Oregon Department of Public Safety Standards and Training Armed Private Security Officer Safe Gun Handling Test

Student Name (Print)	
nstructions: The student mu	st pass each of the following skills by meeting ALL cr

iteria listed under each skill. This test should be conducted using dummy rounds. No live ammo.

The ins	udent will begin the testing with a holstered and unloaded handgun, and a magazine or speed structor will direct the student to perform each of the following skills. As the student performs of each of the criteria for that skill. The instructor may allow the student to remediate any portized to stop the test at any point to ensure the safety of the student and others. Retain this document in your instructor records.	each skill, the instructor will
1.	Load the handgun using a magazine or speed-loader and then holster.	PassFail
	Safe muzzle direction at all times.	
	Trigger finger outside trigger guard at all times.	
	De-cocks (double-action semi-auto)/engages safety (single-action semi-auto).	
2.	Draw the handgun and assume a LOW READY position.	PassFail
	Safe muzzle direction at all times.	
	Trigger finger outside the trigger guard at all times.	
	Release retention devices with shooting hand only.	
	Assumes a proper Low Ready position with muzzle depressed at approximately 45°.	
3.	Move forward 7-10 yards with the handgun at Low Ready.	PassFail
	Safe muzzle direction at all times.	
	Trigger finger outside trigger guard at all times.	
4.	Unload the handgun and inspect to ensure unloaded condition	PassFail
	Safe muzzle direction at all times.	
	Trigger finger outside trigger guard at all times.	
	Remove magazine first, then unload chamber/properly clear cylinder.	
	Look and feel in magazine well and chambers/cylinder to verify unloaded.	
5.	Close the action and holster.	PassFail
	Safe muzzle direction at all times.	
	Trigger finger outside trigger guard at all times.	
	De-cocks or engages safety on semi-auto/hammer down on revolver.	
SAFE	GUN HANDLING TEST RESULT: (Pass requires that the student pass all five skills.)	
	PASSFAIL	
	uctor Name (Print) Instructor Signature PSID#	Date

TRAINING SOLUTIONS INTERNATIONAL

Oregon Department of Public Safety Standards and Training Private Security Handgun Qualification Course (SPQC-1) Record

Student Name (Print)_		PSID#
	Retain this document in your instructor records.	

Course Requirements

All stac	All stages start with weapon holstered and retention devices engaged. Revolvers mustfire						
double-action only. Unless noted all firing is two-hand sighted fire.							
Mag	Stage	Distance	Rds	Time	Stage Requirement		
Mag 1	0	15 yd	0	N/A	Student starts at 15 yard line, advances to low		
					cover, and crouches behind cover. Time		
					starts when student is situated behind low		
					cover. (Student may first draw and advance behind		
					cover, or draw once at cover, at instructor discretion.)		
1 10 yd 3 10 Fire from low cover (barricade 42-45" heigi				Fire from low cover (barricade 42-45" height):			
				sec	one round strong side, one round over the top		
					of cover, one round support side.		
					(HR218 Students ONLY may fire from high cover, two		
					rounds strong side, one round support side)		
	2	7 yd	6	4	Fire two rounds. Repeat for a total of six		
11 Rds				sec	rounds.		
Mag 2	3	5 yd	8	12	Start loaded with two rounds. Fire two rounds,		
				sec	reload, fire six rounds (Revolvers will have 18		
6 Rds					seconds).		
Mag 3	4	3 yd	6	10	Fire three rounds with strong hand only.		
	sec Transfer to support hand and fire three		Transfer to support hand and fire three rounds				
					with support hand only.		
	5	2 yd	2	3	Fire two rounds utilizing a close quarters		
8 Rds				sec	firing technique while stepping back/offline.		

SPQC-1 COURSE SCORING:



Scoring: Hits in the 5 = 5 points each. Hits in the 3 = 3 points each. Hits on the silhouette or head box outside the 3 zone = zero points. There are 125 total points possible. Students must score a minimum of 75 points to pass. To determine percentage score, add the total number of points from qualifying hits (in 3 ring or better), divide the total number of scored points by 125. Hits on the line count the value of the higher zone. Rounds not fired within the time limit count as missed. Malfunctions, if dealt with properly, allow for reshoot of that section (rather than a fail).



Scoring: Hits in the A = 4 points. Hits in the B = 3 points. Hits in the C = 2 points. Hits in the D = 1 points. Hits on the silhouette or head box = Subtract 4 points. There are 100 total points possible. Students must score a minimum of 80 points to pass. To determine percentage score, add the total number of points from qualifying hits, divide the total number of scored points by 100. Hits on the line count the value of the higher zone. Rounds not fired within the time limit count as missed. Malfunctions, if dealt with properly, allow for reshoot of that section (rather than a fail).

Qualifying score is: 100% percentage score with 25 hits in the 3 / D zone or better.

- Marksman All 25 rounds land in qualifying zones.
- Sharpshooter 13 or more rounds land in the 5 / B or better zones, any remaining land in the 3 / C or better zones.
- Expert All rounds land in the 5 / B or better zones.

Instructor Name (Print)	Instructor Signature	PSID/#	Date