

HARRIS COUNTY CONSTABLE PRECINCT ONE

Firearms Qualification Record

Name						Today's Date			
Last			Fi			Mi	Month	Day	Year
Agency									
<input type="radio"/> Harris County Constable <input type="radio"/> Reserve <input type="radio"/> Retired <input type="radio"/> Other: _____									
T.C.O.L.E. PID		Payroll ID		Rank		Division / Assignment			
***** Handgun *****									
Primary	Secondary	Brand	Model	Caliber	Serial Number		Inspect: Pass/Fail	Qualify: Pass/Fail	
<input type="radio"/>	<input type="radio"/>								
<input type="radio"/>	<input type="radio"/>								
<input type="radio"/>	<input type="radio"/>								
<input type="radio"/>	<input type="radio"/>								
<input type="radio"/>	<input type="radio"/>								
Qualify: <input type="radio"/> PASS <input type="radio"/> FAIL		Remedial # 1	Remedial # 2	Remedial # 3	Remedial # 4	Remedial # 5	Remedial # 6		
		<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL		
Firearms Instructor		Firearms Instructor	Firearms Instructor	Firearms Instructor	Firearms Instructor	Firearms Instructor	Firearms Instructor		
***** Long Gun *****									
Brand		Model		Caliber	Barrel Length	Serial Number		Inspect: Pass/Fail	Qualify: Pass/Fail
Qualify: <input type="radio"/> PASS <input type="radio"/> FAIL		Remedial # 1	Remedial # 2	Remedial # 3	Remedial # 4	Remedial # 5	Remedial # 6		
		<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL	<input type="radio"/> PASS <input type="radio"/> FAIL		
Firearms Instructor		Firearms Instructor	Firearms Instructor	Firearms Instructor	Firearms Instructor	Firearms Instructor	Firearms Instructor		
<i>The reason I am attempting to qualify with my HANDGUN today is:</i> (CHECK ✓ all that apply) <input type="radio"/> Annual Qualification <input type="radio"/> <u>New</u> Primary Weapon <i>Replaces previous primary weapon.</i> <input type="radio"/> Off-Duty Weapon <input type="radio"/> Return to Duty <input type="radio"/> New-Hire <input type="radio"/> Remedial <input type="radio"/> Retired – HR 218 <input type="radio"/> Marksmanship Class <input type="radio"/> Other: _____					<i>The reason I am attempting to qualify with my LONG GUN today is:</i> (CHECK ✓ all that apply) <input type="radio"/> Annual Qualification <input type="radio"/> Shotgun <input type="radio"/> Patrol Rifle <input type="radio"/> Precision Rifle <input type="radio"/> Select Fire/Automatic <i>If my rifle is a Short Barreled Rifle (SBR), I have a copy of all required paperwork for inspection prior to any qualification attempts.</i> <input type="radio"/> Remedial <input type="radio"/> Marksmanship Class <input type="radio"/> Other: _____				
Shooter's Signature									

By my signature above, I attest I have reviewed the CURRENT Use of Force Policy.

2021 Firearms Qualification Course

Handguns (Primary and secondary**) – 50 rounds total (Pass=35/50)	
50 ft / 17 yds	From holster, draw and fire twelve (12) rounds – 60 seconds (<i>less than 2 hits on target will result in automatic disqualification</i>)
45 ft / 15 yds	From holster, draw and fire six (6) rounds, tactical reload and fire six (6) rounds – 60 seconds
21 ft / 7 yds	From holster or close ready position, draw and fire two (2) rounds center mass, and one (1) round to head. (4x) – 10 seconds
15 ft / 5 yds	From close ready position, fire two (2) rounds with dominant hand (one-handed) (2x) – 6 seconds From close ready position, fire two (2) rounds with other hand (one-handed) (2x) – 6 seconds
6 ft / 2 yds	From holster, draw and fire two (2) rounds from hip. (3x) – 3 seconds
** Secondary Handguns chambered in .380 Auto or .38 Special and less than 3" barrel will qualify with modified course of fire – 20 rounds total from 6 – 21 feet. (Pass=14/20)	
21 ft / 7 yds	From holster or close ready position, draw and fire two (2) rounds center mass, and one (1) round to head. (2x) – 10 seconds
15 ft / 5 yds	From close ready position, fire two (2) rounds with dominant hand (one-handed) (2x) – 6 seconds From close ready position, fire two (2) rounds with other hand (one-handed) (2x) – 6 seconds
6 ft / 2 yds	From holster, draw and fire two (2) rounds from hip. (3x) – 3 seconds

Shotguns – 10 rounds total (Pass=4/5 slugs, concentration of buckshot)	
45 ft / 15 yds	Make shotgun cruiser safe and assembly load five (5) slugs. Demonstrate proper method to unload shotgun. Assembly load five (5) slugs. On command fire five (5) slugs – 15 seconds
30 ft / 10 yds	With breach open, combat load two (2) buckshot. On command fire two (2) buckshot, combat reload three (3) buckshot and fire three (3) buckshot – 20 seconds

Patrol Rifles – 60 rounds total in three 20-round magazines (Pass=54/60)			
Range / Yards	Rounds	Position	Time
50 yards	30 rounds total		Not timed
	10 rounds	Standing	
	10 rounds	Kneeling	
	10 rounds	Prone	
25 yards	12 rounds total		
	2 rounds	Standing	10 seconds
	2 rounds	Standing	10 seconds
	2 rounds	Standing	10 seconds
	2 rounds	Standing; on signal move to kneeling – fire 2 rounds	8 seconds
	2 rounds	Standing; on signal move to kneeling – fire 2 rounds	8 seconds
	2 rounds	Standing; on signal move to kneeling – fire 2 rounds	8 seconds
15 yards	18 rounds total – All Standing		
	3 rounds	Rifle loaded with 3 rounds. 2nd magazine loaded with 3 rounds rounds; tactical reload - fire 1 round	On signal, fire 2 rounds; 12 seconds
	3 rounds	Rifle loaded with 3 rounds. 2nd magazine loaded with 3 rounds tactical reload - fire 1 round	On signal, fire 2 rounds; 12 seconds
	4 rounds	Rifle loaded with 2 rounds. 2nd magazine loaded with 2 rounds rounds; combat reload - fire 2 rounds	On signal, fire 2 rounds; 9 seconds
	4 rounds	Rifle loaded with 2 rounds. 2nd magazine loaded with 2 rounds combat reload - fire 2 rounds	On signal, fire 2 rounds; 9 seconds
	2 rounds	Standing	On signal, fire 2 rounds; 2½ seconds
	2 rounds	Standing	On signal, fire 2 rounds; 2½ seconds