EL CERRITO POLICE DEPARTMENT
Firearms Training
Handgun

Course Overview

Students will shoot from different distances, different shooting positions, vary strong hand/support hand and conduct multiple reloading drills.

Round count and load up

Students will use three magazines and load each magazine with six (6) rounds each. Students will place an additional 12 rounds in their pocket for a total of 30 rounds.

Target

B-27 or similar size target.

Course

3 yards – two (2) rounds hip shooting/position in 3 seconds

5 yards – four (4) rounds center mass in 5 seconds (Students will recover the magazine and load with six (6) rounds)

7 yards – three (3) rounds standing, three (3) rounds kneeling, reload and switch to support hand, three (3) rounds kneeling, three (3) rounds standing, reload on the support side. This segment will be completed in 25 seconds. (Students will recover the magazine and load with six (6) rounds)

10 yards - three (3) rounds standing, three (3) rounds kneeling in eight (8) seconds.

15 yards - three (3) rounds standing, three (3) rounds kneeling in ten (10) seconds.

Qualification score

Students must have 30 rounds within the target to pass. Any misses will result in a requalification.

Safety equipment
Safety glasses, duty vest, hearing protection
EL CERRITO POLICE DEPARTMENT
Pyramid Drill
From: pistol-training.com

Equipment: Duty gear and duty handgun or rifle, magazine loaded with at least 10 rounds, Special Target

Purpose: The purpose of the drill is twofold. One, develop the same draw speed for targets at all ranges and two, develop a sense of the sighting needs and front sight focus from various distances.

Standard: Officers shall engage targets as quickly as possible and keep all rounds in the 8" Circle.

Range: 5 yards, 10 yards, 15 yards, 20 yards, and 25 yards

Target: 8" Circle or plate

Start position: Holstered, Low Ready with Rifle

Course of Fire:

From the five yard line draw and fire two rounds into the plate as fast as you can make the hits.

Move back to the 10 yard line and repeat.

Repeat from the 15, 20 and 25 yard line.

Alternative Course: Run in reverse, starting at the 25 yard line and moving closer.
EL CERRITO POLICE DEPARTMENT
Hands – Assess – Shoot / Don’t Shoot

Equipment: Duty gear and duty handgun or patrol rifle, loaded magazines, Special Target

Purpose: To identify threats and determine shoot / don’t shoot targets

Objective: The officer will be required to quickly identify and differentiate between shoot / don’t shoot targets

Standard: The officer will identify and only engage threat targets.

Range: Handgun – 5 yards, Rifle – 10 Yards

Target: special (see attached)

Start position: Holstered or Low ready

Course of Fire:

Officers will face the rear of the range.

Firearms instructors will place a shoot target, don’t shoot target, or some combination on the target in front of the officer.

On the “turn” command, the officer will turn and face the target, identify the target, and engage the threat targets
AIM

SHOOT

HANDS
EL CERRITO POLICE DEPARTMENT
4, 1, 3, 2, 5 Drill

Equipment: Duty gear and duty handgun or rifle, fully loaded magazines

Purpose: To teach leading with eyes, not the weapon, engaging multiple targets, emergency reloads.

Range: 5-10 yards (depending on weapon system)

Target: 6 Silhouette Targets

Start position: Low ready

Course of Fire:

Target #1 (4) shots ¾ target showing (hard cover)
Target #2 (1) shot with hostage (Head shot only)
Target #3 (3) shots with full target exposed
Target #4 (2) shots 2/3 target showing (hard cover)
Target #5 (5) shots with full target exposed

4 Shots 1 Shot 3 Shots 2 Shots 5 Shots
El Cerrito Police Department
Off-Duty Pistol Qualification Course

Equipment: A BT-5 El Dorado DA target, an off-duty handgun and holster with 25 rounds of handgun ammunition.

Standard: The officer will be required to demonstrate proper firearms safety, weapon handling, and the ability to effectively engage a target at various distances. Shots in the center red “X” ring, surrounding grey ring, the red “X” zone of the head, and the grey spinal column will be scored as 2 points. Any shot in the body but outside the red or grey zone will be scored as 1 point. Head shots not in the red “X” zone and shots not in the body will be scored as 0. There are a total of 50 points available.

Disqualifiers: Any score below 40 points (80%) or ANY safety violations.

![Target Image]

Course of Fire

<table>
<thead>
<tr>
<th>Distance</th>
<th>Engagement</th>
<th>Total # of rounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Yards</td>
<td>(1) Double Tap / (1) Failure Drill</td>
<td>5</td>
</tr>
<tr>
<td>5 Yards</td>
<td>(1) Double Tap / (1) Failure Drill</td>
<td>5</td>
</tr>
<tr>
<td>7 Yards</td>
<td>(1) Double Tap / (1) Failure Drill</td>
<td>5</td>
</tr>
<tr>
<td>10 Yards</td>
<td>5 Rounds rapid fire</td>
<td>5</td>
</tr>
<tr>
<td>15 Yards</td>
<td>5 Rounds rapid fire</td>
<td>5</td>
</tr>
<tr>
<td>TOTAL</td>
<td></td>
<td>25 ROUNDS</td>
</tr>
</tbody>
</table>