

## **HANDGUN PROGRESSION**

- A. Handgun 1 (HG), 4hr- Indoor: Marksmanship Fundamentals; **NON-LIVE FIRE**
- B. HG2, 4hr- Range: Loading and Unloading (GUN & MAGS), Precision Shooting, **OUTSIDE THE WAISTBAND HOLSTER ONLY**
- C. HG3, 4hr- Range: Malfunctions, Reloads, **OUTSIDE THE WAISTBAND HOLSTER ONLY**, w/ mag pouch, W/SIRT, Live fire and Dummy rounds
- D. HG4, 4hr- Range: Support Hand and One-Handed, W/SIRT & Live Fire, **OUTSIDE THE WAISTBAND HOLSTER ONLY**
- E. HG5, 4hr- Indoor: Concealed draw strokes and reloads, W/SIRT, w/holster(s) & mag pouch, **NON-LIVE FIRE with CONCEALED HOLSTER**
- F. HG6, 4hr- Range: Concealed draw strokes and reloads, W/SIRT, w/holster(s) & mag pouch, **LIVE FIRE with CONCEALED HOLSTER QUALIFICATION**
- G. Defensive Tactics 1 (DT), 4hr Indoor - w/inert in holster(s) **NON-LIVE FIRE**
- H. HG7, 4hr- Range: Advanced Shooting Concepts and Positions, W/SIRT & Live fire, **CONCEALED OR OWB HOLSTER**
- I. HG8, 4hr- Range: Recoil Management, with **CONCEALED OR OWB HOLSTER**
- J. DT2, w/inert in holster **NON-LIVE FIRE**
- K. HG9, 6hr- Range: Cover usage, W/SIRT and Live fire, with **CONCEALED OR OWB HOLSTER**
- L. Blood Control 1 (BCON), 4hr- **BCON ONLY**
- M. HG10, 4hr- Range: Support Side OWB
- N. HG11, 4hr- Range: Movement Concepts
- O. HG12, 6hr- Indoor 3hr, Range 3hr: Weapon mounted and Handheld light sources

- P. HG13, 6hr- Indoor: Seated (Restaurant) W/WO Additional people, W/SIRT, W/SIMS, with **CONCEALED HOLSTER ONLY**
- Q. HG14, 6hr- 3hr Indoor, 3hr Range: Ground Shooting, W/SIRT, W/Sims, **LIVE FIRE**
- R. HG15, 4hr- Range: Multiple Targets, 90, 180 AND 360 OUT, Live fire, w/ **CONCEALED OR OWB**
- S. DT3, 4hr, w/inert in holster
- T. HG16, 4hr- Vehicle Techniques, W/SIRT, W/SIMS, with **CONCEALED OR OWB**
- U. BCON2, 6hr- UNDER FIRE w/sims, w/either holster
- V. HG17, 4hr- Vehicle Cover, **LIVE FIRE with BCON**
- W. DT4, 4hr- SIMS and Knife
- X. HG18, 8hr- Scenario Day with BCON and SIMS
- Y. HG19, 4hr- Building Clearing, W/SIRT and W/Sims
- Z. HG20, 4hr- Live Fire Shoot House
- AA. HG21, 6hr- Low Light Live Fire Shoot House
- BB. HG22, 8hr- Low Light Scenario Day with SIMS