

Change 3

Headquarters
Department of the Army
Washington, DC, 15 May 2008

Combat Training with Pistols, M9 and M11

1. Change FM 3-23.35, 25 June 2003; Change 1, 5 September 2005; and Change 2, 18 April 2007 as follows:

Remove old pages:

Insert new pages:

iii	iii
1-9 through 1-10	1-9 through 1-10
A-1 through A-2	A-1 through A-2
Appendix B	Appendix B
DA Form 5704-R	DA Form 5704-R

2. A star (*) marks new or changed material.
3. File this transmittal sheet in front of the publication.
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PREFACE

*This publication applies to the Active Army, the Army National Guard (ARNG)/Army National Guard of the United States (ARNGUS), and the US Army Reserve (USAR) unless otherwise stated. It provides guidance on the operation and marksmanship of the M9, 9-mm pistol and the M11, 9-mm pistol. It reflects current Army standards in weapons qualification. It is a guide for the instructor to develop training programs, plans, and lessons that meet the objectives of the US Army Marksmanship program for developing combat-effective marksmen. The Soldier develops confidence, knowledge, and skills by following the guidelines in this manual.

Unless this publication states otherwise, masculine nouns and pronouns refer to either gender. Also, some of the uniforms illustrated in this manual are shown without camouflage for greater clarity.

*This publication prescribes DA Form 88-R, *Combat Pistol Qualification Course Scorecard*, and DA Form 5704-R, *Alternate Pistol Qualification Course Scorecard*.

*The proponent for this publication is the US Army Training and Doctrine Command (TRADOC). The preparing agency is the US Army Infantry School. You may send comments and recommendations by any means, US mail, e-mail, fax, or telephone, as long as you use or follow the format of DA Form 2028, *Recommended Changes to Publications and Blank Forms*. You may also phone for more information.

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WARNING

While compressing the spring, direct the assembly away from your body.

- b. While compressing the spring, direct the assembly away from your body.
- c. Slip the assemble slide system into the frame until it contacts the end stop, and lock it with the slide-catch lever.
- d. Thumb *up* the take-down lever.
- e. Thumb *down* the slide-catch lever in order to close the slide.
- f. Decock the hammer with the decocking lever.

1-11. M9 SAFETY AND FUNCTION CHECK

Always perform a function check after reassembling the pistol, to ensure it is working properly:

- a. Clear the pistol in accordance with the unloading procedures.
- b. Depress the slide stop, letting the slide go forward.
- c. Insert an empty magazine into the pistol, and ensure that the magazine catch locks the magazine in place.
- d. Retract the slide fully and release it. The slide should lock to the rear.
- e. Depress the magazine release button and remove the magazine.
- *f. Visually inspect to ensure the decocking/safety lever is in the SAFE (*down*) position.
- *g. Depress the slide stop. When the slide goes forward, the hammer should fall to the full forward position. The decocking/safety lever must remain in the SAFE (*down*) position.

***NOTE:** If the safety lever moves to the fire position (*up*) during steps f. and g. above, then the weapon is non-mission capable. Evacuate the weapon to field-level maintenance for repair.

- h. Squeeze and release the trigger. The firing pin block should move up and down and the hammer should not move.
- i. Place the decocking/safety lever in the FIRE (*up*) position.
- j. Squeeze the trigger to check double action. The hammer should cock and fall.
- k. Squeeze the trigger again. Hold it to the rear. Manually retract and release the slide. Release the trigger. You should hear a click, and the hammer should not fall.
- l. Squeeze the trigger to check single action. The hammer should fall.

1-12. M11 SAFETY AND FUNCTION CHECK

Always perform a function check after the pistol is reassembled to ensure it is working properly. To perform a function check:

- a. Clear the pistol in accordance with the unloading procedures.
- b. Depress the slide-catch lever.
- c. Insert an empty magazine into the pistol, and ensure that the magazine catch locks the magazine in place.
- d. Retract the slide and release it. The magazine follower should push up on the slide catch lever, locking the slide to the rear.
- e. Depress the magazine catch button allowing the magazine to fall free.
- f. Depress the slide-catch lever, allowing the slide to return fully forward.

- g. Depress the decocking lever, allowing the hammer to fall.
- h. Squeeze the trigger to check the double action. The hammer should cock and fall.
- i. Squeeze the trigger again and hold it to the rear.
- j. Manually retract and release the slide while holding the trigger to the rear.
- k. Release the trigger; you should hear a click, but the hammer should not fall.
- l. Squeeze the trigger to check the single action. The hammer should fall.

NOTE: If during the previous safety/function check the M11 performs as just described, then it is mission ready. If it fails to perform as described, sent it to unit maintenance or to the next authorized repair level.

Section III. OPERATION AND FUNCTION

This section provides detailed information on the operation and function of M9 and M11 pistols.

1-13. LOADING OF THE M9 PISTOL

Hold the pistol in the raised pistol position.

- a. Insert the magazine into the magazine well of the pistol until you hear the magazine catch click. This ensures that the catch engaged properly.
- b. With the pistol pointed in a safe direction, grasp the serrated portion of the slide, and retract the slide to the rear. Releasing the slide will strip a cartridge from the magazine and chamber it. The pistol is now loaded.
- c. When ready to fire release the decocking/safety lever by rotating the decocking/safety lever to the fully upward position with the thumb.

WARNING

This pistol will fire in single or double action mode. If you pull the trigger with the decocking/safety lever in the fire (up) position and a round in the chamber, the pistol will fire from the hammer down, half or full-cocked position.

NOTE: For double-action fire, ensure the hammer is in the upward or half-cocked position. Squeezing the trigger cocks and releases the hammer.

d. After you fire the first round, the pistol will continue to fire in single-action mode. When the hammer is down, you can fire single action by manually cocking the hammer with your thumb. When you have fired the last round, the slide remains to the rear.

e. Always ensure that the muzzle is pointing in a safe direction, with your finger *off* the trigger.

f. Never try to load or unload any firearm inside a vehicle, building, or other confined space, except in a properly constructed shooting range or bullet trap. Enclosed areas offer few or no completely safe directions to point the firearm. For this reason, if the weapon discharges accidentally, the risk of injury or property damage is high.

g. Before loading, always clean excess grease and oil from the bore and chamber. Ensure that the barrel is clear of obstructions. The presence of any foreign matter in the barrel could bulge or burst the barrel, or cause other damage to the firearm or serious injury to the shooter or to others.

APPENDIX A

COMBAT PISTOL QUALIFICATION COURSE

**This appendix explains the combat pistol qualification course (CPQC). If it is unavailable, the EST 2000 or 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-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 OF TARGETS	FIRING TABLE						
	I	II	III	IV	V	VI	VII
Single targets	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

APPENDIX B

ALTERNATE PISTOL QUALIFICATION COURSE

**Once the soldier completes instructional fire, he must complete the combat pistol qualification course for the record. However, when the CPQC is unavailable, the EST 2000 or the alternate pistol qualification course may be used.*

The tower operator is completely responsible for and in charge of the range and the course. He controls all activities related to firing. The tower operator tells the scorers what to do, when. For example, he tells them 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.

B-1. CONDITIONS AND STANDARDS

The firer is given 40 rounds of ammunition for Tables I through IV, and 14 rounds for Tables V and VI:

a. **Table I--Day Standing.** Given one 7-round magazine in daylight, within 21 seconds, engage the 25-meter APQC target from the standing position with 7 rounds of ammunition.

b. **Table II--Day Kneeling.** Given one 6-round magazine and one 7-round magazine in daylight, within 45 seconds, engage the 25-meter APQC target from the kneeling position with all 13 rounds.

(1) From a standing position, assume a good kneeling position and engage the target with all 6 rounds in the first magazine.

(2) Perform a rapid magazine change.

(3) Engage the target with all 7 rounds in the second magazine.

c. **Table III--Day Crouching.** Given two magazines with 5 rounds each in daylight, within 35 seconds, engage the 25-meter APQC target from the crouching position with all 10 rounds.

(1) From a standing position, assume a good crouching position, and engage the target with one 5-round magazine.

(2) Perform a rapid magazine change.

(3) Engage the target with the second 5-round magazine.

d. **Table IV--Day Prone.** Given two magazines with 5 rounds each in daylight, within 35 seconds, engage the 25-meter APQC target from the prone position with all 10 rounds.

(1) From a standing position, assume a good prone position, and engage the target with one 5-round magazine

(2) Perform a rapid magazine change.

(3) Engage the target with the second 5-round magazine.

e. **Table V--Day CBRN Crouching.** Given one 7-round magazine in simulated CBRN conditions, within 21 seconds, engage the 25-meter target from the crouching position with all 7 rounds.-

*f. **Table VI--Night Crouching.** Given one 5-round magazine under night conditions, within 21 seconds, engage a 25-meter target from a crouching position with all 5 rounds.

B-2. CONDUCT OF FIRE

The fire commands shape the conduct of range fire in the APQC. When the firer is using a 9-mm pistol, he fires the first round in each table in double-action mode. At the end of each firing table, each firer turns in any excess ammunition to the scorer. He may not use it in other firing tables. At the end of the course, the scorer turns in all excess ammunition to the ammunition point.

- NOTES:**
1. Commanders may use the Engagement Skills Trainer (EST) 2000 for Tables V (*Day CBRN Crouching*) and VI (*Night Crouching*).
 2. Only the tower operator may give firing instructions.

a. **Table I--Day Standing.** The tower operator gives the order to move to the firing line and to prepare to fire.

(1) On the tower operator's command, the scorer issues to the firer one magazine containing 7 rounds.

(2) The tower operator then commands--

*TABLE ONE, STANDING POSITION, 7 ROUNDS.
LOAD AND LOCK ONE SEVEN ROUND MAGAZINE.
IS THE FIRING LINE READY? (FIRERS USING 9-MM PISTOLS PLACE THEM ON DOUBLE ACTION.)
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANES.*

(3) At the end of the prescribed firing time, the tower operator commands--

*CEASE FIRE.
ARE THERE ANY ALIBIS? (ALIBIS GET 8 SECONDS FOR EACH ROUND NOT FIRED.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS NOW 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 Kneeling.** The tower operator orders firers to move up to the firing line. On the tower operator's command, the scorer issues two magazines, one loaded with 6 rounds and the other with 7 rounds, to the firer.

(1) The tower operator then commands--

*TABLE TWO, KNEELING POSITION, 6 ROUNDS.
LOAD AND LOCK ONE 6-ROUND MAGAZINE.
LOAD YOUR 7-ROUND MAGAZINES WITHOUT COMMAND
IS THE FIRING LINE READY? (FIRERS USING 9-MM PISTOLS PLACE THEM ON DOUBLE- ACTION.)
READY ON THE LEFT.
READY ON THE RIGHT.
THE FIRING LINE IS READY.
FIRERS, UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANES.*

(2) At the end of the prescribed firing time, the tower operator commands--

CEASE FIRE.
ARE THERE ANY ALIBIS? (ALIBIS GET 8 SECONDS FOR EACH ROUND NOT FIRED.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS NOW 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 Crouching.** The tower operator orders firers to move to the firing line.

(1) On the tower operator's command, the scorer issues two 5-round magazines to the firer:

TABLE THREE, CROUCHING POSITION, 5 ROUNDS.
LOAD AND LOCK ONE 5-ROUND MAGAZINE.
LOAD YOUR SECOND 5-ROUND MAGAZINE WITHOUT COMMAND.
IS THE FIRING LINE READY? (FIRERS USING 9-MM PISTOLS PLACE THEM ON DOUBLE-ACTION.)
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, WATCH YOUR LANES.

(2) At the end of the prescribed firing time, the tower operator commands—

CEASE FIRE.
ARE THERE ANY ALIBIS? (ALIBIS GET 10 SECONDS FOR EACH ROUND NOT FIRED.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS NOW 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.

d. **Table IV--Day Prone Unsupported.** The tower operator orders firers to move to the firing line.

(1) On the tower operator's command, the scorer issues two 5-round magazines to the firer. After the firer completes Table IV, the scorer and firer repair or replace targets for the next firing order:

TABLE FOUR, PRONE UNSUPPORTED POSITION, 5 ROUNDS.
LOAD AND LOCK ONE 5-ROUND MAGAZINE.
LOAD YOUR SECOND 5-ROUND MAGAZINE WITHOUT COMMAND.
IS THE FIRING LINE READY?
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANE.

(2) At the end of the prescribed firing time, the tower operator commands--

CEASE FIRE.
ARE THERE ANY ALIBIS? (ALIBIS GET 10 SECONDS FOR EACH ROUND NOT FIRED.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS NOW 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.

e. **Table V--Day CBRN Crouching.** All firers wear protective masks with hoods. The tower operator orders firers to move to the firing line. On the tower operator's command, the scorer issues one 7-round magazine to the firer.

(1) He issues the same commands he did for Table I.

TABLE FIVE, CBRN FIRE, CROUCHING POSITION, 7 ROUNDS.
LOAD AND LOCK ONE MAGAZINE.
IS THE FIRING LINE READY? (FIRERS USING 9-MM PISTOLS PLACE THEM ON DOUBLE- ACTION.)
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, WATCH YOUR LANE.

(2) At the end of the prescribed firing time, the tower operator commands--

CEASE FIRE.
ARE THERE ANY ALIBIS? (ALIBIS GET 10 SECONDS FOR EACH ROUND NOT FIRED.)
UNLOAD AND CLEAR ALL WEAPONS.
IS THE FIRING LINE CLEAR?
CLEAR ON THE RIGHT.
CLEAR ON THE LEFT.
THE FIRING LINE IS NOW 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.

*f. **Table VI--Night Crouching.** The tower operator orders firers to move to the firing line and to prepare to fire. On the tower operator's command, the scorer issues one 5-round magazine to the firer.

(1) The tower operator commands--

TABLE SIX, NIGHT FIRE, CROUCHING POSITION, 5 ROUNDS.
LOAD AND LOCK ONE MAGAZINE.
IS THE FIRING LINE READY? (FIRERS USING 9-MM PISTOLS PLACE THEM ON DOUBLE -ACTION.)
READY ON THE RIGHT.
READY ON THE LEFT.
THE FIRING LINE IS READY.
FIRERS, UNLOCK YOUR WEAPONS.
FIRERS, WATCH YOUR LANE.

(2) At the end of the prescribed firing time, the tower operator commands--

CEASE FIRE.

ARE THERE ANY ALIBIS? (ALIBIS GET 8 SECONDS FOR EACH ROUND NOT FIRED.)

UNLOAD AND CLEAR ALL WEAPONS.

IS THE FIRING LINE CLEAR?

CLEAR ON THE RIGHT.

CLEAR ON THE LEFT.

THE FIRING LINE IS NOW 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-3. ALIBIS

The scorer reports and records any weapon or target malfunction that occurs during fire. The firer is allowed one alibi at the end of each table. For Tables I through IV, he is allowed 8 seconds for each alibi. For Tables V and VI, he is allowed 10 seconds each. All alibis are fired where the malfunction occurred, using the same firing commands.

B-4. SCORECARD

Figure B-1 shows a 25-meter, E-type silhouette. Figure B-2 shows an example completed DA Form 5704-R (*Alternate Pistol Qualification Course Scorecard*). A blank copy is provided in the back of the book. The blank form may be reproduced locally on 8 1/2 by 11-inch paper. It may also be downloaded from <http://www.army.mil/usapa/eforms/>.

a. **Firing Tables I thru IV.** Each time a firer hits or kills a target, the scorer places an "X" (hit) or "M" (miss) in the appropriate box. Then, he writes the total number of hits and misses at the bottom of each column. After the firer completes the first four firing tables, the scorer enters the totals from each of the four tables in Block 14 (RATING CALCULATOR), and adds them to get the grand total of all hits. He marks the appropriate rating in Block 15 (RATING SCALE).

*EXPERT--36 to 40 hits.

*SHARPSHOOTER--29 to 35 hits.

*MARKSMAN--24 to 28 hits.

*UNQUALIFIED--0 to 23 hits.

b. **Firing Tables V and VI.** Each time a firer hits or kills a target, the scorer again places an "X" or "M" in the appropriate box. Then, he writes the total number of hits and misses at the bottom of each column. The firer must hit four targets in each table to receive a "GO" on that table.

B-5. ASSISTANCE

During instructional fire, the coach and assistant instructors should help the firer correct errors. However, during record fire, no one may help the firer while or after he takes his position at the firing point.

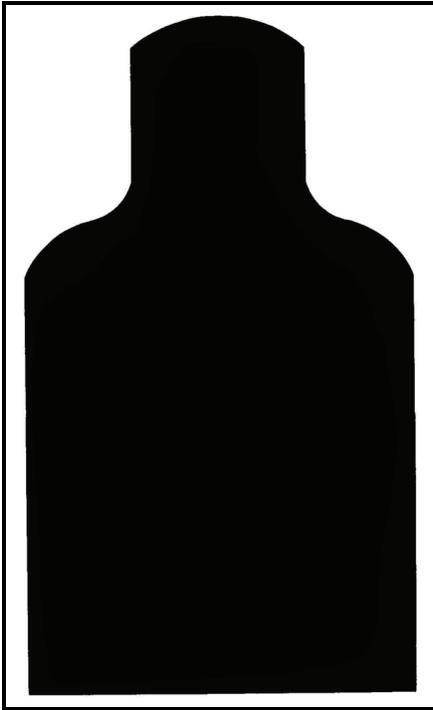


Figure B-1. E-type silhouette, 25-meter, without rings.

ALTERNATE PISTOL QUALIFICATION COURSE SCORECARD
For use of this form, see FM 3-23.35; the proponent agency is TRADOC.

1. ID CODE ¹ 20080426LUS01	2. UNIT C CO 2/29 IN	3. LANE 3	4. ORDER 4	5. GROUP 5	6. DATE (YYYYMMDD) 20080426
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<p>7. TABLE I DAY STANDING² 1 Mag : 7 Rds</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th>TIME</th><th>TGT</th><th>HITS</th></tr> <tr><td>1</td><td></td><td>X</td></tr> <tr><td>2</td><td></td><td>X</td></tr> <tr><td>3</td><td></td><td>X</td></tr> <tr><td>4</td><td></td><td>M</td></tr> <tr><td>5</td><td></td><td>X</td></tr> <tr><td>6</td><td></td><td>X</td></tr> <tr><td>7</td><td></td><td>M</td></tr> <tr><td colspan="2">Table I</td><td>5</td></tr> <tr><td colspan="2">Total Hits</td><td></td></tr> </table> <p>21 Sec</p>	TIME	TGT	HITS	1		X	2		X	3		X	4		M	5		X	6		X	7		M	Table I		5	Total Hits			<p>8. TABLE II DAY KNEELING² Mag 1 : 6 Rds³ Mag 2 : 7 Rds</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th>TIME</th><th>TGT</th><th>HITS</th></tr> <tr><td>1</td><td></td><td>X</td></tr> <tr><td>2</td><td></td><td>X</td></tr> <tr><td>3</td><td></td><td>X</td></tr> <tr><td>4</td><td></td><td>M</td></tr> <tr><td>5</td><td></td><td>X</td></tr> <tr><td>6</td><td></td><td>X</td></tr> <tr><td>7</td><td></td><td>X</td></tr> <tr><td>8</td><td></td><td>X</td></tr> <tr><td>9</td><td></td><td>X</td></tr> <tr><td>10</td><td></td><td>X</td></tr> <tr><td>11</td><td></td><td>X</td></tr> <tr><td>12</td><td></td><td>X</td></tr> <tr><td>13</td><td></td><td>X</td></tr> <tr><td colspan="2">Table II</td><td>12</td></tr> <tr><td colspan="2">Total Hits</td><td></td></tr> </table> <p>45 Sec</p>	TIME	TGT	HITS	1		X	2		X	3		X	4		M	5		X	6		X	7		X	8		X	9		X	10		X	11		X	12		X	13		X	Table II		12	Total Hits			<p>9. TABLE III DAY CROUCHING² Mag 1 : 5 Rds³ Mag 2 : 5 Rds</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th>TIME</th><th>TGT</th><th>HITS</th></tr> <tr><td>1</td><td></td><td>X</td></tr> <tr><td>2</td><td></td><td>X</td></tr> <tr><td>3</td><td></td><td>X</td></tr> <tr><td>4</td><td></td><td>X</td></tr> <tr><td>5</td><td></td><td>X</td></tr> <tr><td>6</td><td></td><td>X</td></tr> <tr><td>7</td><td></td><td>X</td></tr> <tr><td>8</td><td></td><td>M</td></tr> <tr><td>9</td><td></td><td>X</td></tr> <tr><td>10</td><td></td><td>X</td></tr> <tr><td colspan="2">Table III</td><td>9</td></tr> <tr><td colspan="2">Total Hits</td><td></td></tr> </table> <p>35 Sec</p>	TIME	TGT	HITS	1		X	2		X	3		X	4		X	5		X	6		X	7		X	8		M	9		X	10		X	Table III		9	Total Hits			<p>10. TABLE IV DAY PRONE UNSUPPORTED² Mag 1 : 5 Rds³ Mag 2 : 5 Rds</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th>TIME</th><th>TGT</th><th>HITS</th></tr> <tr><td>1</td><td></td><td>X</td></tr> <tr><td>2</td><td></td><td>X</td></tr> <tr><td>3</td><td></td><td>X</td></tr> <tr><td>4</td><td></td><td>X</td></tr> <tr><td>5</td><td></td><td>X</td></tr> <tr><td>6</td><td></td><td>X</td></tr> <tr><td>7</td><td></td><td>X</td></tr> <tr><td>8</td><td></td><td>X</td></tr> <tr><td>9</td><td></td><td>X</td></tr> <tr><td>10</td><td></td><td>X</td></tr> <tr><td colspan="2">Table IV</td><td>10</td></tr> <tr><td colspan="2">Total Hits</td><td></td></tr> </table> <p>35 Sec</p>	TIME	TGT	HITS	1		X	2		X	3		X	4		X	5		X	6		X	7		X	8		X	9		X	10		X	Table IV		10	Total Hits			<p>11. TABLE V DAY CBRN CROUCHING² 1 Mag : 7 Rds</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th>TIME</th><th>TGT</th><th>GO</th><th>NO-GO</th></tr> <tr><td>1</td><td></td><td>X</td><td></td></tr> <tr><td>2</td><td></td><td>X</td><td></td></tr> <tr><td>3</td><td></td><td>X</td><td></td></tr> <tr><td>4</td><td></td><td>X</td><td></td></tr> <tr><td>5</td><td></td><td>X</td><td></td></tr> <tr><td>6</td><td></td><td>X</td><td></td></tr> <tr><td>7</td><td></td><td>X</td><td></td></tr> <tr><td colspan="2">Table V</td><td>6</td><td>1</td></tr> <tr><td colspan="2">Total Hits</td><td></td><td></td></tr> <tr><td colspan="2">GO or⁴ NO-GO</td><td></td><td></td></tr> </table> <p>21 Sec</p>	TIME	TGT	GO	NO-GO	1		X		2		X		3		X		4		X		5		X		6		X		7		X		Table V		6	1	Total Hits				GO or ⁴ NO-GO				<p>12. TABLE VI NIGHT CROUCHING² 1 Mag : 5 Rds</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th>TIME</th><th>TGT</th><th>GO</th><th>NO-GO</th></tr> <tr><td>1</td><td></td><td></td><td>M</td></tr> <tr><td>2</td><td></td><td>X</td><td></td></tr> <tr><td>3</td><td></td><td>X</td><td></td></tr> <tr><td>4</td><td></td><td>X</td><td></td></tr> <tr><td>5</td><td></td><td>X</td><td></td></tr> <tr><td colspan="2">Table VI</td><td>4</td><td>1</td></tr> <tr><td colspan="2">Total Hits</td><td></td><td></td></tr> <tr><td colspan="2">GO or⁴ NO-GO</td><td></td><td></td></tr> </table> <p>21 Sec</p>	TIME	TGT	GO	NO-GO	1			M	2		X		3		X		4		X		5		X		Table VI		4	1	Total Hits				GO or ⁴ NO-GO			
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13. NOTES

- Do not use personal information.
- Firer receives the number of rounds required to fire a specific table. The OIC of firing sets procedures for loading and unloading.
- Firer must change magazine rapidly.
- Check GO or NO-GO box for whole table.
 - Four hits are required for a GO on Table V.
 - Two hits are required for a GO on Table VI.

14. RATING CALCULATOR
Enter total hits from Tables I through IV and add them to obtain a grand total:

TABLE I	5
TABLE II	12
TABLE III	9
TABLE IV	10
GRAND TOTAL	36

15. RATING SCALE

GRAND TOTAL (BLOCK 14)	RATING
36 - 40	EXPERT
29 - 35	SHARPSHOOTER
24 - 28	MARKSMAN
0 - 23	UNQUALIFIED

16. GRADER'S INITIALS
KGF

17. DATE (YYYYMMDD)
20080426

18. OIC'S INITIALS
CAH

19. DATE (YYYYMMDD)
20080426

APD V1.00
Previous editions are obsolete.

*Figure B-2. Example completed DA Form 5704-R.

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ALTERNATE PISTOL QUALIFICATION COURSE SCORECARD

For use of this form, see FM 3-23.35; the proponent agency is TRADOC.

1. ID CODE ¹	2. UNIT	3. LANE	4. ORDER	5. GROUP	6. DATE (YYYYMMDD)																																																																																																																																																																																																																																																																																		
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The OIC of firing sets procedures for loading and unloading. Firer must change magazine rapidly. Check GO or NO-GO box for whole table. <ul style="list-style-type: none"> Four hits are required for a GO on Table V. Two hits are required for a GO on Table VI. 		<p>14. RATING CALCULATOR</p> <p>Enter total hits from Tables I through IV and add them to obtain a grand total:</p> <table style="margin-left: 20px;"> <tr><td>TABLE I</td><td></td></tr> <tr><td>TABLE II</td><td></td></tr> <tr><td>TABLE III</td><td></td></tr> <tr><td>TABLE IV</td><td></td></tr> <tr><td>GRAND TOTAL</td><td></td></tr> </table> <p style="margin-left: 20px;">+ =</p>		TABLE I		TABLE II		TABLE III		TABLE IV		GRAND TOTAL		<p>15. 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