## APPENDIX A* COMBAT PISTOL QUALIFICATION COURSE


#### Abstract

*This appendix explains the combat pistol qualification course (CPQC). 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 1 round. The first target appears, and the firer engages it with that round. By the time another target appears 8 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 $9-\mathrm{mm}$ 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 <br> OF TARGETS | FIRING TABLE |  |  |  |  |  |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | I | II | III | IV | V | VI | VII |
|  | 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 10 meters and the farthest targets at 31 meters.
3. The firer will remain in the same firing lane throughout the CPQC .
a. Table I-Day Standing. For this table, the firer receives one magazine with 7 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 1 round, and the other
containing 7 rounds. Six targets (four single and one set of two) are exposed.
(1) First Magazine. The firer loads the first magazine (containing 1 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 8 seconds to load the second magazine (containing 7 rounds) and prepare to fire before the next target is exposed. Once it appears, he must engage in the 3 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 7 rounds. Five targets (three single and one set of two) are exposed.
d. Table IV-Day Standing. For this table, the firer receives one magazine containing 5 rounds. Four targets (two single and one set of two) are exposed.
e. Table V-Day Moving Out. For this table, the firer receives three magazines: one each with one, seven, and 5 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 1 round). He places the second magazine (containing 7 rounds) in the magazine pouch closest to his firing hand. He places third magazine (containing 5 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 2 seconds to hit it before it is lowered. He then has 8 seconds to load the second magazine (containing 7 rounds).
(3) At the end of 8 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 5 -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 7 rounds. Five targets (three single and one set of two) are exposed.
g. Table VII-Night Standing. For this table, the firer receives one magazine containing 5 rounds. Four targets (two single and one set of two) are exposed.

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 7 rounds.
(1) The tower operator commands-

```
TABLE ONE, STANDING POSITION, }7\mathrm{ 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 GET 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 7 rounds.
(1) The tower operator commands-

```
TABLE TWO, STANDING POSITION, EIGHT ROUNDS.
LOAD AND LOCK ONE MAGAZINE WITH I ROUND.
LOAD YOUR 7-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 GET 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.
```

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 7 rounds.
(1) The tower operator commands-

```
TABLE THREE,STANDING POSITION, 7 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-

[^0]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 5 rounds.
(1) The tower operator commands-

TABLE FOUR, STANDING POSITION, 5 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 GET 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 1 round; a second magazine containing 7 rounds; and a third magazine containing 5 rounds.
(1) The tower operator commands-

TABLE FIVE, STANDING POSITION, THIRTEEN ROUNDS.
LOAD AND LOCK ONE MAGAZINE WITH 1 ROUND.
LOAD YOUR SEVEN AND 5-ROUND MAGAZINES AT MY COMMAND.
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 GET 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 POINTED DOWNRANGE.
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 7 rounds. The firer must get three hits to receive a "GO" on this table. The tower operator commands-

```
TABLE SIX, CBRN FIRE, STANDING POSITION, }7\mathrm{ 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 GET 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 5 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, }5\mathrm{ 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 GET 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 exactly where they occurred. Firers get 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 $81 / 2$ - 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.


Figure A-1. Example completed DA Form 88-R, Combat Pistol Qualification Course Scorecard.
NOTE: Numbers in the "TGT" columns 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 and an " M " for miss. Each hit is worth 1 point. After the firer finishes firing, the scorer totals and signs the scorecard.
b. The following qualification standards are shown in Block 16 (RATING SCALE) on the scorecard:

- 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, 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 can get 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.


[^0]:    CEASE FIRE.
    ARE THERE ANY ALIBIS? (ALIBIS GET 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.

