

BASIC LAW ENFORCEMENT ACADEMY FIREARM TRAINING

BASIC COVERT CARRY/OFF-DUTY PROFICIENCY COURSE

INSTRUCTIONS:

Unless otherwise directed the officer will begin each position of fire with handgun holstered and any retention devices properly secured.

Scoring of the course is based on the BLEA Tactical or similar type target. Any miss off the silhouette will result in a ten-point penalty for each. Hits on the silhouette but outside the scored area of the target and DNF's (Did Not Fire) will result in zero points, but will not be penalized. Two hits are required in the Target Head, more or less than two hits will result in zero points for each additional round or missed round.

(Revised 04 /30/10)

OFFICERS NAME:	(LAST),	(FIRST)	(MI)	AGENCY ID NUMBER	SESSION #:
HANDGUN MAKE, MODEL, SERIAL & CALIBER					
TYPE OR MANNER OF CARRY					

SEQUENCE	DISTANCE	DESCRIPTION	SHOTS	TIME
1	3 Yards	Draw and fire 4rds. (2 Body, 2 Head). Un-timed reload.	4	7 seconds
2	5 Yards	Draw and fire 3rds using strong-hand only. Un-timed reload.	3	5 seconds
3	5 Yards	From a Ready position, fire 3rds using support-hand only. Un-timed reload.	3	7 seconds
4	7 Yards	From a Ready position, fire 5rds. Un-timed reload.	5	9 seconds
5	10 Yards	From a Ready position, fire 5rds. Un-timed reload.	5	12 seconds
6	15 Yards	From a Ready position, fire 5rds. Un-timed reload.	5	12 seconds
Total shots			25	

INITIAL SCORE <i>(BLEA MINIMUM; 175 PTS = 70%)</i>	
FINAL TEST SCORE PERCENTAGE	

I HEREBY CERTIFY THAT THIS BASIC HANDGUN PROFICIENCY COURSE WAS ADMINSTERED TO THE OFFICER AND THAT THE OFFICER'S POINT SCORE HAS BEEN FULLY AND ACCURATELY RECORDED HEREON.

Name of certifying officer, (Print Name).

Signature of certifying officer.

Agency & position of certifying officer.

Date and location of test.



On silhouette outside of bottle - **No penalty**

Girdle Area

Off silhouette – **10 Point penalty**

Point scoring:

Center ring and head ring – 10 points

Around center and head ring but inside of bottle area – 7 points

Girdle area – 3 points

***Head ring shot only to be used in sequence 1. More than two head shots will result in point loss.**