

**TRAINING SOLUTIONS INTERNATIONAL**  
**Oregon Department of Public Safety Standards and Training**  
**Safe Pistol Handling Test (SPHT-1)**

Student Name (Print): \_\_\_\_\_ PSID/Number: \_\_\_\_\_ Date: \_\_\_\_\_

**Instructions: The student must pass each of the following skills by meeting ALL criteria listed under each skill.** This test should be conducted using dummy rounds. No live ammo. The trainee will stand at 15-yard line and face a target with an unloaded and holstered pistol; and a magazine or speed-loader loaded with a single dummy round. The instructor will direct the student to perform each of the following skills. As the student performs each skill, the instructor will check off each of the criteria for that skill. The instructor may allow the student to remediate any portion of the test, and is authorized to stop the test at any point to ensure the safety of the student and others.

**Retain this document in your instructor records.**

**1. Load the handgun using a magazine or speed-loader and then holster.** \_\_\_\_\_ PASS \_\_\_\_\_ FAIL

- 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.** \_\_\_\_\_ PASS \_\_\_\_\_ FAIL

- 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.** \_\_\_\_\_ PASS \_\_\_\_\_ FAIL

- Safe muzzle direction at all times.
- Trigger finger outside trigger guard at all times.

**4. Unload the handgun and inspect to ensure unloaded condition** \_\_\_\_\_ PASS \_\_\_\_\_ FAIL

- 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.** \_\_\_\_\_ PASS \_\_\_\_\_ FAIL

- 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.)**

\_\_\_\_\_ PASS \_\_\_\_\_ FAIL

Evaluator Name (Print) \_\_\_\_\_

Evaluator Signature \_\_\_\_\_

PSID/# \_\_\_\_\_

Date \_\_\_\_\_

# TRAINING SOLUTIONS INTERNATIONAL

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

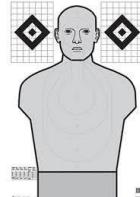
Student Name (Print) \_\_\_\_\_ PSID# \_\_\_\_\_

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### Course Requirements

All stages start with weapon holstered and retention devices engaged. Revolvers must fire double-action only. Unless noted all firing is two-hand sighted fire.							
Mag (Low / Std. cap.)	Stage	Distance	Rds	Time	Stage Requirement		
Mag 1  3 Rds	Mag 1	1	10 yd	3	10 sec	Fire from low cover (barricade 42-45" height): one round strong side, one round over the top of cover, one round support side. (HR218 Students <u>ONLY</u> may fire from high cover, two rounds strong side, one round support side)	
						Fire two rounds. Repeat for a total of six rounds.	
Mag 2  8 Rds	11 Rds	2	7 yd	6	4 sec	Start loaded with two rounds. Fire two rounds, reload, fire six rounds. The student then reloads again. Time does not include the second reload. (Revolvers will have 18 seconds)	
						Mag 3  6 Rds	
Mag 3  6 Rds	Mag 2	3	5 yd	2	12 sec	Fire three rounds with strong hand only. Transfer to support hand and fire three rounds with support hand only.	
						8 Rds  8 Rds	
						Fire two rounds utilizing a close quarters firing technique.	

### 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 = zero points. There are 100 total points possible. Students must score a minimum of 25 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 \_\_\_\_\_