

COMBAT PISTOL QUALIFICATION COURSE SCORECARD

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

Name (Last, First, MI)	Unit	Lane No.	Order	Group	Date (YYYYMMDD)
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TABLE I DAY STANDING		
1 Magazine—7 Rounds		
Time	Tgt	Hits
3 Sec	1	
3 Sec	2	
3 Sec	3	
3 Sec	4	
3 Sec	5	
Total		

TABLE II DAY STANDING		
1 Magazine—1 Rounds 8-Second Delay for Magazine Change 1 Magazine—7 Rounds		
Time	Tgt	Hits
3 Sec	1	
3 Sec	2	
5 Sec	3	
	4	
3 Sec	5	
3 Sec	6	
Total		

TABLE III DAY STANDING		
1 Magazine—7 Rounds		
Time	Tgt	Hits
3 Sec	1	
3 Sec	2	
3 Sec	3	
5 Sec	4	
	5	
Total		

TABLE IV DAY STANDING		
1 Magazine—5 Rounds		
Time	Tgt	Hits
2 Sec	1	
2 Sec	2	
4 Sec	3	
	4	
Total		

TABLE V DAY MOVING OUT		
1 Magazine—1 Round 8-Second Delay for Magazine Change 1 Magazine—7 Rounds 1 Magazine—5 Rounds Controlled Change		
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	
Total		

TABLE VI DAY STANDING CBRN			
1 Magazine—7 Rounds			
Time	Tgt	GO	NO-GO
10 Sec	1		
10 Sec	2		
10 Sec	3		
20 Sec	4		
	5		
Total			

TABLE VII NIGHT STANDING			
1 Magazine—5 Rounds			
Time	Tgt	GO	NO-GO
10 Sec	1		
10 Sec	2		
20 Sec	3		
	4		
Total			

Qualification:	Hits	CBRN	Night
Expert	26 to 30	GO	GO
Sharpshooter	21 to 25	GO	GO
Marksman	16 to 20	GO	GO
Unqualified	0 to 15		

CBRN Fire Table VI	GO (3 Hits)	NO-GO
Night Fire Table VII	GO (2 Hits)	NO-GO

Note: Firers receive the number of rounds required to fire a specific table. The officer in charge of firing sets procedures for loading and unloading.

Remarks

Scorer's Signature	Date (YYYYMMDD)	Officer's Signature	Date (YYYYMMDD)
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