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No. 3-23.35

Headquarters
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Washington, DC, 18 April 2007

Combat Training with Pistols, M9 and M11

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i through iii	i through iii
Chapter 1	Chapter 1
Appendix A	Appendix A
Appendix B	Appendix B
DA Form 88-R	DA Form 88-R
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2. A star (*) marks new or changed material.

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DEPARTMENT OF THE ARMY
WASHINGTON, DC, 18 April 2007

COMBAT TRAINING WITH PISTOLS M9 AND M11

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DA Form 5704-R, *Alternate Pistol Qualification Course Scorecard

PREFACE

This publication applies to the Regular Army, the Army National Guard (ARNG)/Army National Guard of the United States (ARNGUS), and the United States 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.

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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.

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CHAPTER 1 *

COMPONENTS AND FUNCTIONING

This chapter describes the M9 and M11 semiautomatic pistols, their maintenance requirements, and their operation and functioning.

Section I. DESCRIPTION AND COMPONENTS

The M9 (Figure 1-1) and M11 (Figure 1-2) pistols are 9-mm, semiautomatic, magazine-fed, recoil-operated, double-action weapons. Both are chambered for the 9-mm cartridge.

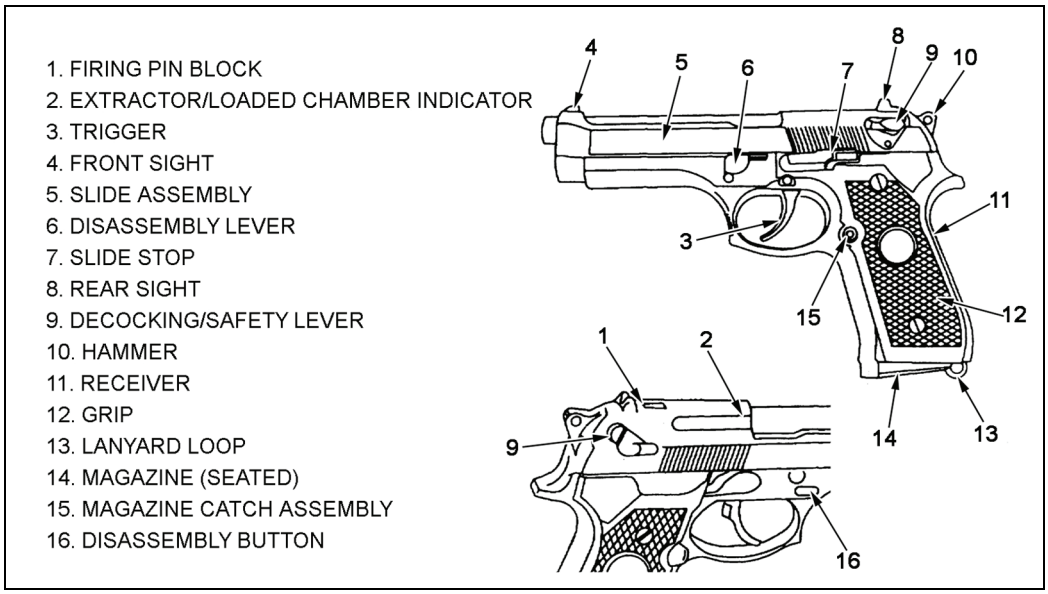


Figure 1-1. 9-mm pistol, M9.

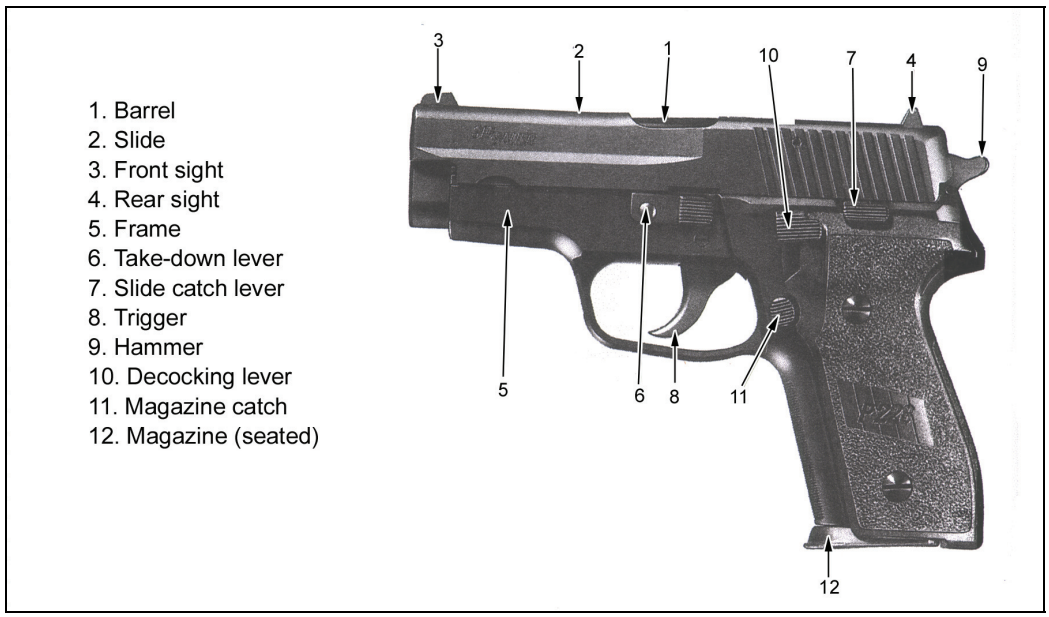


Figure 1-2. 9-mm pistol, M11.

1-1. DESCRIPTION

Table 1-1 summarizes data for both pistols.

	M9 PISTOL	M11 PISTOL
Caliber	9-mm NATO	9-mm NATO
System of Operation	Short recoil, semiautomatic	Short recoil, semiautomatic
Locking System	Oscillating block	Oscillating block
Length	217 mm (8.54 inches)	180 mm (7.08 inches)
Width	38 mm (1.5 inches)	37 mm (1.46 inches)
Height	140 mm (5.51 inches)	136 mm (5.35 inches)
Magazine Capacity	15 Rounds	13 Rounds
Weight with Empty Magazine	960 g (2.1 lb)	745 g (1.6 lb)
Weight with Magazine Fully Loaded	1,145 g (2.6 lb)	830 g (1.8 lb)
Barrel Length	125 mm (4.92 in)	98 mm (3.86 in)
Rifling	Right-hand, six-groove (pitch 250 mm [about 10 in])	Right-hand, six-groove (pitch 250 mm [9.84 in])
Muzzle Velocity	375 meters/second (1,230.3 feet/second)	375 meters/second (1,230.3 feet/second)
Muzzle Energy	569.5 Newton meters (420 foot pounds)	569.5 Newton meters (420 foot pounds)
Maximum Range	1,800 meters (1,962.2 yards)	1,800 meters (1,962.2 yards)
Maximum Effective Range	50 meters (54.7 yards)	50 meters (54.7 yards)
Front Sight	Blade, integral with slide	Blade, dovetailed to slide
Rear Sight	Notched bar, dovetailed to slide	Notched bar, dovetailed to slide
Sighting Radius	158 mm (6.22 inches)	145 mm (5.8 inches)
Safety Features	Decocking/safety lever, firing pin block.	Decocking lever, automatic firing pin lock.
Hammer M9 (half-cocked notch) Hammer M11 (cocked or decocked)	Prevents accidental discharge. Stops the hammer from accidentally falling fully forward if the full-cock notch is stripped. Also, catches the hammer if the cocking cycle is interrupted in the double-action fire mode.	Prevents accidental discharge. Stops the hammer from accidentally falling fully forward if the full-cock notch is stripped. Also, catches the hammer if the cocking cycle is interrupted in the double-action fire mode.
Basic Load, Three Magazines	45 rounds	39 rounds
Trigger Pull	Single-action: 5.50 pounds Double-action: 12.33 pounds	Single-Action: 4.40 pounds Double-Action: 12.12 pounds

Table 1-1. Data for the M9 and M11 pistols.

NOTE: For additional information on technical aspects of the two pistols, see the following TMs:

M9: TM 9-1005-317-10
M11: TM 9-1005-325-10

WARNING

If you release the hammer while manually cocking the pistol (but *do not touch* the trigger), then the half-cocked position will catch the hammer and prevent the pistol from firing.

However, *never* use the half-cocked position as a safety. Also, if you pull the trigger with the pistol half-cocked--

THE PISTOL *WILL* FIRE.

1-2. COMPONENTS

The major components of the M9 (Figure 1-3) and M11 (Figure 1-4, page 1-4) pistols include--

a. **Slide and Barrel Assembly**: Houses the firing pin, striker, and extractor. Cocks the hammer during recoil cycle.

b. **Recoil Spring and Recoil Spring Guide**: Absorbs recoil and returns the slide assembly to its forward position.

c. **Barrel and Locking Block Assembly M9/Barrel Assembly M11:** Houses cartridge for firing, directs projectile, and locks barrel in position during firing.

d. **Receiver**: Supports all major components. Houses action of the pistol through four major components. Controls functioning of the pistol.

e. **Magazine**: Holds cartridges in place for stripping and chambering.

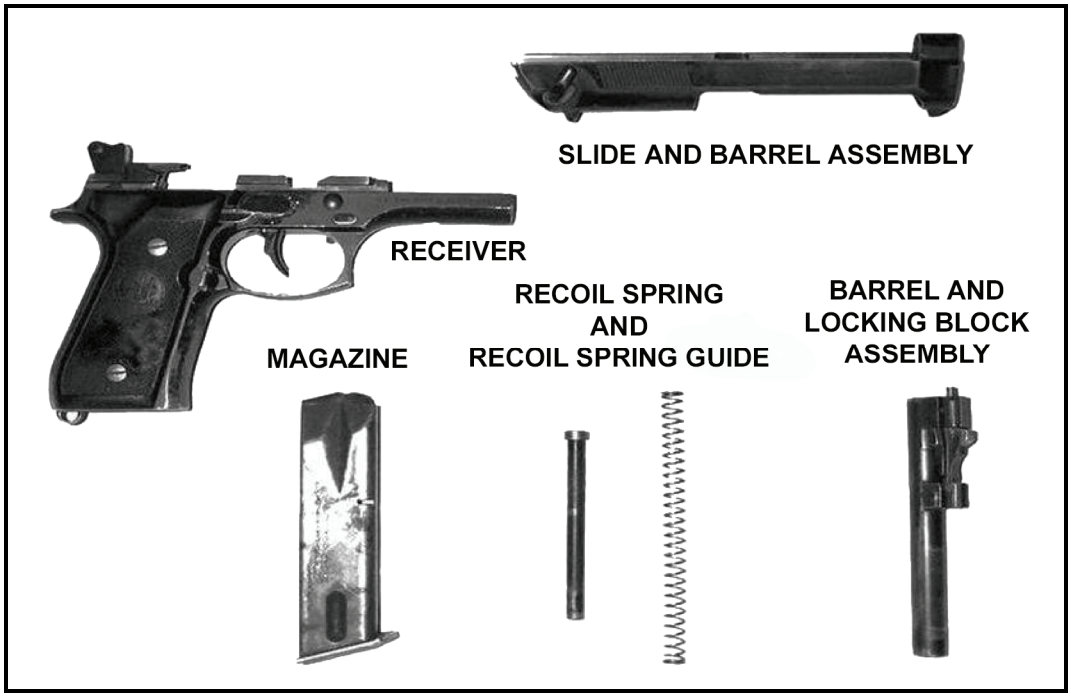


Figure 1-3. Major components, M9.

Figure 1-4. Major components, M11.

1-3. AMMUNITION

M9 and M11 pistols use several different types of 9-mm ammunition. Use only authorized ammunition manufactured to US and NATO specifications.

a. **Type and Characteristics**. The ammunition types (Table 1-2) and their characteristics follow:

(1) Cartridge, 9-mm ball, M882 with or without a cannelure.

(2) Cartridge, 9-mm dummy, M917.

WARNING

Never fire heavily corroded or dented cartridges, cartridges with loose bullets, or any other rounds that you can see are defective. Failure to heed this warning could cause serious injury.

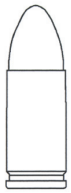
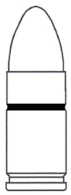
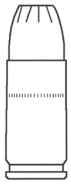
CARTRIDGE	DESCRIPTION AND DATA	USE
9MM BALL, NATO M882 without cannelure DODAC 1305-A363  M882 with cannelure DODAC 1305-AA49 	**Description:** Cartridge consists of a brass case and a copper projectile. The head of the cartridge case has the manufacturer's abbreviation, the year of production, and the NATO symbol (a cross inside a circle). **Complete round data:** Type: Ball Length: 1.165 in Weight: 193 g **Projectile:** Material: Copper jacket, Lead slug Color: Copper Length: 0.160 in Weight: 124 g **Muzzle Velocity:** 385 m/s	**Weapons:** M9 and M11 Pistols Intended **Targets:** Personnel
9MM SUBSONIC JACKETED HOLLOW POINT MK 243 MOD 0 DODAC 1305-A260 	**Complete round data:** Type: Jacketed Hollow Point Length: 1.150 in Weight: 210 g **Projectile:** Material: Copper jacket, Lead slug Color: Copper projectile Brass case Length Weight: 147 g **Muzzle Velocity:** 975 ± 25 fps	Weapon: M11 only Users: US Army Criminal Investigation Command (USAICIDIC), which needs high lethality and limited overpenetration of the target to meet their mission profile.
M917 DUMMY ROUND 	N/A	**Uses:** Dry fire and other training. **Misc:** Contains no propellant nor primer. Primer well remains open to prevent damage to the firing pin.

Table 1-2. Ammunition.

b. **Care, Handling, and Preservation**.

(1) Protect ammunition from mud, sand, and water. If the ammunition gets wet or dirty, wipe it off at once with a clean dry cloth. Wipe off light corrosion as soon as you find it. Turn in heavily corroded cartridges.

(2) Never expose ammunition to the direct rays of the sun. If the powder is hot, excessive pressure can develop when you fire the pistol.

(3) Never allow oil or grease to get on ammunition. Dust and other abrasives that collect on greasy ammunition can damage the operating parts of the pistol. Oiled cartridges produce excessive chamber pressure. Oil and lubricants can penetrate the cartridge primer and cause a misfire.

Section II. MAINTENANCE

Maintenance procedures include clearing, dissembling, inspecting, cleaning, lubricating, assembling, and checking the functioning of the M9 or M11 pistol.

1-4. CLEARING PROCEDURES, BOTH PISTOLS

The first step in maintenance is to clear the weapon. This applies in all situations, not just after firing. You must always assume that a weapon--any weapon, even yours--is loaded. To clear the pistol, perform the following procedures:

a. For the M9, place the decocking/safety lever in the SAFE (down) position. For the M11, thumb *down* the decocking lever.

b. Hold the pistol in the raised pistol position.

c. Depress the magazine release button and remove the magazine from the pistol.

d. Pull the slide to the rear and remove any chambered round.

e. Push the slide stop *up*, locking the slide to the rear.

f. Look into the chamber to ensure that it is empty.

1-5. GENERAL DISASSEMBLY OF M9 PISTOL

To disassemble the pistol, perform the following procedures:

a. Clear and unload the pistol.

b. Depress the slide stop and let the slide go forward.

c. Hold the pistol in your right hand with the muzzle slightly raised.

d. Press the disassembly lever button with your forefinger.

e. With your thumb, rotate the disassembly lever downward until it stops.

f. Pull the slide and barrel assembly forward and remove it from the receiver.

g. Carefully and lightly compress the recoil spring and spring guide. At the same time, lift up and remove them. Allow the recoil spring to stretch slowly.

h. Separate the recoil spring from the spring guide.

i. While pushing the barrel forward slightly, push in on the locking block plunger.

j. Lift and remove the locking block and barrel assembly from the slide.

1-6. GENERAL DISASSEMBLY OF M11 PISTOL

To disassemble the pistol--

a. Clear and unload the pistol.

b. Draw back the slide to the stop, and lock the slide in the open position by thumbing up the slide-catch lever.

c. Check visually and physically to ensure that the chamber is empty and that the magazine well is clear.

d. Thumb down the take-down lever.

e. Draw back the slide slightly to disengage the slide-catch lever.

f. Hold the slide firmly and allow it to glide forward gently.

g. Now slip the complete system (slide, barrel, recoil spring, and guide) forward and off the frame.

h. Remove the recoil spring and guide, taking care to control the release of spring tension, while at the same time directing the assembly away from your body.

i. Remove the barrel from the slide.

1-7. INSPECTION

Inspection begins with the pistol disassembled down to its major components. Shiny surfaces do not mean the parts are unserviceable. Inspect all surfaces for visible damage, cracks, burrs, and chips.

1-8. CLEANING, LUBRICATION, AND PREVENTIVE MAINTENANCE

Immediately after firing the M9 or M11 pistol, you should disassemble it into its major components and clean it. Clean all metal components and surfaces that have been exposed to powder fouling using CLP on a bore-cleaning patch. Use the same procedure to clean the receiver. After you have cleaned and wiped it dry, use a cloth and rub on a thin coat of CLP. This lubricates and preserves the exposed metal parts during all normal temperature ranges. When you are not using your pistol, inspect it weekly, and clean and lubricate it when necessary.

CAUTION

When using CLP, never use other cleaners. Never mix CLP with RBC or LSA.

a. Clear and disassemble the weapon.

b. Wipe or brush dirt, dust, and carbon buildup from the disassembled pistol.

c. Use CLP to help remove carbon buildup and stubborn dirt and grime.

d. Pay particular attention to the bolt face, guide rails on the receiver, grooves on the slide, and other hard-to-reach areas.

CAUTION

Never use mineral spirits, paint thinner, or dry cleaning solvent to clean the pistol. Use only issued lubricants and cleaners such as CLP or LSA.

e. Clean the bore and chamber using CLP, fresh swabs, and a bore brush.

f. Lubricate the pistol by covering all surfaces, including the bore and chamber, with a light coat of CLP. In extremely hot or cold weather, refer to the technical manual for lubricating procedures and materials.

1-9. M9 GENERAL ASSEMBLY

To assemble the M9 pistol, simply reverse the procedures used to disassemble the pistol:

a. Grasp the slide with the bottom facing up.

b. With the other hand, grasp the barrel assembly with the locking block facing up.

c. Insert the muzzle into the forward end of the slide and, at the same time, lower the rear of the barrel assembly by aligning the extractor cutout with the extractor.

NOTE: The locking block will fall into the locked position in the slide.

d. Insert the recoil spring onto the recoil spring guide.

CAUTION

Maintain spring tension until the spring guide seats fully in the cutaway on the locking block. Failure to maintain spring tension could cause injury to personnel, or the spring could become damaged or lost.

e. Insert the end of the recoil spring and the recoil spring guide into the recoil spring housing. At the same time, compress the recoil spring guide until it seats fully on the locking block cutaway.

WARNING

NEVER pull the trigger while placing the slide on the receiver. Doing this could damage the slide.

f. Ensure that the hammer is uncocked and that the firing pin block lever is in the *down* position. The decocking/safety lever should be in the SAFE position.

g. Grasp the slide and barrel assembly with the sights *up*, and align the slide on the receiver assembly guide rails.

h. Push until the rear of the slide moves a short distance beyond the rear of the receiver assembly, and then hold. At the same time, use the other hand to rotate the disassembly latch lever upward. A click indicates a positive lock.

1-10. M11 GENERAL ASSEMBLY

To assemble the M11 pistol, simply reverse the procedures used to disassemble the pistol:

a. Insert the barrel assembly into the slide assembly and fit the recoil spring and guide.

NOTE: If the recoil spring and guide were separated during disassembly, slip the narrow end of the spring over the guide first.

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. 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.

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.

NOTE: If during the safety/function check the M9 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.

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

e. catch lever, locking the slide to the rear.

f. Depress the magazine catch button allowing the magazine to fall free.

g. Depress the slide-catch lever, allowing the slide to return fully forward.

h. Depress the decocking lever, allowing the hammer to fall.

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

1-14. LOADING OF THE M11 PISTOL

Hold the pistol in the raised pistol position. Insert the magazine into the magazine well of the pistol until you hear a click of the magazine catch. This will ensure that the catch engages properly.

a. Draw back the slide to the stop, and then allow it to snap forward into the battery. This cocks the hammer and chambers a round.

b. Thumb down the decocking lever. The weapon is now loaded, safe and ready to fire double action.

1-15. UNLOADING AND CLEARING OF THE M9 PISTOL

The first step in unloading and clearing the pistol is to ensure the weapon is on safe.

a. Hold the pistol in the raised pistol position.

b. Depress the magazine release button and remove the magazine.

c. With the pistol pointing in a safe direction, grasp the slide serrations and fully retract the slide to remove the chambered cartridge.

d. Lock the slide to the rear using the slide stop and visually inspect the chamber to ensure that it is empty.

1-16. UNLOADING OF THE M11 PISTOL

The first step in unloading and clearing the pistol is to ensure the weapon is on safe.

a. Thumb down the decocking lever.

b. Remove the magazine.

c. Draw back the slide and visually and physically that the last round has been extracted from the chamber and ejected.

d. Lock the slide to the rear using the slide catch lever.

e. Visually inspect the chamber to be sure it is empty.

NOTE: The pistol is now unloaded, decocked and safe.

1-17. CYCLE OF OPERATION

Each time you fire a cartridge, the parts inside the weapon function in a given order. This is the *functioning cycle* or *cycle of operation*. Regardless of what you call it, this cycle has eight steps: (1) *Feeding*, (2) *Chambering*, (3) *Locking*, (4) *Firing*, (5) *Unlocking*, (6) *Extracting*, (7) *Ejecting*, and (8) *Cocking*. Although the steps are listed in the order they occur, more than one step can occur at the same time.

Step 1--Feeding. Place a magazine with ammunition in the receiver. Pull the slide all the way to the rear and release it.

Step 2--Chambering. As the slide moves forward, it strips the top round from the magazine and pushes it into the chamber.

Step 3--Locking. The hammer remains in the cocked position, and your weapon is ready to fire.

Step 4--Firing. The weapon fires 1 round each time you pull the trigger. Each time a cartridge fires, the slide and barrel recoil or move a short distance while remaining locked together. This lets the bullet and expanding powder gasses to escape from the muzzle before the unlocking is completed.

Steps 5 through 7--Unlocking, Extracting, and Ejecting. The barrel then unlocks from the slide and continues to the rear, extracting the cartridge case from the chamber

and ejecting it from the weapon. During this rearward movement, the magazine feeds another cartridge, the recoil spring compresses, and the hammer cocks.

Step 8--Cocking. At the end of the rearward movement, the recoil spring expands, forcing the slide forward and locking the barrel and slide together. Your weapon is ready to fire again. The cycle continues until you expend your ammunition. As you fire the last round, the magazine spring pushes up on the magazine follower. The follower stop strikes the slide stop, forcing the latter into the recess on the bottom of the slide. This locks the slide to the rear, indicates to you that the magazine is empty, and helps you reload faster.

Section IV. PERFORMANCE PROBLEMS

The M9 and M11 sometimes suffer from sluggish operation and stoppages. This section discusses immediate and remedial action to correct these problems.

1-18. SLUGGISH OPERATION

Sluggish operation is usually caused by excessive friction due to carbon buildup, lack of lubrication, or burred parts. Corrective action includes cleaning, lubricating, inspecting, and replacing parts as necessary.

1-19. STOPPAGES

A stoppage is an interruption in the cycle of operation caused by faulty action of the pistol or faulty ammunition. Types of stoppages include the pistol's failure to--

- Feed.
- Chamber.
- Lock.
- Fire.
- Unlock.
- Extract.
- Eject.
- Cock.

1-20. IMMEDIATE ACTION

Immediate action is what you do within the first 15 seconds after a stoppage occurs, *without looking for the cause:*

a. For the M9, ensure the decocking/safety lever is in the FIRE (*up*) position. For the M11, thumb *up* the decocking lever.

b. Squeeze the trigger again.

c. If the pistol fails to fire, ensure that the magazine is fully seated, retract the slide to the rear, and release.

d. Squeeze the trigger.

e. If the pistol again fails to fire, remove the magazine and retract the slide to eject the chambered cartridge. Insert a new magazine, retract the slide, and release to chamber another cartridge.

f. Squeeze the trigger.

g. If the pistol still fails to fire, perform remedial action.

1-21. REMEDIAL ACTION

If immediate action is unsuccessful, *then* you try to find the cause and reduce the stoppage:

a. Clear the pistol.

b. Inspect the pistol for the cause of the stoppage.

c. Correct the cause of the stoppage, load the pistol, and fire.

d. If the pistol again fails to fire, disassemble it, inspect it more closely, clean it, and lubricate it.

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APPENDIX A*

COMBAT PISTOL QUALIFICATION COURSE

This appendix explains the combat pistol qualification course. 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-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

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 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 1 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--

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.

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 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 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 8 1/2- 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.

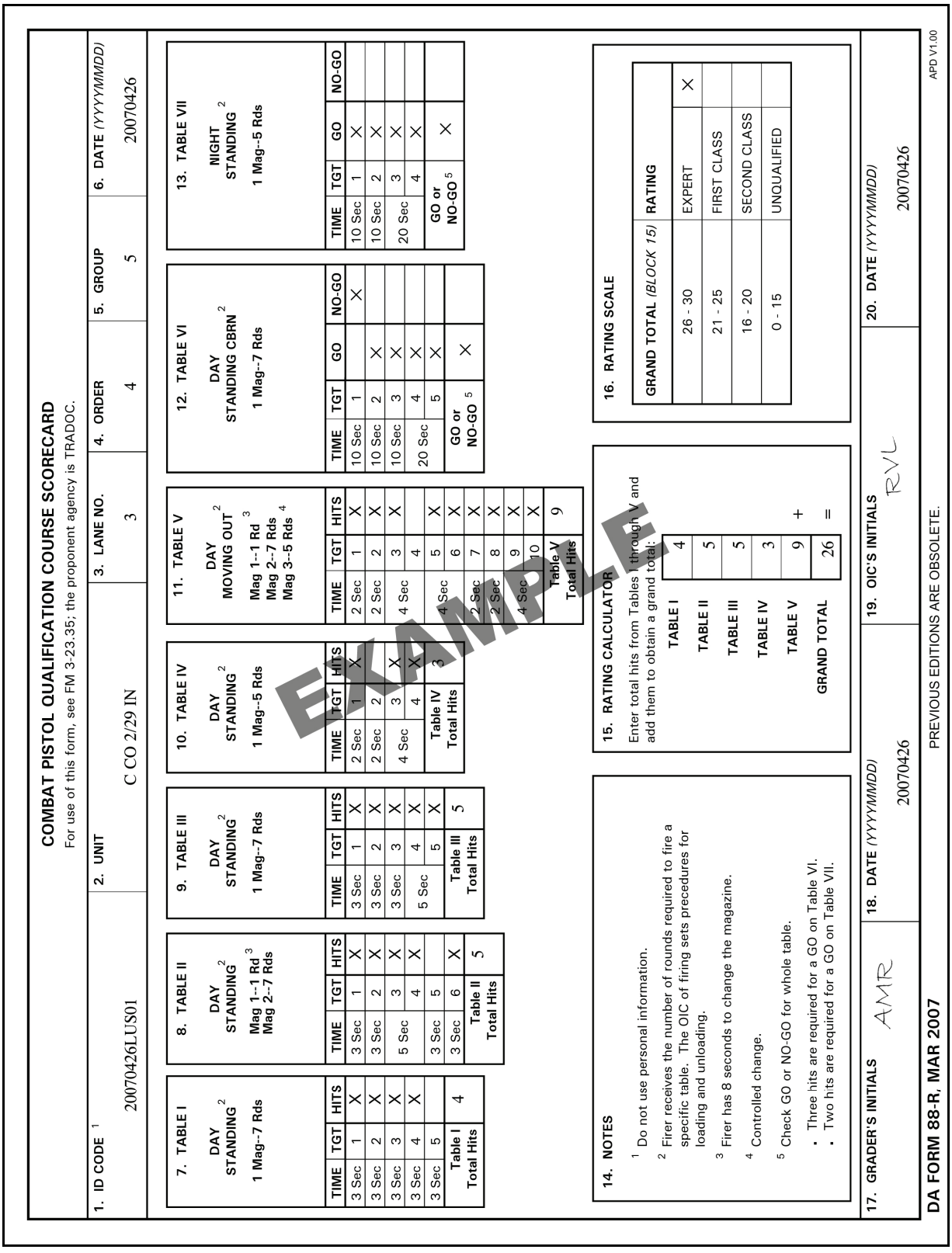

Figure A-1. Example completed DA Form 88-R, *Combat Pistol Qualification Course Scorecard*.

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.

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APPENDIX B
ALTERNATE PISTOL QUALIFICATION COURSE

Once the soldier completes instructional fire, he must complete the Combat Pistol Qualification Course (CPQC) for the record. However, when the CPQC is unavailable, the Alternate Pistol Qualification Course (APQC) 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 7-round magazine under night conditions, within 21 seconds, engage a 25-meter target from a crouching position with all 7 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 TH E 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 7-round magazine to the firer.

(1) The tower operator commands--

TABLE SIX, NIGHT 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, 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--35 to 39 hits.
SHARPSHOOTER--28 to 34 hits.
MARKSMAN--23 to 27 hits.
UNQUALIFIED--0 to 22 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.

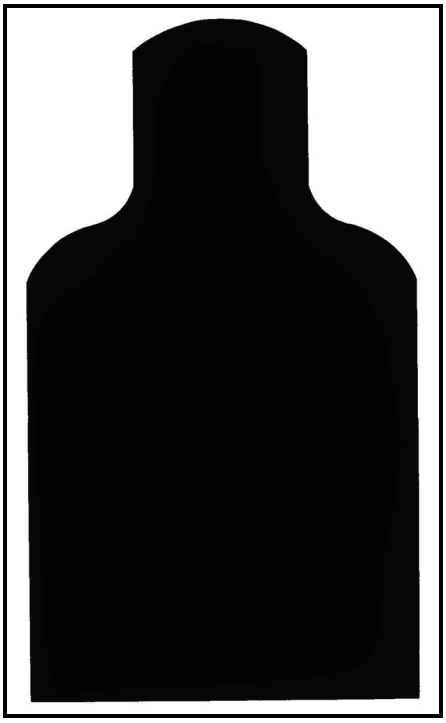

Figure B-1. E-type silhouette, 25-meter, without rings.

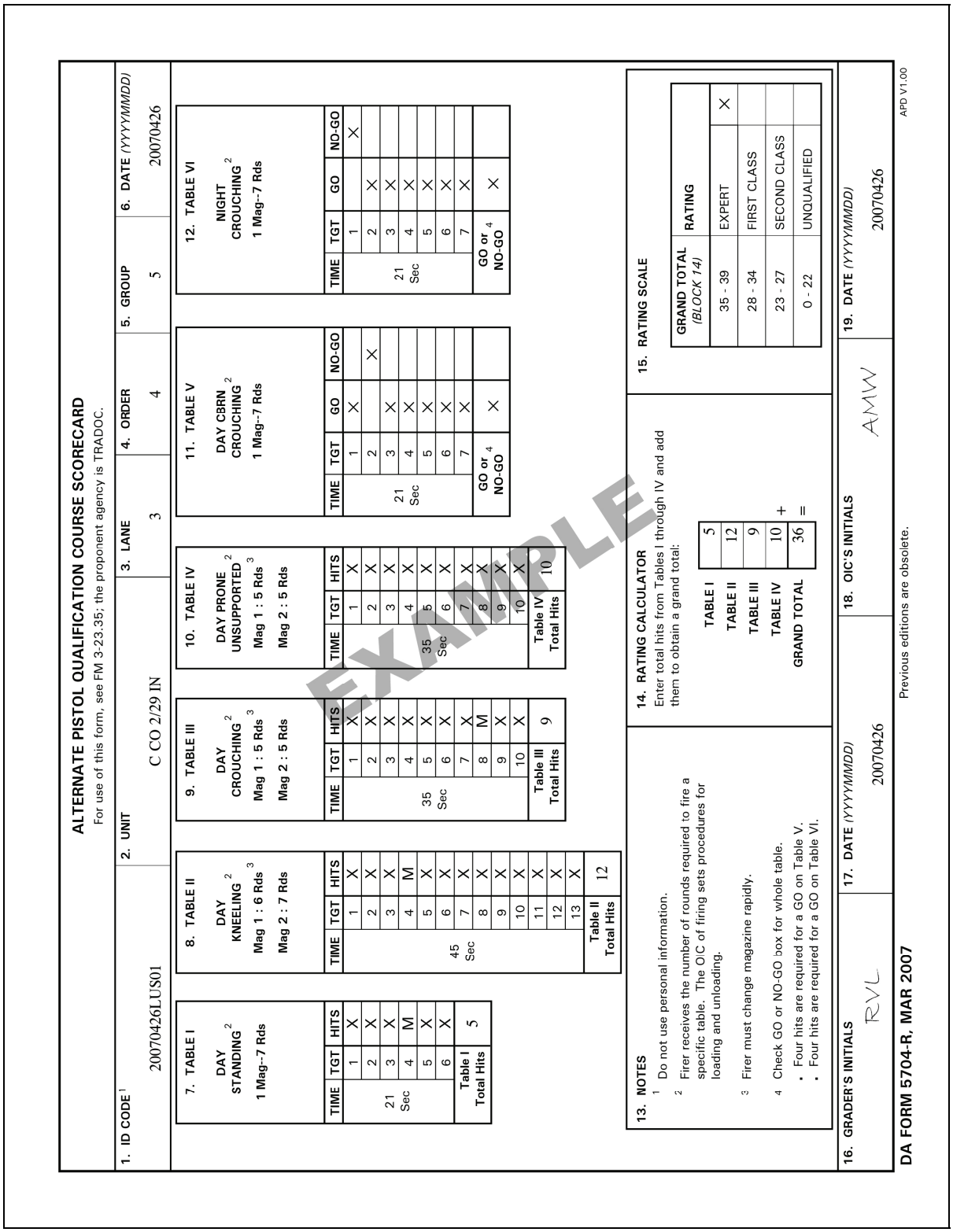

Figure B-2. Example completed DA Form 5704-R.

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COMBAT 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 NO.	4. ORDER	5. GROUP	6. DATE *(YYYYMMDD)*

7. TABLE I

DAY STANDING [2]

1 Mag--7 Rds

TIME	TGT	HITS
3 Sec	1	
3 Sec	2	
3 Sec	3	
3 Sec	4	
3 Sec	5	
Table I Total Hits		

8. TABLE II

DAY STANDING [2]

Mag 1--1 Rd [3]
Mag 2--7 Rds

TIME	TGT	HITS
3 Sec	1	
3 Sec	2	
5 Sec	3	
	4	
3 Sec	5	
3 Sec	6	
Table II Total Hits		

9. TABLE III

DAY STANDING [2]

1 Mag--7 Rds

TIME	TGT	HITS
3 Sec	1	
3 Sec	2	
3 Sec	3	
5 Sec	4	
	5	
Table III Total Hits		

10. TABLE IV

DAY STANDING [2]

1 Mag--5 Rds

TIME	TGT	HITS
2 Sec	1	
2 Sec	2	
4 Sec	3	
	4	
Table IV Total Hits		

11. TABLE V

DAY MOVING OUT [2]

Mag 1--1 Rd [3]
Mag 2--7 Rds
Mag 3--5 Rds [4]

TIME	TGT	HITS
2 Sec	1	
2 Sec	2	
4 Sec	3	
	4	
4 Sec	5	
	6	
2 Sec	7	
2 Sec	8	
4 Sec	9	
	10	
Table V Total Hits		

12. TABLE VI

DAY STANDING CBRN [2]

1 Mag--7 Rds

TIME	TGT	GO	NO-GO
10 Sec	1		
10 Sec	2		
10 Sec	3		
20 Sec	4		
	5		
GO or NO-GO [5]			

13. TABLE VII

NIGHT STANDING [2]

1 Mag--5 Rds

TIME	TGT	GO	NO-GO
10 Sec	1		
10 Sec	2		
20 Sec	3		
	4		
GO or NO-GO [5]			

14. NOTES

[1] Do not use personal information.

[2] Firer receives the number of rounds required to fire a specific table. The OIC of firing sets precedures for loading and unloading.

[3] Firer has 8 seconds to change the magazine.

[4] Controlled change.

[5] Check GO or NO-GO for whole table.

- Three hits are required for a GO on Table VI.
- Two hits are required for a GO on Table VII.

15. RATING CALCULATOR

Enter total hits from Tables I through V and add them to obtain a grand total:

TABLE I		
TABLE II		
TABLE III		
TABLE IV		
TABLE V		+
GRAND TOTAL		=

16. RATING SCALE

GRAND TOTAL *(BLOCK 15)*	RATING	
26 - 30	EXPERT	
21 - 25	FIRST CLASS	
16 - 20	SECOND CLASS	
0 - 15	UNQUALIFIED	

17. GRADER'S INITIALS	18. DATE *(YYYYMMDD)*	19. OIC'S INITIALS	20. DATE *(YYYYMMDD)*

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)*

7. TABLE I

DAY STANDING [2]

1 Mag--7 Rds

TIME	TGT	HITS
21 Sec	1	
	2	
	3	
	4	
	5	
	6	
Table I Total Hits		

8. TABLE II

DAY KNEELING [2]

Mag 1 : 6 Rds [3]

Mag 2 : 7 Rds

TIME	TGT	HITS
45 Sec	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
	13	
Table II Total Hits		

9. TABLE III

DAY CROUCHING [2]

Mag 1 : 5 Rds [3]

Mag 2 : 5 Rds

TIME	TGT	HITS
35 Sec	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
Table III Total Hits		

10. TABLE IV

DAY PRONE UNSUPPORTED [2]

Mag 1 : 5 Rds [3]

Mag 2 : 5 Rds

TIME	TGT	HITS
35 Sec	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
Table IV Total Hits		

11. TABLE V

DAY CBRN CROUCHING [2]

1 Mag--7 Rds

TIME	TGT	GO	NO-GO
21 Sec	1		
	2		
	3		
	4		
	5		
	6		
	7		
GO or NO-GO [4]			

12. TABLE VI

NIGHT CROUCHING [2]

1 Mag--7 Rds

TIME	TGT	GO	NO-GO
21 Sec	1		
	2		
	3		
	4		
	5		
	6		
	7		
GO or NO-GO [4]			

13. NOTES

[1] Do not use personal information.

[2] Firer receives the number of rounds required to fire a specific table. The OIC of firing sets procedures for loading and unloading.

[3] Firer must change magazine rapidly.

[4] Check GO or NO-GO box for whole table.

- Four hits are required for a GO on Table V.
- Four 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		
TABLE II		
TABLE III		
TABLE IV		+
GRAND TOTAL		=

15. RATING SCALE

GRAND TOTAL *(BLOCK 14)*	RATING	
35 - 39	EXPERT	
28 - 34	FIRST CLASS	
23 - 27	SECOND CLASS	
0 - 22	UNQUALIFIED	

16. GRADER'S INITIALS	17. DATE *(YYYYMMDD)*	18. OIC'S INITIALS	19. DATE *(YYYYMMDD)*