

WEAPONS INSPECTION SEMI-AUTOMATIC

The instructors will inspect each shooter's weapon prior to any firing.

- a. Ensure that all weapons and magazines are cleared of rounds. Check it again.
- b. Check the BARREL. There should be no hairline cracks, bulges, rust or pitting.
- c. Check the SIGHTS. They should not be loose or damaged.
- d. Check the FRAME. There should be no hairline cracks, loose pins or screws.
- e. Check the MAGAZINES. They should release properly and have no bent lips. Check whether or not the weapon functions without a magazine.
- f. Check the SLIDE. It should work freely without a magazine. Slide release lever works properly: 1. With the action back and the slide lever depressed, the action should go forward. 2. The slide release lever should enable the slide to be locked back without a magazine.
- g. Check the TRIGGER and HAMMER MECHANISM. There should not be push off. When the hammer is in single action mode, you should not be able to push the hammer forward. The weapon will not function with the safety engaged. The decocker should not be operated by pulling the trigger. Hold the trigger back and rack the slide. The hammer or striker should not go forward. The firing pin should not protrude from the bolt face.
- h. Check the GRIPS. Should fit properly to the weapon.
- i. Check CLEANLINESS. The weapon should be clean enough to function, and should not be heavily oiled.

**AUTOLOADER
FUNCTION AND SERVICEABILITY INSPECTION FORM**

Student Name: _____ Soc. Sec. No.: _____

Class Date: _____ Class Location: _____

Instructor(s): _____

THIS FORM SHOULD BE COMPLETED FOR EACH STUDENT'S WEAPON BEFORE IT IS FIRED ON THE RANGE.

This checklist is a general guideline for you to use to inspect student weapons. The items on this checklist are described in the most general terms possible. If you have doubts about your ability to inspect weapons and recognize dangerous defects when you see them, you should use a co-instructor who is an armorer or gunsmith to help you conduct your class. Not all armorers are competent to inspect all weapons, so if you or your co-instructor is not sure that a particular weapon is serviceable, you should refuse to allow the student to use it on the range. It is your class, and you are responsible for conducting it safely.

AUTOLOADER INSPECTION

MAKE: _____ MODEL: _____ SER # _____

BARREL	N/A	ACCEPT	REJECT
FREE OF OBSTRUCTIONS			
HAIRLINE CRACKS			
BULGES, INSIDE AND OUT			
RUST OR PITTING			
NICKS OR DENTS AT MUZZLE END			

HAMMER

PUSH OFF			
HAMMER BLOCK OR TRANSFER BAR			
FIRING PIN			
ALIGNMENT			

OTHER

**AUTOLOADER
FUNCTION AND SERVICEABILITY INSPECTION FORM**

TRIGGER	N/A	ACCEPT	REJECT
RETURN			
SINGLE ACTION PULL			
DOUBLE ACTION PULL			
SAFETY DISENGAGES OR BLOCKS TRIGGER			

SIGHTS	N/A	ACCEPT	REJECT
TIGHTLY AFFIXED			
DAMAGE			

FRAME	N/A	ACCEPT	REJECT
HAIRLINE CRACKS			
LOOSE OR MISSING SCREWS			

SLIDE	N/A	ACCEPT	REJECT
DECOCK OR SAFETY LEVER			
TIGHTNESS			
SLIDE STOP			
MAGAZINE LOCK BACK			
FIRING PIN TRAVEL			

MAGAZINE	N/A	ACCEPT	REJECT
CLEAN			
FOLLOWER TRAVEL			
MAGAZINE RELEASE MECHANISM			
INSERTION AND REMOVAL			
BENT LIPS			
BOTTOM PLATE			

OTHER	N/A	ACCEPT	REJECT
FACTORY RECALLS AND MODIFICATIONS			
GRIPS, AFTER MARKET ACCESSORIES			
MAGAZINE SAFETY DISENGAGES TRIGGER			
HAMMER FOLLOWS SLIDE			

INSTRUCTORS SIGNATURE: _____

WEAPONS INSPECTION REVOLVER

The instructors will inspect each shooter's weapon prior to any shooting taking place.

- a. Ensure that all weapons and speed loaders are cleared of rounds. Check it again.
- b. Check the BARREL. There should be no hairline cracks, bulges, rust or pitting.
- c. Check the SIGHTS. They should not be loose or damaged.
- d. Check the FRAME. There should be no hairline cracks, loose pins or screws.
- e. Check the CYLINDER. There should be no hairline cracks. The cylinder stop should be working. The cylinder should not open when the weapon is cocked. Cylinder release should operate without binding. Cylinder release screw is tight. There should be a slight gap between the cylinder and barrel.
- f. Check the EXTRACTOR ROD. It should not be bent or loose. Guide pins should be present and move freely when pressed.
- g. Check the TRIGGER and HAMMER MECHANISM. There should not be push off. When the hammer is in single action mode, you should not be able to push the hammer forward. The firing pin should not protrude from firing pin bushing. The firing pin should not be bent or deformed. There should be proper function of hammer block. The main spring screw should be tight. There should be no external modifications (i.e. trigger shoes).
- h. Check the GRIPS. They can be after market, but they should fit the weapon.
- i. Check the SPEEDLOADERS. They should hold the rounds securely, and release when desired.
- j. Check CLEANLINESS. The weapon should be clean enough to function, and should not be heavily oiled.

**REVOLVER
FUNCTION AND SERVICEABILITY INSPECTION FORM**

Student Name: _____ Soc. Sec. No.: _____

Class Date: _____ Class Location: _____

Instructor(s): _____

THIS FORM SHOULD BE COMPLETED FOR EACH STUDENT'S WEAPON BEFORE IT IS FIRED ON THE RANGE.

This checklist is a general guideline for you to use to inspect student weapons. The items on this checklist are described in the most general terms possible. If you have doubts about your ability to inspect weapons and recognize dangerous defects when you see them, you should use a co-instructor who is an armorer or gunsmith to help you conduct your class. Not all armorers are competent to inspect all weapons, so if you or your co-instructor is not sure that a particular weapon is serviceable, you should refuse to allow the student to use it on the range. It is your class, and you are responsible for conducting it safely.

REVOLVER INSPECTION

MAKE: _____ MODEL: _____ SER # _____

BARREL	N/A	ACCEPT	REJECT
FREE OF OBSTRUCTIONS			
HAIRLINE CRACKS			
BULGES, INSIDE AND OUT			
RUST OR PITTING			
NICKS OR DENTS AT MUZZLE END			

HAMMER

PUSH OFF			
HAMMER BLOCK OR TRANSFER BAR			
FIRING PIN OR HAMMER NOSE			
ALIGNMENT			

OTHER

**REVOLVER
FUNCTION AND SERVICEABILITY INSPECTION FORM**

TRIGGER	N/A	ACCEPT	REJECT
RETURN			
SINGLE ACTION PULL			
DOUBLE ACTION PULL			

SIGHTS	N/A	ACCEPT	REJECT
TIGHTLY AFFIXED			
DAMAGE			

FRAME	N/A	ACCEPT	REJECT
HAIRLINE CRACKS			
LOOSE OR MISSING SCREWS			
STRAIN SCREW TIGHT			
HAMMER NOSE BUSHING TIGHT			

CYLINDER	N/A	ACCEPT	REJECT
CYLINDER LATCH OPERATION			
ALL BORES FREE OF OBSTRUCTION			
HAIRLINE CRACKS			
ROLL-BY			
RELEASE			
WILL NOT OPEN WHEN WEAPON IS COCKED			
GAP BETWEEN CYLINDER & FORCING CONE			
END SHAKE OPEN AND CLOSED			
SINGLE ACTION LOCK-UP			
DOUBLE ACTION LOCK-UP			
TIMING			

EXTRACTOR ROD	N/A	ACCEPT	REJECT
NOT BENT OR LOOSE			
SMOOTH OPERATION AND RETURN			
SCREWED IN TIGHT			
GUIDE PINS PRESENT			

OTHER	N/A	ACCEPT	REJECT
FACTORY RECALLS AND MODIFICATIONS			
GRIPS, AFTER MARKET ACCESSORIES			

INSTRUCTORS SIGNATURE: _____

**KENTUCKY CONSTABLE ASSOCIATION
BASIC OFFICER SKILLS
FIREARMS TRAINING**

Student Name:	Relay:
Instructor/Coordinator:	Date:
Department:	
Contact Person:	
Contact Phone Number:	Contact Email Address:
I am training with the equipment and weapon that I will carry on duty.	

	Make:	Model:	Serial Number:
Handgun:			
Holster:			NA
Shotgun:			
Rifle:			

Course:	Course Description:	Rounds:	Possible Score:	70%	Actual Score:
1	Fundamentals	50	100	70	
2	Close Quarter Drill	42	84	58.8	
3	One Hand Unsupported	30	60	42	
4	High Barricade	24	48	33.6	
5	Kneeling	36	72	50.4	
6	Malfunction	18	36	25.2	
7	Practice Qual 1	50	100	70	
8	Practice Qual 2	50	100	70	
9	Qualification	50	100	70	
10	Retest, if needed	50	100	70	

FUNDAMENTALS

Distance: 7, 15, and 7 yards

Rounds: 36

Targets: B-21-PC

STAGE 1: 7 yards

Start in ready. At the shoot stimulus the SHOOTER will take 1 step laterally, and fire 1 round. 6 rounds total.

Start holstered and strapped. At the shoot stimulus the shooter will take 1 step laterally, draw the weapon and fire 6 rounds. 12 rounds total

STAGE 2: 15 yards

Start in ready. At the shoot stimulus the shooter will take 1 step laterally, draw the weapon and fire 1 round. 6 rounds total

Start holstered and strapped. At the shoot stimulus the shooter will take 1 step laterally, draw the weapon and fire 6 rounds. 12 rounds total

STAGE 3: 7 yards

Start holstered and strapped. At the shoot stimulus the shooter will take 1 step laterally, draw the weapon and fire 4 rounds. 12 rounds total

TEACHING POINTS:

Stance-Weaver: 45-degree angle to target
Strong arm straight, support arm bent.
Push-pull method

Isosceles: Parallel to target
Both arms straight

Grip

Smooth draw

Sight picture

Trigger management

Multiple rounds

Covering an adversary

Point of focus: center mass of target when point shooting; front sight when aiming

Point shooting vs. aimed fire (reference to Stage 3)

Movement

ONE-HAND UNSUPPORTED

Distance: 5 yards

Rounds: 30

Targets: B-21-PC

STAGE 1:

Start in ready. At the shoot stimulus the shooter will take 1 step laterally and fire 2 rounds. 6 rounds total

STAGE 2:

Start in ready, support side. At the shoot stimulus the shooter will take 1 step laterally, and fire 2 rounds. 6 rounds total

STAGE 3:

Start holstered and strapped. At the shoot stimulus the shooter will take 1 step laterally, draw the weapon and fire 3 rounds strong side. 6 rounds total

STAGE 4:

Start holstered and strapped. At the shoot stimulus the shooter will take 1 step laterally, draw the weapon and fire 3 rounds strong side, move the weapon to the support hand and fire 3 rounds. Repeat once. 12 rounds total

TEACHING POINTS:

Semi-auto shooters should de-cock with the shooting hand

Point shooting. Punch at the target aggressively

Movement

Be smooth

HIGH BARRICADE

Distance: 15 yards

Rounds: 24

Targets: B-21-PC

Start standing, holstered and strapped, behind the barricade.

Fire as follows:

6 rounds strong side	<u>6 rounds total</u>
6 rounds strong side crossover	<u>6 rounds total</u>
6 rounds support side	<u>6 rounds total</u>
6 rounds strong side	<u>6 rounds total</u>

TEACHING POINTS:

- Distance to barricade
- Positioning – Weaver stance is recommended to have better cover.
- When shooting strong-side crossover the shooters will have the weapon in their strong side hand, lean backward, and fire from the support side of the barricade.
- Shooters must be cover conscious, do not get too close.
- Shooter raises weapon to eye level on ready, moves around cover on command to fire.
- Cover vs. concealment.
- Have the shooters field strip their weapons and put their slides, etc. in their pockets. Have one relay go behind the barricade, the other go behind the target. One relay will lean out and the opposite relay will tell them how much is exposed.

KNEELING

Distance: 15 yards

Rounds: 36

Targets: B-21-PC

(Use low barricades)

STAGE 1: Start kneeling, ready position.

At the shoot stimulus, the shooter will fire 1 round 6 rounds total

Start standing, holstered and strapped.

At the shoot stimulus, the shooter will fire 6 rounds. 6 rounds total

STAGE 2: Start kneeling, support side.

At the shoot stimulus, the shooter will fire 1 round. 6 rounds total

Start standing, holstered and strapped.

At the shoot stimulus, the shooter will fire 6 rounds. 6 rounds total

STAGE 3: Start standing, holstered and strapped behind a low barricade.

At the shoot stimulus, the shooter will kneel and fire 6 rounds

strong side, then fire 6 rounds support side. 12 rounds total

TEACHING POINTS:

- Use of the sights (aimed fire).
- Supported versus unsupported kneeling.
- 1 knee versus 2 knees down.
- Whichever position is used, shooter needs to be stable.
- Remind semi-autos NOT to lock the thumbs behind the weapon.
- Distance to barricade for mobility, safety, and use of cover.
- Emphasis going to kneeling position prior to drawing the weapon. Shooter's rear end can not be on the ground.
- Advise the shooter to come to an up-right kneeling position (support side leg bent 90 degrees – strong knee on the ground) with their weapon in a two-handed cover position.
- Weaver: Move the support side foot toward the target 3 to 5 inches. Lift themselves up using support leg, weight is forward. Move strong side leg towards the target to a comfortable position to resume the weaver stance. Decock and holster.
- Isosceles: Step forward with the strong side foot to resume stance.
- Shooter should decock after firing, before moving.
- Whichever position is used, when the shooter is back to a standing position they should be in an aggressive stance covering and scanning.
- These techniques actually cause the shooter to step towards the adversary in an aggressive manner while not surrendering a position of cover.

CLOSE QUARTER DRILL

Distance: 2 yards

Rounds: 42

Targets: B-21-PC

Dry fire the positions until the shooters are comfortable with the techniques.

STAGE 1:

Start in the hip, then the high tuck, then the ready position. At the shoot stimulus the shooter will take one step back and fire 2 rounds. 6 rounds from each position
12 rounds total

STAGE 2:

Start holstered and strapped. At the shoot stimulus the shooter will take a step laterally and fire 2 rounds from the position of their choice. 12 rounds total

STAGE 3:

Start holstered and strapped. At the shoot stimulus the shooter will take a step laterally and fire 3 rounds from the position of their choice. 12 rounds total

TEACHING POINTS FOR HIP:

Decock, cover and holster during Stages 2 and 3 at their own pace.

Forearm of weapon side is in contact with the body during firing.

Caution semi-autos concerning clothing caught in slides.

(If there is nothing else to do with the support hand, put it on the weapon.)

Moving back.

TEACHING POINTS FOR HIGH TUCK:

Decock, cover and holster during Stages 2 and 3 at their own pace.

Weapon is drawn in tight against the weapon side of the chest, as high as the body will allow.

The support side hand is helping to grip the weapon. (If there is nothing else to do with the support hand, put it on the weapon.)

Moving back.

TEACHING POINTS FOR THE READY POSITION:

Decock, cover and holster during Stages 2 and 3 at their own pace.

Weapon is drawn in to the center of the chest allowing the barrel to be aligned with the target by peripheral vision.

Shooters should be proficient in all three due to street variables.

**BASIC OFFICER SKILLS
HANDGUN QUALIFICATION COURSE**

DISTANCES: 2, 5, 7 and 15 yards ROUNDS: 50 TARGETS: B-21-PC

Scoring: 2 points inside the bowling pin, 1 point outside the bowling pin. All positions start from interview/shooting stance. At stages 2, 3 and 4 the shooter will step laterally.

STAGE 1: Kneeling Strong Hand
15 yards Start standing, holstered and strapped.
8 rounds When the target faces, from behind a low barricade, the shooters will:
Fire 4 rounds strong side kneeling, do a tactical reload, and fire 4 rounds. 30 seconds

STAGE 2: Strong Hand Supported
7 yards Start standing, holstered and strapped.
15 rounds When the target faces, the shooters will move laterally, draw:
1) Fire 3 rounds in 4 seconds; Repeat twice.
2) Fire 6 rounds. 6 seconds

STAGE 3: Strong Hand Only
5 yards Start holstered and strapped.
15 rounds When the target faces the shooters will move laterally, draw:
1) Fire 3 rounds, strong hand. 3 seconds. 3 times.
2) Fire 3 rounds, strong hand, 3 rounds support hand. 8 seconds.

STAGE 4: Close Quarter
2 yards Start holstered and strapped.
12 rounds When the target faces the shooters will step back, draw:
Fire 3 rounds in 3 seconds; 4 times.

IALEFI STANDARDS