



# **PIMC 1 MARKSMANSHIP COURSE**

STAGE	RANGE	TIME	ROUNDS	METHOD	NO. OF DRILLS	TOTAL ROUNDS	NO. OF
<b>Stage 1</b> Slow Fire	7	2 MIN	15	SEAR ENGAGEMENT FIRING 5 ROUNDS AT EACH CIRCLE (3 - 6 IN CIRCLES)	2	30	2
<b>Stage 2</b> Slow Fire	7	1 MIN	15	SEAR ENGAGEMENT FIRING 5 ROUNDS AT EACH CIRCLE (3 - 3 IN CIRCLES)	2	30	2
<b>Stage 3</b> Slow Fire	7	3 MIN	15	SEAR ENGAGEMENT WITH YOUR <b>SUPPORT HAND</b> FIRING 5 ROUNDS AT EACH CIRCLE (3 - 6 IN CIRCLES)	2	30	2
<b>Stage 4</b> Slow Fire	7	4 SEC	2	RELOAD DRILL- FIRING 2 MAGS WITH 1 ROUND EACH	5	10	1
<b>Stage 5</b> Quick Fire	7	N/A	8	IMMEDIATE ACTION DRILL - 2 MAGS - 7 RND5 3 DUMMY - 4 LIVE IN EACH MAG)	2	16	1
<b>Stage 6</b> Quick Fire	10	6 SEC	12	ENGAGING MULTIPLE TARGETS (2) 2 MAGS-6 RND5- DOUBLE TAP EACH TARGET - ( <b>STATIONARY</b> )	2	24	2
<b>Stage 7</b> Quick Fire	7	N/A	12	ENGAGING MULTIPLE TARGETS WITH YOUR <b>SUPPORT HAND</b> - FIRING 2 RND5 AT 2 TGTS - 2 MAGS OF 6 RND5	2	24	2
<b>Stage 8</b> Quick Fire	25-5	N/A	12	ENGAGING MULTIPLE TARGETS (6) 2 MAGS - 6 RND5- DOUBLE TAP EACH TARGET - ( <b>WALKING</b> )	2	12	6
<b>Stage 9</b> Quick Fire	10	TIMED	6	STEEL TARGETS - FIRING AT 6 STEEL TARGETS WITH 6 RND5 - 2 MAGS OF 3 RND5	2	12	0
<b>Stage 10</b> Quick Fire	7	TIMED	6	MOVING TARGETS - SUPPORTED TENNIS BALLS AND BOWLING PINS - FIRING AT 3 SWINGING TARGETS WITH 6 RND5 - 2 MAGS OF 3 RND5	2	12	0
<b>Stage 11</b> Quick Fire	25	TIMED	15	COMBAT COURSE	2	30	2
						<b>230</b>	<b>20</b>

**ALL WEAPONS WILL BE CARRIED CONCEALED IN A HOLSTER. WHEN GIVEN THE COMMAND, YOU WILL DRAW AND FIRE AT THE DESIGNATED TARGET.**