| Yard Line | NMDPS LEA<br>Day Pistol Qualification | Rounds (50) | | Time |
|---|---|---|---|---|
| 25 | Standing, draw and fire | 2 | 2 rounds center mass | 6 sec |
| 25 | Standing, draw to kneeling of choice, fire | 2 | 2 rounds center mass | 8 sec |
| 15 | Standing, draw and fire | 2 | 2 rounds center mass | 5 sec |
| 15 | **Tactical Load 1 round magazine** | | | |
| 15 | Standing, draw fire 2, move into kneeling of choice, reload, fire two rounds | 4 | 4 rounds center mass | 12 sec |
| 15 | Standing, low ready, fire | 2 | 2 rounds center mass | 4 sec |
| 10 | **Tactical Load 1 round magazine** | | | |
| 10 | Standing, draw and fire 2, reload and fire 2 rounds | 4 | 4 rounds center mass | 10 sec |
| 10 | **Tactical Load 1 round magazine** | | | |
| 10 | Standing, draw and fire 2, reload and fire 2 rounds | 4 | 4 rounds center mass | 10 sec |
| 7 | Standing, draw fire a failure drill | 3 | 2 rounds center mass, 1 round to the head | 6 sec |
| 7 | Standing, draw fire a failure drill | 3 | 2 rounds center mass, 1 round to the head | 6 sec |
| 7 | Standing, low ready, strong hand only, fire | 2 | 2 rounds center mass | 3 sec |
| 7 | Standing, low ready, strong hand only, fire | 2 | 2 rounds center mass | 3 sec |
| 7 | Standing, low ready, support hand only, fire | 2 | 2 rounds center mass | 3 sec |
| 7 | Standing, low ready, support hand only, fire | 2 | 2 rounds center mass | 3 sec |
| 5 | Standing, draw and fire | 2 | 2 rounds center mass | 3 sec |
| 5 | Standing, low ready, fire | 2 | 2 rounds center mass | 2 sec |
| 5 | Standing, draw, fire 2, sidestep to right, fire 1 round to the head | 3 | 2 rounds center mass, 1 step to right, 1 round head | 7 sec |
| 5 | Standing, draw, fire 2, sidestep to right, fire 1 round to the head | 3 | 2 rounds center mass, 1 step to right, 1 round head | 7 sec |
| 1 | Standing, draw to weapons retention, fire 2, take one step back, fire 1 round to head | 3 | Standing, draw to weapons retention, fire 2, take one step back, fire 1 round to head | 6 sec |
| 1 | Standing, draw to weapons retention, fire 2, take one step back, fire 1 round to head | 3 | Standing, draw to weapons retention, fire 2, take one step back, fire 1 round to head | 6 sec |

The range is considered “hot” unless called safe by the range master.
Each round is worth 2 percentage points, with a passing score of 80% or greater.
The head shot will be scored within the scuba mask.
Ammo management is your responsibility.
Alibis will only be given for weapons system malfunctions if the shooter works through the malfunction.
Running out of ammo is not a malfunction.