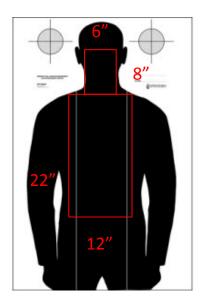


Vermont Criminal Justice Training Council Vermont State Annual Handgun Qualification Course

COURSE SYNOPSIS:	This is the course of fire that is recognized by the Vermont Criminal Justice Training Council as the course that will be successfully completed by all persons annually who are certified as law enforcement officers in the State of Vermont and wish to remain certified as such, as well as a qualification standard for full and part time basic training recruits in order to receive their initial certification. This course must be administered by a firearms instructor who is currently certified by and in good standing with the Vermont Criminal Justice Training Council. The strings of fire within this course must be followed exactly, and no waivers or permission for deviation from this course of fire will be granted. The successful completion of this course for each officer must be recorded annually with the Council in accordance with Rule 13 of the Vermont Criminal Justice Training Council's rules.		
EQUIPMENT:	Handgun that is regularly carried by the officer completing the course, or a weapon of the same make, model and caliber normally carried by the officer completing the course while that officer is on duty		
	The duty leather that the officer regularly carries his or her duty weapon in while that officer is on duty		
	A magazine pouch with a carrying capacity of at least one magazine		
	Two magazines suitable for use with the weapon that the officer completing the course is using		
	36 rounds of ammunition that is of the caliber of the weapon that the officer is using to complete the course, and said ammunition must have similar ballistic capabilities of the ammunition that the officer regularly carries while on duty		
	Shot timer/stopwatch		

TARGET:

Any type of target may be used. The area that shall be counted as a "hit" for scoring purposes shall be a 22 inch tall by 12 inch wide rectangle with 90 degree corners, with an 8 inch tall by 6 inch wide rectangle shape with 90 degree corners centered and fixed atop the larger rectangle to represent the head area of the target. It is recommended that this shape be traced onto a silhouette target when used for qualification for ease of scoring and target acquisition for the shooter.



RANGE:

Minimum 25 yards

Items to use as cover

COURSE OVERVIEW:

W: For this course of fire, each string of fire will be scored individually, and successful completion of the course requires that the shooter pass each string with the required number of hits. Shooters will be instructed to load their magazines to fit the string of fire as the course progresses. Shooters who do not successfully pass any portion of a string must repeat that entire string until the standard is met. Shooters are not required to complete the entire course if one string is not successfully passed. In order to successfully pass each string, the shooter must meet the time limit requirement as well as the hit ratio for all three sets within a string. The scoring ratio column indicates how many hits the shooter must score in order to pass that string. The objects that are utilized as cover during the qualification are to be chosen at the discretion of the instructor(s) conducting the course, and for the strings that require it the instructor should ensure that the shooter(s) is/are maximizing the use of that cover to their benefit. The cover should be utilized "as is", and there should not be any simulations associated with the cover.

COURSE OF FIRE:

Distance	Time limit	Shooting Position	Total rounds	Magazine set up	Description of string	Scoring Ratio
3 yards	3 seconds for each 2 round set	Any (two hand point shoulder (pss), wrist on hip, 1 hand)	6	1 magazine with 6 rounds	Shooters begin from an interview stance with their weapon in the holster, and on the command will draw and fire two rounds into the target. This string is repeated two more times. Shooters must complete the string within the specified time on three consecutive attempts to pass.	6/6
5 yards	4 seconds for each two round set	Any (two hand pss, wrist on hip, 1 hand)	6	1 magazine with 6 rounds	Shooters begin from an interview stance with their weapon in the holster. On the command to fire, the shooter will step laterally to the left or right at the instructor's discretion and fire two rounds. Upon firing those two rounds the shooter will begin from the center again, and on the command to fire will step to the opposite direction as the first time and fire two rounds. For the third set, the shooter may choose which direction to step. Shooters must complete the string within the specified time on three consecutive attempts to pass.	4/6
7 yards	15 seconds for complete string	Any position which maximizes the use of the cover utilized	б	1 magazine with 6 rounds	Shooters begin from an interview stance with their weapon in the holster. On the command to fire, students will draw and maximize the use of the cover object provided to engage the target with their strong hand with two rounds. The shooter will then transition to their support hand and engage the target with four rounds with their support hand only.	4/6
7 yards	7 seconds for complete string	Standing	6	1 magazine with 6 rounds	Shooter will begin from a standing position with their strong hand on the grip of their weapon. On the command to fire, the shooter will draw and fire all 6 rounds into the target as fast as possible.	5/6
12 yards	25 seconds for complete string	Kneeling behind cover	8	2 magazines with 4 rounds in each	Shooter begins from the interview stance with their weapon in the holster. On the command to fire, the shooter will draw their weapon and take a kneeling position on the strong side of their cover and engage the target with 4 rounds. The shooter then must reload behind their cover and engage the target with 4 rounds from the support side of the cover. Shooters may shoot strong or support hand from the support side of cover.	5/8
25 yards	None	Any	4	1 magazine with 4 rounds	Shooters begin from the interview position with their weapon in the holster. On the command to fire, the shooter with fire 4 rounds into the target at their own pace from any position they choose.	3/4