

*Attachment 2 – COF Recommendation***Proposed Course of Fire for annual active officer re-qualification and for retiree qualification****STATE OF ILLINOIS MANDATORY ANNUAL ACTIVE DUTY AND RETIRED OFFICER
HANDGUN QUALIFICATION COURSE OF FIRE**

Total Rounds: 30

Distances fired from Target: 5, 7, and 15 yards (25 yards optional)

Target Scoring Area: 8 1/2 x 14 inch overlay / center mass of target

Handgun Type: Semi-auto / Revolver; minimum capacity 5 rounds

For Duty Handgun Qualification, all stages of fire will commence from a secured holster.

For off duty / retired officer qualification, all stages of fire will commence with the handgun in hand from the "low ready" position.

Where indicated below, the word "DRAW" requires the shooter to withdraw the handgun from a secured holster on the command to fire. The word "PRESENT" means that the shooter has the handgun in the shooting hand in low ready (depressed muzzle) position and stands ready for the command to fire.

5 Yard line – Total of 12 rounds

Stage 1 Draw/Present and fire 2 rounds in 6 seconds

Stage 2 Draw/Present and fire 2 rounds in 6 seconds

Stage 3 Draw/Present and fire 2 rounds in 6 seconds

Stage 4 Draw/Present and fire 2 rounds in 6 seconds

Stage 5 Draw/Present and fire 2 rounds in 6 seconds

Stage 6 Draw/Present and fire 2 rounds in 6 seconds

Shooters will reload without command as needed between stages of fire.

7 Yard Line – Total of 12 rounds

Stage 7 Draw/Present and fire 3 rounds in 7 seconds

Stage 8 Draw/Present and fire 3 rounds in 7 seconds

Stage 9 Draw/Present and fire 3 rounds in 7 seconds

Stage 10 Draw/Present and fire 3 rounds in 7 seconds

15 Yard Line – Total of 6 rounds

Stage 11 Draw/Present and fire 3 rounds in 10 seconds

Stage 12 Draw/Present and fire 3 rounds in 10 seconds

25 Yard Line – OPTIONAL DISTANCE

OPTIONAL Stage 12: Draw/Present and fire 3 rounds in 15 seconds (in lieu of the second three round string at 15 yards)

The above course of fire is the minimum required. All agencies may include any modification that increases the level of difficulty such as reloading, alternate hands, movement, time restriction, or other job related skills.
