

## **Firearms Instructor's Course [2222]**

The LRGVDC Regional Police Academy and Training Center, in conjunction with the San Benito Police Department will be conducting the TCLEOSE Police Firearms Instructor's course the week of **Monday, February 6, 2012 through Friday, February 10, 2012**. The course will be held at the **San Benito Police Department 601 Williams Road, San Benito, TX**. The cost is \$150.00 per person and the tuition does not include ammunition.

Please note that each participant will be required to shoot on the first morning of the course and score at least 90% on each course of fire. A maximum of two attempts will be allowed, per TCLEOSE Rules (see below).

**Firearms Instructor's Course [2222] (40 hours)** - This course is designed to provide the student with the information required to be certified as a Firearms Instructor. Application must be made to the Commission on Law Enforcement for the Firearms Instructor Certificate and there will be a fee charged for the certificate. **The student will be required to shoot three courses of fire (revolver/pistol/shotgun) on the first day with a minimum of 90% (2 attempts). If the student is unable to achieve 90% then s/he will not be allowed to participate in the course at this time.**

- A comprehensive examination must be given. It will be supplemented by a skills proficiency demonstration. The student will also be required to conduct a live fire range evaluated on a pass/fail basis.
  
- **§221.19. Firearms Instructor Proficiency**
  - (a) To qualify for a firearms instructor proficiency certificate, an applicant must meet all proficiency requirements including:
    - (1) at least three years' experience as a licensee or a firearms instructor;
    - (2) holds a current instructor license or certificate issued by the commission; and
    - (3) successful completion of the commission's firearms instructor course, or a firearms instructor course that meets or exceeds the minimum standards established and approved by the commission.
  - (b) The effective date of this section is June 1, 2006.

Please see the attached pages for the courses of fire that each participant must complete on the first day of the course. Note that if a participant fails to score at least 90% on each course of fire, the participant will not be allowed to continue in the course and no refunds will be granted.

## Handgun Qualification Course

50 rounds

Student must show proficiency with **both** pistol and revolver.

Student will have two chances to qualify with a minimum score of 90% with each weapon.

**Notes:**

A locked-back slide is the only way to change magazines for this course of fire.

Any accidental discharge will be grounds for dismissal from the course.

Alibis will not be allowed.

Distance (Yards)	Starting Firearm Position	Hand	Reload	Rounds Fired	Time Limit (Seconds)
25	holstered weapon shooter's choice	2	if needed	8 (fired in 2 shot strings)	20 (5 seconds per string)
25	holstered weapon standing or kneeling	2	no	6	20
15	holstered weapon loaded with 6 rounds in the magazine	2		2	4
15	low ready	2		4 (fired in 2 shot strings)	8 (4 seconds per string)
			yes		
15	low ready	2		6 (fired in 2 shot strings)	12 (4 seconds per string)
7	holstered weapon	2	yes	12	20
3	holstered weapon loaded with 6 rounds in the magazine	weapon hand only		6	12
			yes		
3	low ready	support only		6	12

**Targets:** Targets will be TQ 19 or equivalent, with a reduced TQ20 or equivalent for 50 yard sequence if fired from 25 yards.

**Scoring:** 5 points for the inner ring and 3 points for the outer ring

## Shotgun Qualification Course of Fire

A minimum of 90% for both slugs and buckshot is required to successfully complete this portion of the course.

The course requires 9 pellet 00 Buckshot.

The course can be shot with 5 Rifled Slug rounds and 5 Buckshot rounds or 10 rounds of Buckshot.

Distance (Yards)	Instructions	Position	Rounds Fired	Time (Seconds)
25	Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged.	Standing	3	12
	On command, load magazine with 3 Rifled Slugs.			
	On command, chamber and fire 3 rounds.			
25	Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged.	Standing	2	8
	On command, load magazine with 2 Rifled Slugs.			
	On command, chamber and fire 2 rounds.			
15	On command, load the magazine with 2 Buckshot rounds.	Standing	3	10
	Chamber a round and engage safety.			
	On command, chamber and fire 3 rounds.			
10	On command, load the magazine with 2 Buckshot rounds.	Standing	2	5
	Chamber a round and engage safety.			
	On command, fire 2 rounds.			

**Targets:** Targets will be TQ 19 or equivalent

**Scoring:** Each pellet on the target = 1 point, misses = 0 point.