

SRCC HOLSTER COURSE Safety being the primary rule.

Part 1: all dry fire

1. Commands:
 - a. load and make ready
 - b. are you ready
 - c. stand by
 - d. beep
 - e. if you are finished, unload and show clear
 - f. if clear hammer down holster
 - g. range is clear
2. Holstering/ unholstering in the safety area
3. Stationary loading/unloading
4. Drawing from the holster on the spot
5. Drawing from the holster on move
6. Moving **forward** with a drawn gun
7. Moving **backward** with a drawn gun
8. Moving **horizontally** with a drawn gun: left/right
9. Mag changes: stationary
10. Mag changes: with movement
-Explain what "movement" means when shooting
11. Shooting skills: grip, stance

Emphasize COF ends with "range is clear."

Emphasizing trigger finger of of the trigger guard when not engaging targets.

Emphasizing up range and breaking 90.

Holstering without safety applied

Casing/uncasing in safety area, on the firing line

Part 2: Live Fire (1 target)

- a) Shoot, mag change, shoot (stationary)—10 rounds
- b) Shoot, move, stop, shoot —10 rounds
- c) Shoot, move with mag change, stop, shoot—10 rounds
- d) Shoot, move and mag change, shoot—10 rounds
- e) Shoot from point A, move back to point B, shoot—10 rounds

Part 3: Live fire moving side to side (2 targets)

- a) Shoot, mag change, shoot (stationary) —10 rounds
- b) Shoot from point A, move to point B, shoot—10 rounds
- c) Shoot, move to left, stop, shoot—10 rounds
- d) Shoot, move to right, stop, shoot—10 rounds
- e) Shoot, move to right with mag change, stop, shoot—10 rounds
- f) Shoot, move to left with mag change, shoot—10 rounds
- g) Shoot from point A, move to point B, shoot—10 rounds

Part 4: Stage:



A: Shoot, reload, move to B. Shoot, reload, move to C. Shoot, reload, move to D. Shoot, reload, move to B. Shoot, reload, move to A