



IMTT TAC-Carbine 1, Basic (Alpha COF) Qual. Course

This COF is designed specifically for magazine fed, carbine rifles, firing intermediate cartridges. This is not a main battle rifle course of fire for full weight rifle, full battle cartridges.

It is the responsibility of the shooter to keep the weapon loaded during the course. There are no reload periods built in for this purpose. Tactical reloading is required to complete the course successfully. Note: Students must successfully pass the manipulation test as outlined on the check sheet prior to moving on to qualification for safety reasons. If you deem them safe they can participate. But a failure of the manipulation eliminates them from the "Expert qual." Malfunctions properly executed stop the clock if they are incurred. We recommend you shoot the course from farthest to nearest, only trained personnel should utilize this course of fire. **Conditions:** day time, full equipment, static range, all required weapons on person, loaded and ready.

String	Position	Distance	Type	Repetitions	Total Rounds	Time
1	Standing High ready, drop to Prone	100 M / Yards	Controlled pair	X2	4 RDS	8.0 Seconds
2	Standing High ready drop to kneeling (any type)	50 M / Yards	Controlled Pair	X3	6 RDS	5.0 Seconds
3	Standing High ready drop to kneeling (any type)	25 M / Yards	Controlled Pair	X3	6 RDS	2.5 Seconds
4	Standing low ready	15 M / Yards	Failure Drill	X2 <i>2 head tot</i>	6 RDS	2.0 Seconds
5	Standing Low Ready	10 M / Yards	Hammer x2 center mass	X2	4 RDS	1.5 Seconds
6	Standing Low ready	7m / Yards	Failure Drill	X2 <i>2 head tot</i>	6 RDS	1.5 Seconds
7	Standing CQB Ready	5 M / Yards	Failure Drill	X2 <i>2 head tot</i>	6 RDS	1.5 Seconds
8	Standing Weapon retention	3 M / Yards	Failure Drill	X2 <i>2 head tot</i>	6 RDS	1.5 Seconds
9	Standing Low ready SOTM forward	10 – 3 M / Yards	4 rounds to Body 1 round to Head	X1 <i>1 head tot</i>	5 RDS	5.0 Seconds
10	Standing Weapon retention SOTM Backward	3-10 M / Yards	4 rounds to Body 1 round to Head	X1 <i>1 head tot</i>	5RDS	5.0 Seconds
11	Pistol Transition drill. Start Standing Low ready rifle	7 M / Yards	2 rounds Rifle Body 1 round Pistol head	x2 <i>2 head tot handgun</i>	6 RDS	4.0 Seconds

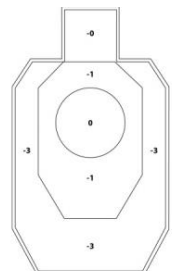
TOTAL ROUNDS FIRED = 60 (12 head shots 48 body shots) 300 points possible

0-250	DNQ
251-270	Marksman
271-294	Sharpshooter –PASS TC1-
295	Expert

Pin awarded with special certificate in the TC2

300 Distinguished Expert

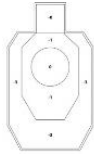
Only awarded as part of a specialized course



IMTT TAC-Carbine 1, Basic (Alpha COF) Qual. Course QUALIFICATION COURSE AND SCORING INSTRUCTIONS

TARGET

IDPA or IMTT Type



SCORING INSTRUCTIONS

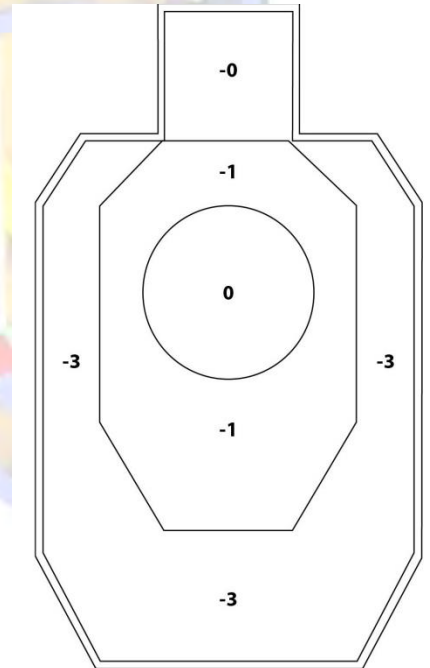
1. Minimum qualification in 80% 240 Points
2. **LINERS** 50% of the bullet circumference of the projectiles break into the scoring area through the line will count as a hit. The lead instructor will determine and have the final word and decision on all disputes and they are final. Liners will count as hits
3. The printed line at the bottom of the neck level with the shoulders is the upper boundary for the chest. Body shots must be in the outlined center upper chest region in the -0 Zone.
4. Count all rounds outside the area as ZERO.
5. Failure to fire prescribed rounds in the allotted times results in -5 POINTS for every round fired over time.
6. If the student experiences a malfunction the time stops for that person. They must clear the malfunction. The shooter will transition (25 yards and closer). Give an alibi shot or shots if this occurs.
7. If the shooter runs the weapon dry, the shooter will transition. The shooter will receive a one round penalty, but will be allowed to continue the course of fire with the remaining time.

Scoring areas for qualification on this target IDPA

1. -0 areas hits here count as 5 points
 2. -1 area hits here count as 2 points
- All other impacts are counted as zero points

Scoring zones on the IMTT target are clear; there are only hit or miss. There is only one scoring zone on the head and the body, which count as 5 points for each hit. There are no lower point value strikes.

Excess hits in the head or the body will count as -5 points. Regardless of where rounds impact they penalty for overtime is -5 per shot. So a missed hit plus an overtime hit can result in -10 points from the score. Yes this can result in -10 if the person shoots over time, fails to hit...



NOTE: This course is designed to be challenging and difficult. Before firing this course students will receive formal training in proper weapons handling and manipulation as outlined in this lesson plan.



IMTT TAC-Carbine 1 MANIPULATION CHECKLIST

Each student will demonstrate to the instructor the proper methods in the following areas.

Failure to demonstrate the techniques as per the lesson plan and the exact doctrine will result in a -0- score for that area. There are 10 points possible in every area. The student will be allowed one retest per area. Conclude the entire test, no tutoring; have them re-test only the area failed, inform the client the skill area they failed, retest them immediately. No conference with other students or guidance from instructors is permitted. After a second failure retrain the student, the scores after don't count for record. There are a total of 300 points available. A score of 280 or better is required to successfully complete the manipulation qualification course.

SKILL	SCORE		
1. Grip/Stance	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
2. Index -Hand positon correct?-	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
3. Make ready	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
4. Chamber check/Press check	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
5. Low light chamber check	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
6. Make safe	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
7. Low ready	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
8. Indoor ready	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
9. High ready	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
10. CQB Ready	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
11. Weapon retention	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
12. Type 1 malfunction drill	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
13. Type 2 malfunction drill	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
14. Type 3 malfunction drill	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
15. Left and right turn	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
16. American carry & dismount	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
17. African carry & dismount	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
18. Transition w/ clearance and post op	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
19. Tactical reload	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO
20. Speed reload	<input type="checkbox"/> 0 NO-GO	<input type="checkbox"/> 5 GO	<input type="checkbox"/> 10 GO

Check the appropriate box to note the score. Total all points, score sheets will be filled out and score recorded on data base for record scores on file.

Student name: _____

Date: _____

Total score: _____

Pass Fail 280 IS PASSING

IMTT Firearms Instructor name: _____

