of gun / threat: Shooters will DRAW handgun, engage the target with one round at center mass (top black center square) and holster.
- Shooter will repeat this string for a total of 5 rounds.

**Unless otherwise directed, the shooters will conduct a speed reload on their own when a magazine has run dry.*

Scoring: Any round outside the of the number shapes or the target bottle, will be subtracted from 52. Passing score of 80% or better (41 rounds of better).

Example Target

