

WI Handgun Qualification Course - Hit Factor Scoring

DIRECTIONS

Time each shooter individually

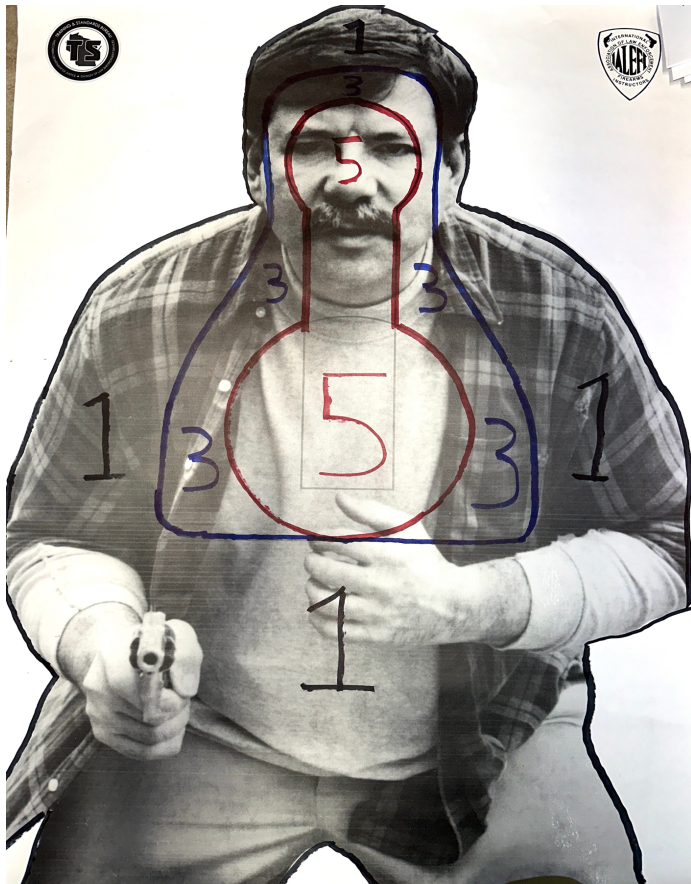
Record each stage time individually

Add stage times to get SECTION time

Record SECTION points per target below

Divide SECTION POINTS BY TOTAL SECTION TIME
TO GET SECTION HIT FACTOR

FOR FINAL HIT FACTOR, ADD ALL SECTION TIMES
AND ALL SECTION POINTS. DIVIDE TOTAL COURSE
POINTS BY TOTAL COURSE TIME



*150 POINT MAX

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Section 1	
Stage 1 Time	
Stage 2 Time	
Stage 3 Time	
Tot SECTION Time	
SECTION 1 Points (45 max)	
HF (Points / Time)	

Section 2	
Stage 4 Time	
Stage 5 Time	
Stage 6 Time	
Tot SECTION Time	
SECTION 2 Points (45 max)	
HF (Points / Time)	

Section 3	
Stage 7 Time	
Stage 8 Time	
Tot SECTION Time	
SECTION 3 Points (60 max)	
HF (Points / Time)	

TOTAL COURSE POINTS*	
TOTAL COURSE TIME	
TOTAL COURSE HF	

Wisconsin Handgun Qualification Course and Record of Qualification Attempt

OFFICER/STUDENT NAME:			LESB-CERTIFIED HANDGUN INSTRUCTOR NAME:		
AGENCY/ACADEMY NAME:		DATE:	TIME:	TEST <input type="checkbox"/>	
				RE-TEST <input type="checkbox"/>	
LOCATION:	WEAPON MAKE & MODEL:	SERIAL #:	AMMO CALIBER, TYPE:		
QUALIFICATION STANDARDS (ALL MUST BE MET TO QUALIFY)					
<div style="display: flex; justify-content: space-between;"> <ul style="list-style-type: none"> Always handles handgun safely. Performs proper draw and re-holster. Uses acceptable stance and grip. Verbalizes correctly. <ul style="list-style-type: none"> Uses cover to protect self as much as possible. Uses tactical breathing and performs 360-degree scan following every shooting. Consistently follows range rules and instructor commands. </div>					
Stage	Time & Distance	Performance Standard	Target Zone	Total Rounds	Pass (Y/N)
1	3 yards 4.0 seconds	Dynamically take one side-step, draw and fire 3 rounds.	C	3	
2	3 yards 4.0 seconds	Draw and fire 3 rounds, strong hand only.	C	3	
3	3 yards 4.0 seconds	Draw handgun and transfer to reaction hand (untimed). Upon signal, fire 3 rounds, reaction hand only.	C	3	
<i>Score target. at least 8 rounds must be in the "C" zone. Mark hits or replace target.</i>					
4	7 yards 12.0 seconds	Load pistol with 3 rounds total (1 in chamber, 2 in mag). Take one side-step to cover, verbalize, draw and fire 4 rounds, performing out-of-battery reload. ⁸	C	4	
5 ⁹	7 yards 10.0 seconds	Load pistol with 3 live rounds and 1 dummy round. (1 live round in chamber; at least 2 live rounds in magazine; dummy round as the top or 2 nd round in the magazine). Take one side-step to cover, verbalize, draw and fire 3 rounds. Fix the malfunction using "phase 1". ¹⁰	C	3	
6	7 yards 24.0 seconds	Load pistol with 1 live round in chamber and 3 dummy rounds in the pistol's magazine. Take at least one side-step to cover, verbalize, draw and fire 2 rounds. Attempt to fix the first malfunction using "phase 1"; perform "phase 2" when the 2 nd attempt to fire shows "phase 1" was ineffective. ¹¹	C	2	
<i>Score newly-fired rounds. At least 7 rounds must be in the "C" zone. Mark hits or replace target.</i>					
7 ¹²	15 yards 24.0 seconds	From ready position behind cover, fire 4 pairs of 2 rounds from behind cover. Use two to four different cover positions (standing left, standing right, kneeling left, kneeling right) without reappearing in the same spot for consecutive pairs, in shooter's preferred order. Perform in-battery reload (untimed).	D	8	
8	25 yards 20.0 seconds	Draw weapon then assume preferred shooting position (untimed). Upon signal, fire 4 rounds.	D	4	
<i>Score newly-fired rounds. At least 10 rounds must be in the "D" zone.</i>			Total Rounds: 30		
INSTRUCTOR NOTES:					
INSTRUCTOR SIGNATURE:			INSTRUCTOR CERTIFICATION EXP. DATE:		

⁸ Revolver shooters: load with 3 rounds; when revolver "clicks" on 4th trigger pull, reload with speedloader and fire 1 round; time limit = 15.0 seconds.

⁹ Eliminating this stage could be an appropriate modification for agency annual qualification requirements, if the instructor can confirm the phase 1 clear is properly performed in stage 6 (13 of 16 possible C-zone hits required).

¹⁰ The time limit is measured from the "start" signal to the final shot fired after the malfunction is cleared. Revolver shooters: skip this stage.

¹¹ The time limit is measured from the "start" signal to the final shot fired (from a spare magazine) after the malfunction is cleared. Revolver shooters: load with 4 rounds; when revolver "clicks" on 5th trigger pull, reload with speedloader and fire 1 round; time limit = 15.0 seconds.

¹² Revolver shooters requiring a reload: complete this stage in 29.00 seconds, including any necessary reload.