

Yard Line	<u>NMDPS LEA Day Pistol Qualification</u>	Rounds (50)		Time
25	Standing, draw and fire	2	2 rounds center mass	6 sec
25	Standing, draw to kneeling of choice, fire	2	2 rounds center mass	8 sec
15	Standing, draw and fire	2	2 rounds center mass	5 sec
15	Tactical Load 1 round magazine			
15	Standing, draw fire 2, move into kneeling of choice, reload, fire two rounds	4	4 rounds center mass	12 sec
15	Standing, low ready, fire	2	2 rounds center mass	4 sec
10	Tactical Load 1 round magazine			
10	Standing, draw and fire 2, reload and fire 2 rounds	4	4 rounds center mass	10 sec
10	Tactical Load 1 round magazine			
10	Standing, draw and fire 2, reload and fire 2 rounds	4	4 rounds center mass	10 sec
7	Standing, draw fire a failure drill	3	2 rounds center mass, 1 round to the head	6 sec
7	Standing, draw fire a failure drill	3	2 rounds center mass, 1 round to the head	6 sec
7	Standing, low ready, strong hand only, fire	2	2 rounds center mass	3 sec
7	Standing, low ready, strong hand only, fire	2	2 rounds center mass	3 sec
7	Standing, low ready, support hand only, fire	2	2 rounds center mass	3 sec
7	Standing, low ready, support hand only, fire	2	2 rounds center mass	3 sec
5	Standing, draw and fire	2	2 rounds center mass	3 sec
5	Standing, low ready, fire	2	2 rounds center mass	2 sec
5	Standing, draw, fire 2, side step to right, fire 1 round to the head	3	2 rounds center mass, 1 step to right, 1 round head	7 sec
5	Standing, draw, fire 2, side step to right, fire 1 round to the head	3	2 rounds center mass, 1 step to right, 1 round head	7 sec
1	Standing, draw to weapons retention, fire 2, take one step back, fire 1 round to head	3	Standing, draw to weapons retention, fire 2, take one step back, fire 1 round to head	6 sec
1	Standing, draw to weapons retention, fire 2, take one step back, fire 1 round to head	3	Standing, draw to weapons retention, fire 2, take one step back, fire 1 round to head	6 sec

The range is considered “hot” unless called safe by the range master. Each round is worth 2 percentage points, with a passing score of 80% or greater. The head shot will be scored within the scuba mask. Ammo management is your responsibility. Alibis will only be given for weapons system malfunctions if the shooter works through the malfunction. Running out of ammo is not a malfunction.