

ALTERNATE PISTOL QUALIFICATION COURSE SCORECARD

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

Name (First, Last, MI)	Unit	Lane No.	Order	Date (YYYYMMDD)
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TABLES I THRU IV -- DAY

Scorer marks each hit with a "X" and each miss with an "M". He writes the totals for each in the "Hits" and "Misses" columns. When the firer completes Tables I thru IV, the scorer totals the columns and uses the scoring grid below. The firer must achieve at least 24 hits to qualify.

	HITS	MISSSES
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TABLE I: DAY STANDING
 Magazines: 1
 Rounds: 7
 Time: 21 seconds

Hits:

TABLE II: DAY KNEELING
 Magazines: 2
 Rounds: 6 in one magazine, 7 in the other
 Time: 45 seconds

Hits:

TABLE III: DAY CROUCHING
 Magazines: 2
 Rounds: 5 in each magazine
 Time: 35 seconds

Hits:

TABLE IV: DAY PRONE UNSUPPORTED
 Magazines: 2
 Rounds: 5 in each magazine
 Time: 35 seconds

Hits:

SCORING GRID FOR TABLES I THRU IV		Hit/Miss Totals:
Expert	36 to 40	
Sharpshooter	30 to 35	
Marksman	24 to 29	
Not Qualified	23 or less	

TABLES V AND VI - LIMITED VISIBILITY

After firer shoots each table, the scorer marks the appropriate block.

	GO	NO-GO
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TABLE V: DAY CBRN CROUCHING
 Magazines: 1
 Rounds: 7
 Time: 70 seconds

Hits: (Four hits are required for a GO.)

TABLE VI: NIGHT CROUCHING
 Magazines: 1
 Rounds: 7
 Time: 70 seconds

Hits: (Four hits are required for a GO.)

Remarks

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