

COMBAT PISTOL QUALIFICATION COURSE SCORECARD

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

1. ID CODE ¹	2. UNIT	3. LANE NO.	4. ORDER	5. GROUP	6. DATE (YYYYMMDD)
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7. TABLE I

DAY
STANDING ²

1 Mag--7 Rds

TIME	TGT	HITS
3 Sec	1	
3 Sec	2	
3 Sec	3	
3 Sec	4	
3 Sec	5	
Table I		
Total Hits		

8. TABLE II

DAY
STANDING ²

Mag 1--1 Rd ³
Mag 2--7 Rds

TIME	TGT	HITS
3 Sec	1	
3 Sec	2	
5 Sec	3	
5 Sec	4	
3 Sec	5	
3 Sec	6	
Table II		
Total Hits		

9. TABLE III

DAY
STANDING ²

1 Mag--7 Rds

TIME	TGT	HITS
3 Sec	1	
3 Sec	2	
3 Sec	3	
5 Sec	4	
5 Sec	5	
Table III		
Total Hits		

10. TABLE IV

DAY
STANDING ²

1 Mag--5 Rds

TIME	TGT	HITS
2 Sec	1	
2 Sec	2	
4 Sec	3	
4 Sec	4	
Table IV		
Total Hits		

11. TABLE V

DAY
MOVING OUT ²

Mag 1--1 Rd ³
Mag 2--7 Rds
Mag 3--5 Rds ⁴

TIME	TGT	HITS
2 Sec	1	
2 Sec	2	
4 Sec	3	
4 Sec	4	
4 Sec	5	
4 Sec	6	
2 Sec	7	
2 Sec	8	
4 Sec	9	
4 Sec	10	
Table V		
Total Hits		

12. TABLE VI

DAY
STANDING CBRN ²

1 Mag--7 Rds

TIME	TGT	GO	NO-GO
10 Sec	1		
10 Sec	2		
10 Sec	3		
20 Sec	4		
20 Sec	5		
GO or NO-GO ⁵			

13. TABLE VII

NIGHT
STANDING ²

1 Mag--5 Rds

TIME	TGT	GO	NO-GO
10 Sec	1		
10 Sec	2		
20 Sec	3		
20 Sec	4		
GO or NO-GO ⁵			

14. NOTES

- ¹ Do not use personal information.
- ² Firer receives the number of rounds required to fire a specific table. The OIC of firing sets procedures for loading and unloading.
- ³ Firer has 8 seconds to change the magazine.
- ⁴ Controlled change.
- ⁵ Check GO or NO-GO for whole table.
 - Three hits are required for a GO on Table VI.
 - Two hits are required for a GO on Table VII.

15. RATING CALCULATOR

Enter total hits from Tables I through V and add them to obtain a grand total:

TABLE I	
TABLE II	
TABLE III	
TABLE IV	
TABLE V	
GRAND TOTAL	

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16. RATING SCALE

GRAND TOTAL (BLOCK 15)	RATING	
26 - 30	EXPERT	
21 - 25	FIRST CLASS	
16 - 20	SECOND CLASS	
0 - 15	UNQUALIFIED	

17. GRADER'S INITIALS	18. DATE (YYYYMMDD)	19. OIC'S INITIALS	20. DATE (YYYYMMDD)
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