

Change 1

Headquarters
Department of the Army
Washington, DC, 5 September 2005

Combat Training with Pistols, M9 and M11

1. Change FM 3-23.35, 25 June 2003, as follows:

Remove old pages:

Insert new pages:

i through iii	i through iii
2-23 through 2-24.....	2-23 through 2-24
A-1 through A-7	A-1 through A-9
B-1 through B-6	B-1 through B-6
Glossary-1.....	Glossary-1
None	DA Form 88-R
None	DA Form 5704-R

2. A star (*) marks new or changed material.
3. File this transmittal sheet in front of the publication.

DISTRIBUTION RESTRICTION: Approved for public release; distribution is unlimited.

By Order of the Secretary of the Army:

PETER J. SCHOOMAKER
Major General, United States
Army
Chief of Staff



Official: **SANDRA R. RILEY**
Administrative Assistant to the
Secretary of the Army
0523408

DISTRIBUTION:

Active Army, USAR, and ARNG: To be distributed in accordance with initial distribution number 110200, requirements for FM 3-23.35, Combat Training with Pistols, M9 and M11.

This page intentionally left blank.

COMBAT TRAINING WITH PISTOLS, M9 AND M11**Contents**

	Page
Preface	iii
CHAPTER 1. COMPONENTS AND FUNCTIONING	
Section I. Description and Components.....	1-1
1-1. Description	1-2
1-2. Components	1-3
1-3. Ammunition	1-4
Section II. Maintenance.....	1-5
1-4. Clearing Procedures	1-5
1-5. General Disassemble.....	1-5
1-6. Inspection.....	1-6
1-7. Clearing, Lubrication, and Preventive Maintenance	1-6
1-8. General Assembly.....	1-6
1-9. Function Check	1-7
Section III. Operation and Function.....	1-8
1-10. Operation	1-8
1-11. Loading.....	1-8
1-12. Unloading and Clearing.....	1-9
1-13. Cycle of Operation	1-9
Section IV. Performance Problems	1-10
1-14. Malfunctions	1-10
1-15. Immediate Action	1-10
1-16. Remedial Action	1-10
CHAPTER 2. PISTOL MARKSMANSHIP TRAINING	
Section I. Basic Pistol Marksmanship	2-1
2-1. Grip.....	2-1
2-2. Aiming	2-5
2-3. Breath Control	2-6
2-4. Trigger Squeeze.....	2-6
2-5. Target Engagement	2-7
2-6. Positions.....	2-8
Section II. Combat Marksmanship	2-14
2-7. Techniques of Firing.....	2-14
2-8. Target Engagement	2-15
2-9. Traversing	2-15
2-10. Combat Reloading Techniques.....	2-21
2-11. Poor Visibility Firing.....	2-23
* 2-12. Chemical, Biological, Radiological, or Nuclear Firing	2-23
Section III. Coaching and Training Aids	2-23
2-13. Coaching	2-23
2-14. Ball-and-Dummy Method	2-24
2-15. Calling the Shot.....	2-24
2-16. Slow-Fire Exercise	2-24
2-17. Air-Operated Pistol, .177 mm.....	2-25

Distribution Restriction: Approved for public release. Distribution is unlimited.

	Page
2-18. Quick-Fire Target Training Device	2-25
2-19. Range Firing Courses	2-30
Section IV. Safety	2-30
2-20. Requirements	2-30
2-21. Before Firing	2-31
2-22. During Firing	2-31
2-23. After Firing	2-31
2-24. Instructional Practice and Record Qualification Firing	2-31
* APPENDIX A. COMBAT PISTOL QUALIFICATION COURSE	A-1
* APPENDIX B. ALTERNATE PISTOL QUALIFICATION COURSE	B-1
APPENDIX C. TRAINING SCHEDULES	C-1
* GLOSSARY	Glossary-1
REFERENCES	References-1
INDEX	Index-1
* DA FORM 88-R, Combat Pistol Qualification Course Scorecard	
* DA FORM 5704-R, Alternate Pistol Qualification Course Scorecard	

PREFACE

This publication applies to the Active Army, the Army National Guard (ARNG), the National Guard of the United States (ARNGUS), and the US Army Reserve (USAR). It provides guidance on the operation and marksmanship of the M9, 9-mm pistol and the M11, 9-mm pistol. It reflects current Army standards in weapons qualification. It is a guide for the instructor to develop training programs, plans, and lessons that meet the objectives of the US Army Marksmanship program for developing combat-effective marksmen. The Soldier develops confidence, knowledge, and skills by following the guidelines in this manual.

The proponent of this publication is the US Army Infantry School. Send comments and recommendations on DA Form 2028 directly to Commandant, U.S. Army Infantry School, ATTN: ATSH-ATD, Fort Benning, GA 31905, or by email to doctrine@benning.army.mil.

Unless this publication states otherwise, masculine nouns and pronouns refer to either gender.

This page intentionally left blank.

(e) Remove the safety with the thumb if the slide is forward, or push the slide release lever with the middle finger if the slide is back.

2-11. POOR VISIBILITY FIRING

Poor visibility firing with any weapon is difficult since shadows can be misleading to the firer. This is mainly true during EENT and EMNT (a half hour before dark and a half hour before dawn). Even though the pistol is a short-range weapon, the hours of darkness and poor visibility further decrease its effect. To compensate, the firer must use the three principles of night vision:

a. **Dark Adaptation.** This process conditions the eyes to see during poor visibility conditions. The eyes usually need about 30 minutes to become 90 percent adapted in a totally darkened area.

b. **Off-Center Vision.** When looking at an object in daylight, a person looks directly at it. However, at night he would see the object only for a few seconds. To see an object in darkness, he must concentrate on it while looking 6 to 10 degrees away from it.

c. **Scanning.** This is the short, abrupt, irregular movement of the firer's eyes around an object or area every 4 to 10 seconds. With artificial illumination, the firer uses night-fire techniques to engage targets, since targets seem to shift without moving.

NOTE: For more detailed information on the three principles of night vision, see FM 21-75.

2-12. CHEMICAL, BIOLOGICAL, RADIOLOGICAL, OR NUCLEAR

When firing a pistol under CBRN conditions, the firer should use optical inserts, if applicable. Firing in MOPP levels 1 through 3 should not be a problem for the firer. Unlike with a rifle, the firer acquires a sight picture with a pistol the same with or without a protective mask. MOPP4 is the only level that might present a problem for a firer, because that level requires him to wear gloves. Gloves could force him to adjust for proper grip and trigger squeeze. Firers should practice firing in MOPP4 to become proficient in CBRN firing.

Section III. COACHING AND TRAINING AIDS

Throughout preparatory marksmanship training, the coach-and-pupil method of training should be used. The proficiency of a pupil depends on how well the coach performs his duties. This section provides detailed information on coaching techniques and training aids for pistol marksmanship.

2-13. COACHING

The coach assists the firer by correcting errors, ensuring he takes proper firing positions, and ensuring he observes all safety precautions. The criteria for selecting coaches are a command responsibility. Coaches must have more experience in pistol marksmanship than the student firer. Duties of the coach during instructional practice and record fire include the following:

- a. Checking that the--
 - Weapon is clear.
 - Ammunition is clean.
 - Magazines are clean and operational.

- b. Observing the firer to see that he--
 - Takes the correct firing position.
 - Loads the weapon properly and only on command.
 - Takes up the trigger slack correctly.
 - Squeezes the trigger correctly.
 - Calls the shot each time he fires, except during quick fire and rapid fire.
 - Holds his breath correctly.
 - When he does not fire for 5 or 6 seconds, lowers the weapon and rests his arm.
- c. Having the firer breathe deeply several times to relax if he is tense.

2-14. BALL-AND-DUMMY METHOD

In this method, the coach loads the weapon for the firer. He may hand the firer a loaded weapon or an empty one. When firing the empty weapon, the firer observes that in anticipating recoil he is forcing the weapon downward as the hammer falls. Repetition of the ball-and-dummy method helps reduce recoil anticipation.

2-15. CALLING OF THE SHOT

To call the shot is to state where the bullet should strike the target according to the sight picture at the instant the weapon fires, for example, "High," "a little low," "to the left," or "bull's eye." Another method of calling the shot is the clock system, for example, "three-ring hit at 8 o'clock" or "four-ring hit at 5 o'clock." Another method is to place a firing center beside the firer on the firing line. As soon as the shot is fired, the firer must place a finger on the target face or center where he expects the round to hit on the target. This method avoids guessing and computing for the firer. The immediate placing of the finger on the target face gives an accurate call. If the firer calls his shot incorrectly in range fire, he is failing to concentrate on sight alignment and trigger squeeze. Thus, as the weapon fires, he does not know what his sight picture is.

2-16. SLOW-FIRE EXERCISE

The slow-fire exercise is one of the most important exercises for both amateur and competitive marksmen. Coaches should ensure firers practice this exercise as much as possible. This is a dry-fire exercise.

a. To perform the slow-fire exercise, the firer assumes the standing position with the weapon pointed at the target. The firer should begin by using the two-hand grip, progressing to the one-hand grip as his skill increases. He takes in a normal breath and lets out part of it, locking the remainder in his lungs by closing his throat. He then relaxes, aims at the target, and takes the correct sight alignment and sight picture. He takes up the trigger slack and squeezes the trigger straight to the rear with steady, increasing pressure until the hammer falls, simulating firing.

b. If the firer does not cause the hammer to fall in 5 or 6 seconds, he should return to the pistol-ready position and rest his arm and hand. He then starts the procedure again. The action sequence that makes up this process can be summed up by the key word BRASS. It is a word the firer should think of each time he fires his weapon.

APPENDIX A*
COMBAT PISTOL QUALIFICATION COURSE

This appendix explains the combat pistol qualification course. If it is unavailable, the alternate pistol qualification course (APQC) may be used to sustain training and to qualify firers.

The tower operator is completely responsible for and in charge of the range and the course. He controls absolutely all activities related to firing. The tower operator tells the scorers what to do when, for example, when to issue the preloaded magazines to firers. Only the tower operator may issue the order to fire. Scorers and firers must await the tower operator's orders.

A-1. COURSE INFORMATION

The CPQC (shown in TC 25-8) requires the Soldier to engage single and multiple targets at various ranges using the fundamentals of quick fire.

a. **Extra Rounds.** For each table of the CPQC, the firer is given extra rounds to reengage missed targets. Although only 30 targets will be exposed during the entire course, each firer will receive 40 rounds of ammunition. Hitting a target with an additional round during the exposure time is just as effective as hitting it with the first round. Consequently, the firer is not penalized for using or not using the extra ammunition. However, any unused ammunition must be turned in at the end of the table, and may not be used in any other table.

b. **Magazine Changes.** Only three magazine changes are required during this course: one change in Firing Table II, and two changes in Firing Table V. For safety, each of these two tables begins with a magazine loaded only with one round. The first target appears, and the firer engages it with that round. By the time another target appears eight seconds later, the firer must have reloaded and prepared to engage. He will receive no commands to reload. Failure to reload in time to engage the second target is scored as a miss. This teaches the Soldier to change magazines instinctively, quickly, and safely under pressure. In Table V, a second magazine change is commanded by the control tower.

c. **Double-Action Mode.** When firing the 9-mm pistol, the Soldier uses double-action to fire the first round in every table.

d. **Range to Target.** The range to exposed targets must not exceed 31 meters from the firer. Table A-1 shows target exposure times for each firing table.

NUMBER OF TARGETS	FIRING TABLE						
	I	II	III	IV	V	VI	VII
Single targets	3 Sec			2 Sec		10 Sec	
Multiple targets	5 Sec			4 Sec		20 Sec	

Table A-1. Target-exposure times.

A-2. STANDARDS BY FIRING TABLE

The following qualification tables apply for day, night, and CBRN qualification. The standing firing position is used throughout the qualification.

- NOTE:**
1. The range OIC determines a common target sequence for all lanes. This keeps a firer from getting ahead of adjacent firers.
 2. Target sequences vary in distance from the firer, starting with no more than two targets at 7 meters and the farthest targets at 31 meters.

a. **Table I--Day Standing.** For this table, the firer receives one magazine with seven rounds in it. Five targets (single) are exposed. The firer assumes the standing firing position at the firing line. He holds the weapon at the ready. The tower operator sets the target sequence.

b. **Table II--Day Standing.** For this table, the firer receives two magazines: one containing one round, and the other containing seven rounds. Six targets (four single and one set of two) are exposed. The firer takes the same position on the firing line as he did in Table I.

(1) **First Magazine.** The firer loads the first magazine (containing one round). One target is exposed.

(2) **Second Magazine.** After he fires the round in the first magazine, the firer must change magazines at once. He has eight seconds to load the second magazine (containing seven rounds) and prepare to fire before the next target is exposed. Once it appears, he must engage in the three seconds before it is lowered. Failure to do so is scored as a miss.

c. **Table III--Day Standing.** For this table, the firer receives one magazine containing seven rounds. Five targets (three single and one set of two) are exposed. The firer fires at each target, or set of targets, and rotates to the next firing point for that table.

d. **Table IV--Day Standing.** For this table, the firer receives one magazine containing five rounds. Four targets are exposed. The firer starts in the same position used in the previous tables. Four targets (two single targets and one set two more) are exposed to the firer.

e. **Table V--Day Moving Out.** For this table, the firer receives three magazines: one each with one, seven, and five rounds. Ten targets are exposed. The firer begins 10 meters behind the firing line, in the middle of the trail.

(1) The firer loads the first magazine (containing one round). He places the second magazine (containing seven rounds) in the magazine pouch closest to his firing hand. He places third magazine (containing five rounds) in the magazine pouch farthest from his firing hand.

(2) When the firer reaches the firing line, a single target is exposed. The firer has two seconds to hit it before it is lowered. He then has eight seconds to load the second magazine (containing seven rounds).

(3) At the end of eight seconds, another single target is exposed to the firer. If the firer has not loaded the second magazine in time to engage this target, this round is scored as a miss.

(4) When the tower operator is sure that the firing line has completed the magazine change, he commands MOVE OUT. He then exposes two multiple targets, one after the other, at various ranges from the firer.

(5) After two sets of multiple targets are exposed, the Soldier is commanded to load the five-round magazine. After the command MOVE OUT is given, the remaining targets

are presented to the firer in sequence. After the last targets are hit or lowered, the firer clears the weapon.

(6) The firer holds the weapon in the raised pistol position with the slide to the rear. He returns to the starting point and places the weapon on the stand. He turns in any excess ammunition to the ammunition point. On hearing the order to do so, he moves to the firing line.

f. **Table VI--Day Standing, CBRN.** All firers will wear protective masks with hoods. For this table, the firer receives one magazine containing seven rounds. Five targets (three single and one set of two) are exposed. Each is fired after the firer rotates to another firing point.

g. **Table VII--Night Standing.** For this table, the firer receives one magazine containing five rounds. Four targets (two single and one set of two) are exposed, starting with the same position used in the previous tables.

NOTE: Commanders may use the Engagement Skills Trainer (EST) 2000 to conduct Firing Tables VI and VII (CBRN and night fire).

A-3. TOWER OPERATOR'S AUTHORITY

The tower operator is responsible for the range. For this reason, only he can give orders to scorers and firers on the range.

A-4. CONDUCT OF FIRE BY FIRING TABLE

For each table, the tower operator has scorers issue only the rounds required for that table. The following fire commands show how the tower operator runs range fire on the CPQC:

a. **Table I--Day Standing.** The tower operator orders firers to move to the firing line in preparation for firing. He orders the firers to position themselves next to the weapon stands and secure their weapons. On command, the scorer issues to the firer one magazine containing seven rounds.

(1) The tower operator commands--

*TABLE ONE, STANDING POSITION, SEVEN ROUNDS.
LOAD AND LOCK.
READY ON THE RIGHT.
READY ON THE LEFT.
READY ON THE FIRING LINE.
UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANE.*

(2) The tower operator exposes the targets to the firers. When all targets have been exposed and engaged or lowered, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS?
(Alibis are given 10 seconds for each round not fired.)
CLEAR ALL WEAPONS.
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS CLEAR.
FIRERS, PLACE YOUR WEAPONS ON THE STANDS WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

b. **Table II--Day Standing.** The tower operator orders firers to secure their weapons. On command, the scorer issues to the firer one magazine containing a single round and another magazine containing seven rounds.

(1) The tower operator commands--

*TABLE TWO, STANDING POSITION, EIGHT ROUNDS.
LOAD AND LOCK ONE MAGAZINE WITH ONE ROUND.
LOAD YOUR SEVEN-ROUND MAGAZINE WITHOUT COMMAND.
READY ON THE RIGHT.
READY ON THE LEFT.
READY ON THE FIRING LINE.
UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANES.*

(2) The tower operator exposes the targets to the firers. When all targets have been exposed and engaged or lowered, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired.)
CLEAR ALL WEAPONS.
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS CLEAR.
FIRERS, PLACE YOUR WEAPONS ON THE STAND WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

c. **Table III--Day Standing.** The tower operator orders the firers to secure their weapons. On command, the scorer issues to the firer one magazine containing seven rounds.

(1) The tower operator commands--

*TABLE THREE, STANDING POSITION, SEVEN ROUNDS.
LOAD AND LOCK.
READY ON THE RIGHT.
READY ON THE LEFT.
READY ON THE FIRING LINE.
UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANES.*

(2) The tower operator exposes the targets to the firers. When all targets have been exposed and engaged or lowered, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired.)
CLEAR ALL WEAPONS.
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS CLEAR.
FIRERS, PLACE YOUR WEAPONS ON THE STAND WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

d. **Table IV--Day Standing.** The tower operator orders the firers to secure their weapons. On command, the scorer issues to the firer one magazine containing five rounds.

(1) The tower operator commands--

*TABLE FOUR, STANDING POSITION, FIVE ROUNDS.
LOAD AND LOCK.
READY ON THE RIGHT.
READY ON THE LEFT.
READY ON THE FIRING LINE.
UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANES.*

(2) The tower operator exposes the targets to the firers. When all targets have been exposed and engaged or lowered, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired)
CLEAR ALL WEAPONS.
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS CLEAR.
FIRERS, PLACE YOUR WEAPONS ON THE STAND WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

e. **Table V--Day Moving Out.** The tower operator orders the firers to secure their weapons and move to the center of the trail 10 meters behind the firing line. On command, the scorer issues to the firer one magazine containing one round; a second magazine containing seven rounds; and a third magazine containing five rounds.

(1) The tower operator commands--

*TABLE FIVE, STANDING POSITION, THIRTEEN ROUNDS.
LOAD AND LOCK ONE MAGAZINE WITH ONE ROUND.
READY ON THE RIGHT.
READY ON THE LEFT.
READY ON THE FIRING LINE.
PISTOLS AT THE READY POSITION.
UNLOCK YOUR WEAPON.
FIRERS, WATCH YOUR LANES.
MOVE OUT.*

(2) The tower operator exposes the targets to the firers. After each target or group of targets has been engaged, he commands--

*WEAPONS AT THE READY POSITION
MOVE OUT*

(3) After the firers complete Table V, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired)
CLEAR ALL WEAPONS.
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS CLEAR.
FIRERS, KEEP YOUR WEAPONS UP AND DOWN RANGE.
SCORERS AND FIRERS MOVE BACK TO THE FIRING LINE AND PLACE YOUR WEAPONS ON THE STAND WITH SLIDES LOCKED TO THE REAR..
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

(3) The tower operator has each scorer total the firer's scorecard and turn it in to the range officer or his representative. The firing orders are rotated and the above sequence continued until all orders have fired.

f. **Table VI--Day Standing, CBRN.** The firer will wear a protective mask with hood.

(1) The tower operator orders the firers to position themselves next to the weapon stands. On command, the scorer issues to the firer one magazine containing seven rounds. The firer must get three hits to receive a "GO" on this table. The tower operator commands--

TABLE SIX, CBRN FIRE, STANDING POSITION, SEVEN ROUNDS.

LOAD AND LOCK.

READY ON THE RIGHT.

READY ON THE LEFT.

READY ON THE FIRING LINE.

UNLOCK YOUR WEAPONS.

FIRERS, WATCH YOUR LANES.

(2) The tower operator exposes the targets to the firers. When all targets have been exposed and engaged or lowered, the tower operator commands--

CEASE FIRE.

ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired)

CLEAR ALL WEAPONS.

CLEAR ON THE RIGHT.

CLEAR ON THE LEFT.

THE FIRING LINE IS CLEAR.

FIRERS, PLACE YOUR WEAPONS ON THE STAND. WITH SLIDES LOCKED TO THE REAR..

FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.

MARK AND COVER ALL HOLES.

g. **Table VII--Night Standing.** The tower operator orders the firers to position themselves next to the weapon stands. On command, the scorer issues to the firer one magazine containing five rounds. The firer must get two hits to receive a "GO" on this table.

(1) The tower operator commands--

TABLE SEVEN, NIGHT FIRE, STANDING POSITION, FIVE ROUNDS.

LOAD AND LOCK.

READY ON THE RIGHT.

READY ON THE LEFT.

READY ON THE FIRING LINE.

UNLOCK YOUR WEAPONS.

FIRERS, WATCH YOUR LANES.

(2) The tower operator exposes the targets to the firers. When all targets have been exposed and engaged or lowered, The tower operator commands--

CEASE FIRE.

ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired)

CLEAR ALL WEAPONS.

CLEAR ON THE RIGHT.

CLEAR ON THE LEFT.

THE FIRING LINE IS CLEAR.

FIRERS, PLACE YOUR WEAPONS ON THE STAND WITH SLIDES LOCKED TO THE REAR.

FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.

MARK AND COVER ALL HOLES.

A-5. ALIBIS

Alibis are fired after each table and where they occurred. Firers are allowed 10 seconds for each alibi. The same fire commands apply to alibis. If a weapon or target malfunctions while the firer is firing from a stationary position, he reports the malfunction. He keeps his weapon pointed up and downrange. Should the malfunction occur during Table V, the firer keeps his weapon pointed up and downrange, but he continues to move forward, keeping himself aligned with the firers to his right and left.

A-6. RULES

Certain rules apply to the conduct of fire during the CPQC:

a. **Assistance.** During instructional fire, the coach and assistant instructors should assist the firer in correcting errors. However, during record fire, no one may help or try to help the firer while or after he takes his position at the firing point.

b. **Accidental Discharges.** After the firer takes his place on the firing lane, every shot counts. Even if he fires away from the target or discharges the weapon accidentally, then that counts as his shot. He receives no replacement round or second chance.

c. **Fire on the Wrong Target.** Each firer observes the location of the target in his own lane. Shots fired on the wrong target count as a miss. A firer is credited only for the targets he hits in his own firing lane.

d. **Fire After the Signal to Lower Targets.** Any shot after the target starts to lower is scored as a miss.

e. **Extra Shot Fired at an E-Type Silhouette Target.** If the firer hits the target while the target is exposed, that is, before it begins to lower, then he receives credit for the hit. The number of rounds fired to obtain the hit does not matter.

f. **Excess Ammunition.** At the end of each firing table, the firer turns in any excess ammunition. This ammunition is not re-issued to him for use in the other firing tables.

g. **Target Sequence.** The tower operator sets a common target sequence for all lanes. This keeps a firer from getting ahead of the firers in adjacent lanes. Target sequence varies in distance from the firer. It starts with 31 meters and allows for no more than two 7-meter targets.

A-7. SCORECARD

Figure A-1 shows an example completed DA Form 88-R (*Combat Pistol Qualification Course Scorecard*), and a blank copy is provided in the back of the book. The blank form may be reproduced locally on 8 1/2- by 11-inch paper. It may also be downloaded from the Internet at Army Knowledge Online (<http://www.army.mil/usapa/eforms/>). The scorecard lists the standards and provides scoring grids for the CPQC.

COMBAT PISTOL QUALIFICATION COURSE SCORECARD
 For use of this form, see FM 3-23.35; the proponent agency is TRADOC.

Name (Last, First, MI) Richard R. Pevoski	Unit C Co 2/29	Lane No. 3	Order 1	Group 4	Date (YYYYMMDD) 20051119
--	-------------------	---------------	------------	------------	-----------------------------

TABLE I DAY STANDING	1 Magazine--7 Rounds								
		Time	Tgt	Hits					
		3 Sec	1	X					
		3 Sec	2	X					
		3 Sec	3	X					
		3 Sec	4	X					
		3 Sec	5	X					
		Total		5					

TABLE II DAY STANDING	1 Magazine--1 Round 8-Second Delay for Magazine Change 1 Magazine--7 Rounds								
		Time	Tgt	Hits					
		3 Sec	1	X					
		3 Sec	2	M					
		5 Sec	3	X					
		3 Sec	4	X					
		3 Sec	5	X					
		3 Sec	6	X					
		Total		5					

TABLE III DAY STANDING	1 Magazine--7 Rounds								
		Time	Tgt	Hits					
		3 Sec	1	X					
		3 Sec	2	X					
		3 Sec	3	X					
		5 Sec	4	X					
		5 Sec	5	X					
		Total		5					

TABLE IV DAY STANDING	1 Magazine--5 Rounds								
		Time	Tgt	Hits					
		2 Sec	1	X					
		2 Sec	2	X					
		4 Sec	3	X					
		4 Sec	4	X					
		Total		4					

TABLE V DAY MOVING OUT	1 Magazine--1 Round 8-Second Delay for Magazine Change 1 Magazine--7 Rounds 1 Magazine--5 Rounds Controlled Change								
		Time	Tgt	Hits					
		2 Sec	1	X					
		2 Sec	2	X					
		4 Sec	3	X					
		4 Sec	4	M					
		4 Sec	5	M					
		4 Sec	6	M					
		2 Sec	7	M					
		2 Sec	8	M					
		4 Sec	9	M					
		4 Sec	10	M					
		Total		3					

TABLE VI DAY STANDING CBRN	1 Magazine--7 Rounds								
		Time	Tgt	GO	NO-GO				
		10 Sec	1	X					
		10 Sec	2	X					
		10 Sec	3	X					
		20 Sec	4	X					
		20 Sec	5	X					
		Total		5		0			

TABLE VII NIGHT STANDING	1 Magazine -- 5 Rounds								
		Time	Tgt	GO	NO-GO				
		10 Sec	1	X					
		10 Sec	2	X					
		20 Sec	3	X					
		20 Sec	4	X					
		20 Sec	5	X					
		Total		4		0			

TABLE VIII CBRN FIRING SETS	CBRN Fire Table VI								
		GO (3 Hits)	NO-GO						
		GO (3 Hits)	NO-GO						
		GO (2 Hits)	NO-GO						

Note: Firers receive the number of rounds required to fire a specific table. The officer in charge of firing sets procedures for loading and unloading.

Figure A-1. Example completed DA Form 88-R.

NOTE: Numbers in the "**Tgt**" column do not represent a particular sequence in which the targets will appear. They just identify how many targets the firer will engage in each firing table.

a. Each time a firer hits or kills a target, the scorer places an "X" in the "**Hits**" column. Each hit is worth one point. After the firer finishes firing, the scorer totals and signs the scorecard.

b. The following qualification standards are also shown on the form:

- Expert--26 to 30 hits.
- Sharpshooter--21 to 25 hits.
- Marksman--16 to 20 hits.
- Unqualified--0 to 15 hits.

c. The CBRN and night firing tables are scored as GO or NO-GO. The firer either qualifies on those tables, or not. For each of these tables (VI and VII), the firer gets a GO if he hits the target, and a NO-GO if he misses.

d. To qualify, the firer must earn a minimum total score of 16 on Tables I through V and must receive three hits on Table VI (CBRN) and two hits on Table VII (Night).

A-8. TARGETS

Each firing lane requires seven electrical, device-type targets as well as a single E-type silhouette. Aggressor figures may be superimposed on the silhouettes to add realism to the course of fire.

A-9. QUICK-FIRE TARGET TRAINING DEVICE

The unit may procure a quick-fire target training device (QTTD) locally. To ensure standardization, quality, durability, and appearance, the device should be constructed by a qualified organization with documented experience producing similar devices such as the training aids section of the local Training Support Center.

This page intentionally left blank.

APPENDIX B*

ALTERNATE PISTOL QUALIFICATION COURSE

Once the Soldier completes instructional fire, he must complete the Combat Pistol Qualification Course (CPQC) for the record. However, when the CPQC is unavailable, the Alternate Pistol Qualification Course (APQC) may be used.

The tower operator is completely responsible for and in charge of the range and the course. He controls absolutely all activities related to firing. The tower operator tells the scorers what to do when, for example, when to issue the preloaded magazines to firers. Only the tower operator may issue the order to fire. Scorers and firers must await the tower operator's orders.

B-1. CONDITIONS AND STANDARDS

The firer is given 40 rounds of ammunition for Tables I through IV and 14 rounds for Tables V and VI:

a. **Table I--Day Standing.** Within 21 seconds, engage the 25-meter APQC target from the standing position with 7 rounds of ammunition; given one 7-round magazine during daylight hours.

b. **Table II--Day Kneeling.** Within 45 seconds, engage the 25-meter APQC target from the kneeling position with 13 rounds during hours of daylight. From a standing position, assume a good kneeling position, engage the target with 6 rounds, perform a rapid magazine change, and engage the target with 7 rounds.

c. **Table III--Day Crouching.** Within 35 seconds, engage the 25-meter APQC target from the crouching position with 10 rounds; given two magazines with 5 rounds each during daylight hours. From a standing position, assume a good crouching position, engage the target with one 5-round magazine, perform a rapid magazine change, and engage the target with the second 5-round magazine.

d. **Table IV--Day Prone.** Within 35 seconds, engage the 25-meter APQC target from the prone position with 10 rounds; given two magazines with 5 rounds each during daylight hours. From a standing position, assume a good prone position, engage the target with one 5-round magazine, perform a rapid magazine change, and engage the target with the second 5-round magazine.

e. **Table V--Day CBRN Crouching.** Within 70 seconds, engage the 25-meter target from the crouching position with 7 rounds; given one 7-round magazines under simulated CBRN conditions.

f. **Table VI--Night Crouching.** Within 70 seconds, engage a 25-meter target from a crouching position with 7 rounds; given one 7-rounds magazine under night conditions.

B-2. CONDUCT OF FIRE

Commands shape the conduct of range fire in the APQC. When the firer uses a 9-mm pistol, he fires the first round in each table in double-action mode. At the end of each firing table, he returns excess ammunition to the scorer. He may not use it in other firing tables. At the end of the course, the scorer returns all excess ammunition to the ammunition point.

- NOTES:** 1. Commanders may use the Engagement Skills Trainer (EST) 2000 for Tables V (Day CBRN Crouching) and VI (Night Crouching).
2. Only the tower operator may give firing instructions.

a. **Table I--Day Standing.** The tower operator gives the order to move to the firing line and to prepare to fire. On the tower operator's command, the scorer issues to the firer one magazine containing seven rounds.

- (1) The tower operator then commands--

*TABLE ONE, STANDING POSITION, SEVEN ROUNDS.
LOAD AND LOCK. ONE SEVEN ROUND MAGAZINE.
IS THE FIRING LINE READY? (Firers using 9-mm pistols place them on double-action.)
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANE!*

- (2) At the end of the prescribed firing time, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis get eight seconds for each round not fired.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS NOW CLEAR.
FIRERS, PLACE YOUR WEAPON ON THE STANDS WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

b. **Table II--Day Kneeling.** The tower operator orders firers to move up to the firing line. On the tower operator's command, the scorer issues two magazines, one loaded with six rounds and the other with seven, to the firer.

- (1) The tower operator then commands--

*TABLE TWO, KNEELING POSITION, SIX ROUNDS.
LOAD AND LOCK ONE SIX-ROUND MAGAZINE.
LOAD YOUR SEVEN-ROUND MAGAZINE WITHOUT COMMAND.
IS THE FIRING LINE READY? (Firers using 9-mm pistols place them on double action.)
READY ON THE LEFT.
READY ON THE RIGHT.
THE FIRING LINE IS READY.
FIRERS, UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANES.*

- (2) The tower operator then commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis get eight seconds for each round not fired.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT
CLEAR ON THE LEFT
THE FIRING LINE IS NOW CLEAR.
FIRERS, PLACE YOUR WEAPON ON THE STANDS WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

c. **Table III--Day Crouching.** The tower operator orders firers to move to the firing line.

(1) On the tower operator's command, the scorer issues two five-round magazines to the firer:

*TABLE THREE, CROUCHING POSITION, FIVE ROUNDS.
LOAD AND LOCK ONE FIVE-ROUND MAGAZINE.
IS THE FIRING LINE READY? (Firers using 9-mm pistols place them on double action.)
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, WATCH YOUR LANES.*

(2) At the end of the prescribed firing time, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS NOW CLEAR..
FIRERS, PLACE YOUR WEAPON ON THE STAND WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

d. **Table IV--Day Prone Unsupported.** The tower operator orders firers to move to the firing line. On the tower operator's command, the scorer issues two five-round magazines to the firer.

(1) After the firer completes Table IV, the scorer and firer repair or replace targets for the next firing order:

*TABLE FOUR, PRONE POSITION, FIVE ROUNDS.
LOAD AND LOCK ONE FIVE-ROUND MAGAZINE.
LOAD YOUR SECOND FIVE-ROUND MAGAZINE WITHOUT COMMAND.
IS THE FIRING LINE READY?
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANES.*

(2) At the end of the prescribed firing time, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS NOW CLEAR.
FIRERS, PLACE YOUR WEAPON ON THE STAND WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS, MOVE DOWN RANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

f. **Table V--Day CBRN Crouching.** All firers wear protective masks with hoods. The tower operator orders firers to move to the firing line. On the tower operator's command, the scorer issues one seven-round magazine to the firer.

(1) Again, he issues the same commands he did for Table I.

*TABLE FIVE, CBRN FIRE, CROUCHING POSITION, SEVEN ROUNDS.
LOAD AND LOCK ONE MAGAZINE.
IS THE FIRING LINE READY? (Firers using 9-mm pistols place them on double-action.)
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY
FIRERS, WATCH YOUR LANES.*

(2) At the end of the prescribed firing time, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis are given 10 seconds for each round not fired.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS NOW CLEAR.
FIRERS, PLACE YOUR WEAPON ON THE STAND WITH SLIDES LOCK TO THE REAR
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

g. **Table VI--Night Crouching.** The tower operator orders firers to move to the firing line and to prepare to fire. On the tower operator's command, the scorer issues one seven-round magazine to the firer.

(1) The tower operator commands--

*TABLE SIX, NIGHT FIRE, CROUCHING POSITION, SEVEN ROUNDS.
LOAD AND LOCK ONE MAGAZINE.
IS THE FIRING LINE READY? (Firers using 9-mm pistols place them on double-action.)
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANES.*

(2) At the end of the prescribed firing time, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (Alibis get 8 seconds for each round not fired.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS NOW CLEAR.
FIRERS, PLACE YOUR WEAPONS ON THE STANDS WITH SLIDES LOCKED TO THE REAR.
FIRERS AND SCORERS, MOVE DOWNRANGE AND CHECK YOUR TARGETS.
MARK AND COVER ALL HOLES.*

B-3. ALIBIS

The scorer reports and records any weapon or target malfunction that occurs during fire. The firer is allowed one alibi at the end of each table. For Tables I through IV, he is allowed 8 seconds for each alibi. For Tables V and VI, he is allowed 10 seconds each. All alibis are fired where the malfunction occurred, and the same firing commands are used.

B-4. SCORECARD

Figure B-1 shows a 25-meter E-type silhouette. Figure B-2 shows an example completed DA Form 5704-R (*Alternate Pistol Qualification Course Scorecard*). A blank copy is provided in the back of the book. The blank form may be reproduced locally on 8 1/2- by 11-inch paper. It may also be downloaded from the Internet at Army Knowledge Online (<http://www.army.mil/usapa/eforms/>).

a. **Firing Tables I thru IV.** Each time a firer hits or kills a target, the scorer places an "X" (for a hit) or "M" (for a miss) in the appropriate box, then writes the number of each in the "Hits" and "Misses" columns to the right. After the firer completes the first four firing tables, the scorer tallies the total hits and misses and uses the scoring grid to determine if the firer qualified on those four tables.

EXPERT--36 to 40 hits.

SHARPSHOOTER--30 to 35 hits.

MARKSMAN--24 to 29 hits.

UNQUALIFIED--0 to 23 hits.

b. **Firing Tables V and VI.** Each time a firer hits or kills a target, the scorer places an "X" (hit) or "M" (miss) in the appropriate box. Then, he writes the total number of hits and misses in the columns to the right. The firer must hit four targets in each table in order to receive a "GO" on that table.

B-5. ASSISTANCE

During instructional fire, the coach and assistant instructors should help the firer correct errors. However, during record fire, no one may help or try to help the firer while or after he takes his position at the firing point.

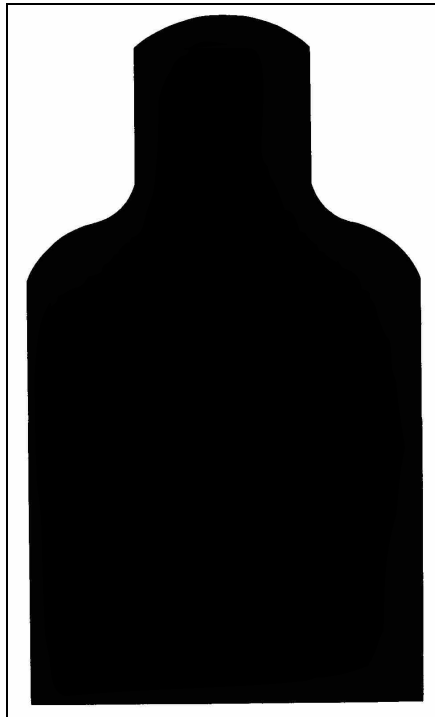


Figure B-1. E-type silhouette, 25-meter, without rings.

ALTERNATE PISTOL QUALIFICATION COURSE SCORECARD																		
For use of this form, see FM 3-23.35; the proponent agency is TRADOC.																		
Name (First, Last, MI)	Unit	Lane No.	Order	Date (YYYYMMDD)														
Richard P. Pevoski	C Co, 2/29	1	3	20051119														
TABLES I THRU IV -- DAY			HITS	MISSES														
Scorer marks each hit with a "X" and each miss with an "M". He writes the totals for each in the "Hits" and "Misses" columns. When the firer completes Tables I thru IV, the scorer totals the columns and uses the scoring grid below. The firer must achieve at least 24 hits to qualify.																		
TABLE I: DAY STANDING Magazines: 1 Rounds: 7 Time: 21 seconds Hits: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr></table>			X	X	X	X	X	X	X	7	0							
X	X	X	X	X	X	X												
TABLE II: DAY KNEELING Magazines: 2 Rounds: 6 in one magazine, 7 in the other Time: 45 seconds Hits: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>M</td></tr></table>			X	X	X	X	X	X	X	X	X	X	X	X	X	M	12	1
X	X	X	X	X	X	X	X	X	X	X	X	X	M					
TABLE III: DAY CROUCHING Magazines: 2 Rounds: 5 in each magazine Time: 35 seconds Hits: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr></table>			X	X	X	X	X	X	X	X	X	X	10	0				
X	X	X	X	X	X	X	X	X	X									
TABLE IV: DAY PRONE UNSUPPORTED Magazines: 2 Rounds: 5 in each magazine Time: 35 seconds Hits: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr></table>			X	X	X	X	X	X	X	X	X	X	10	0				
X	X	X	X	X	X	X	X	X	X									
SCORING GRID FOR TABLES I THRU IV																		
Expert	36 to 40	Hit/Miss Totals:	39	1														
Sharpshooter	30 to 35																	
Marksman	24 to 29																	
Not Qualified	23 or less																	
TABLES V AND VI - LIMITED VISIBILITY			GO	NO-GO														
After firer shoots each table, the scorer marks the appropriate block.																		
TABLE V: DAY CBRN CROUCHING Magazines: 1 Rounds: 7 Time: 70 seconds Hits: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr></table> (Four hits are required for a GO.)			X	X	X	X	X	X	X	7	0							
X	X	X	X	X	X	X												
TABLE VI: NIGHT CROUCHING Magazines: 1 Rounds: 7 Time: 70 seconds Hits: <table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr></table> (Four hits are required for a GO.)			X	X	X	X	X	X	X	7	0							
X	X	X	X	X	X	X												
Remarks																		
Scorer's Signature <i>SSG Katisha Ann Duncan</i>		Date (YYYYMMDD) 20051119	Officer's Signature <i>CPT Rolando O'Reilly</i>															
			Date (YYYYMMDD) 20051119															

DA FORM 5704-R, SEP 2005

Previous editions are obsolete.

APD V1.00

Figure B-2. Example completed DA Form 5704-R.

Glossary

APQC	alternate pistol qualification course
AR	Army regulation
CBRN	chemical, biological, radiological, or nuclear
CLP	cleaner, lubricant, preservative
CPQC	combat pistol qualification course
CTA	common table of allowances
DA	Department of the Army
EENT	end evening nautical twilight
EMNT	end morning nautical twilight
FM	field manual
HQ	headquarters
LSA	lubricating [oil], semifluid, automatic [weapons]
mm	millimeter
MOPP	mission-oriented protective posture
NATO	North Atlantic Treaty Organization
NCOIC	noncommissioned officer in charge
NG	[Army] National Guard
OIC	officer in charge
QTTD	quickfire target-training device
RBC	rifle bore cleaner
RH	right hand
TM	technical manual
TRADOC	[US Army] Training and Doctrine Command
USAR	US Army Reserve

COMBAT PISTOL QUALIFICATION COURSE SCORECARD

For use of this form, see FM 3-23.35; the proponent agency is TRADOC.

Name (Last, First, MI)	Unit	Lane No.	Order	Group	Date (YYYYMMDD)
------------------------	------	----------	-------	-------	-----------------

TABLE I DAY STANDING		
1 Magazine--7 Rounds		
Time	Tgt	Hits
3 Sec	1	
3 Sec	2	
3 Sec	3	
3 Sec	4	
3 Sec	5	
Total		

TABLE II DAY STANDING		
1 Magazine--1 Rounds 8-Second Delay for Magazine Change 1 Magazine--7 Rounds		
Time	Tgt	Hits
3 Sec	1	
3 Sec	2	
5 Sec	3	
	4	
3 Sec	5	
3 Sec	6	
Total		

TABLE III DAY STANDING		
1 Magazine--7 Rounds		
Time	Tgt	Hits
3 Sec	1	
3 Sec	2	
3 Sec	3	
5 Sec	4	
	5	
Total		

TABLE IV DAY STANDING		
1 Magazine--5 Rounds		
Time	Tgt	Hits
2 Sec	1	
2 Sec	2	
4 Sec	3	
	4	
Total		

TABLE V DAY MOVING OUT		
1 Magazine--1 Round 8-Second Delay for Magazine Change 1 Magazine--7 Rounds 1 Magazine--5 Rounds Controlled Change		
Time	Tgt	Hits
2 Sec	1	
2 Sec	2	
4 Sec	3	
	4	
4 Sec	5	
	6	
2 Sec	7	
2 Sec	8	
4 Sec	9	
	10	
Total		

TABLE VI DAY STANDING CBRN			
1 Magazine--7 Rounds			
Time	Tgt	GO	NO-GO
10 Sec	1		
10 Sec	2		
10 Sec	3		
20 Sec	4		
	5		
Total			

TABLE VII NIGHT STANDING			
1 Magazine -- 5 Rounds			
Time	Tgt	GO	NO-GO
10 Sec	1		
10 Sec	2		
20 Sec	3		
	4		
Total			

Qualification:	Hits	CBRN	Night
Expert	26 to 30	GO	GO
Sharpshooter	21 to 25	GO	GO
Marksman	16 to 20	GO	GO
Unqualified	0 to 15		

CBRN Fire Table VI	GO (3 Hits)	NO-GO
Night Fire Table VII	GO (2 Hits)	NO-GO

Note: Firers receive the number of rounds required to fire a specific table. The officer in charge of firing sets procedures for loading and unloading.

Remarks			
---------	--	--	--

Scorer's Signature	Date (YYYYMMDD)	Officer's Signature	Date (YYYYMMDD)
--------------------	-----------------	---------------------	-----------------

This page intentionally left blank.

ALTERNATE PISTOL QUALIFICATION COURSE SCORECARD

For use of this form, see FM 3-23.35; the proponent agency is TRADOC.

Name (First, Last, MI)	Unit	Lane No.	Order	Date (YYYYMMDD)
------------------------	------	----------	-------	-----------------

TABLES I THRU IV -- DAY

Scorer marks each hit with a "X" and each miss with an "M". He writes the totals for each in the "Hits" and "Misses" columns. When the firer completes Tables I thru IV, the scorer totals the columns and uses the scoring grid below. The firer must achieve at least 24 hits to qualify.

HITS	MISSES
-------------	---------------

TABLE I: DAY STANDING

Magazines: 1
Rounds: 7
Time: 21 seconds

Hits:

TABLE II: DAY KNEELING

Magazines: 2
Rounds: 6 in one magazine, 7 in the other
Time: 45 seconds

Hits:

TABLE III: DAY CROUCHING

Magazines: 2
Rounds: 5 in each magazine
Time: 35 seconds

Hits:

TABLE IV: DAY PRONE UNSUPPORTED

Magazines: 2
Rounds: 5 in each magazine
Time: 35 seconds

Hits:

SCORING GRID FOR TABLES I THRU IV

Expert	36 to 40
Sharpshooter	30 to 35
Marksmanship	24 to 29
Not Qualified	23 or less

Hit/Miss Totals:

TABLES V AND VI - LIMITED VISIBILITY

After firer shoots each table, the scorer marks the appropriate block.

GO	NO-GO
-----------	--------------

TABLE V: DAY CBRN CROUCHING

Magazines: 1
Rounds: 7
Time: 70 seconds

Hits: (Four hits are required for a GO.)

TABLE VI: NIGHT CROUCHING

Magazines: 1
Rounds: 7
Time: 70 seconds

Hits: (Four hits are required for a GO.)

Remarks

Scorer's Signature	Date (YYYYMMDD)	Officer's Signature	Date (YYYYMMDD)
--------------------	-----------------	---------------------	-----------------

This page intentionally left blank.

This page intentionally left blank.

