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 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

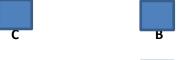
Part 2: Live Fire (1 target)

- 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