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

Student Name (Print):	PSID/Number:	Date:	Date:	
under each skill. This test should be 15-yard line and face a target with an unlisingle dummy round. The instructor will d performs each skill, the instructor will che student to remediate any portion of the te	ss each of the following skills by meeting conducted using dummy rounds. No live ammo loaded and holstered pistol; and a magazine or direct the student to perform each of the following each of the criteria for that skill. The instrest, and is authorized to stop the test at any point this document in your instructor records.	b. The trainee will st speed-loader loade g skills. As the stud ructor may allow the	tand at ed with a dent e	
4 Lood the bendering vision a manage	wine are arread locator and them believe	DACC	-	
	zine or speed-loader and then holster.	PA55	FAIL	
Safe muzzle direction at all times				
Trigger finger outside trigger gua				
 ·	auto)/engages safety (single-action semi-auto).	D.100		
2. Draw the handgun and assume a	a LOW READY position.	PASS	FAIL	
Safe muzzle direction at all times	S.			
Trigger finger outside the trigger	r guard at all times.			
Release retention devices with s	shooting hand only.			
Assumes a proper Low Ready p	position with muzzle depressed at approximately 45°.			
3. Move forward 7-10 yards with the	e handgun at Low Ready.	PASS	FAIL	
Safe muzzle direction at all times	s.			
Trigger finger outside trigger gua	ard at all times.			
4. Unload the handgun and inspect	t to ensure unloaded condition	PASS	_FAIL	
Safe muzzle direction at all times	s.			
Trigger finger outside trigger gua	ard at all times.			
Remove magazine first, then unl	load chamber/properly clear cylinder.			
Look and feel in magazine well a	and chambers/cylinder to verify unloaded.			
5. Close the action and holster.		PASS	_FAIL	
Safe muzzle direction at all times	s.			
Trigger finger outside trigger gua	ard at all times.			
	semi-auto/hammer down on revolver.			
SAFE GUN HANDLING TEST RESULT: (Pas	ss requires that the student pass all five skills.)			
	PASS FAIL			

TRAINING SOLUTIONS INTERNATIONAL

Oregon Department of Public Safety Standards and Training Private Security Handgun Qualification Course (PQC-1.1) Record

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

Course Requirements

Course requirements								
	All stages start with weapon holstered and retention devices engaged. Revolvers must fire double-action							
only. U	only. Unless noted all firing is two-hand sighted fire.							
Mag (Lo	ow / Std. cap.)	Stage	Distance	Rds	Time	Stage Requirement		
Mag 1	Mag 1	1	15 yd	3	15	(Double Stack cover barrels) Student starts at 15 yard line,		
					sec	advances in an "L" movement to low cover, and kneels		
						behind cover. (Student may first draw and advance behind cover,		
			(Barrel			or draw once at cover, at instructor discretion.) Fire three rounds		
			àt 10 yd)			strong/dominant side from behind low cover. (HR218		
						Students ONLY may fire from high cover, two rounds strong side,		
3 Rds						one round support side)		
Mag 2		2	7 yd	6	4	Fire two rounds. Repeat for a total of sixrounds.		
					sec	·		
		3	5 yd	2	15	Start loaded with two rounds. Fire two rounds, The		
					sec	student takes one step right or left (instructor discretion)		
8 Rds	11 Rds					and reloads, fire six additional rounds. The student		
Mag 3	Mag 2			6		then reloads again. Time does not include the second		
6 Rds	6 Rds					reload. (Revolvers will have 18 seconds)		
Mag 4	Mag 3	4	3 yd	6	10	Student draws and fires 3 rounds strong hand only.		
	_				sec	The student then transfers the weapon to the support		
						hand and fires 3 rounds with support hand only.		
		5	2 yd	2	3	Student draws while taking a step right or left (instructor		
					sec	discretion) and fires 2 rounds. (Optional: Students start with		
8 Rds	8 Rds					simulating hands encumbered.)		

SPQC-1 COURSE SCORING: Scoring: Hits in the 5 = 5 points each. Hits in the 3 = 3 points Scoring: Hits in the A = 4 points. Hits in the B = 3 points. Hits in each. Hits on the silhouette or head box outside the 3 zone 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 = zero points. There are 125 total points possible. Students must score a minimum of 75 points to pass. To determine possible. Students must score a minimum of 80 points to pass. percentage score, add the total number of points from To determine percentage score, add the total number of points qualifying hits (in 3 ring or better), divide the total number of from qualifying hits, divide the total number of scored points by scored points by 125. Hits on the line count the value of the 100. Hits on the line count the value of the higher zone. higher zone. Rounds not fired within the time limit count as Rounds not fired within the time limit count as missed. missed. Malfunctions, if dealt with properly, allow for reshoot Malfunctions, if dealt with properly, allow for reshoot of that of that section (rather than a fail). 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**