



First Responders Academy - Law Enforcement Academy

Firearms Instructor Certification # 2222

Course Objectives:

UNIT 1 Firearms Instructor

UNIT 2 Gun Handling

UNIT 3 Weapon Maintenance

UNIT 4 Course of Fire Development

UNIT 5 Fire Range Development Requirements

Course Cost: \$500.00

Enrollment Only: Agency Sponsored given priority. Maximum of 20 Students

Upon Completion: Enrollee is endorsed and training hours (40-hours TCOLE Training hours #2222 Firearms Instructor Certification) as part of their training record. To obtain the certification, the student must successfully complete the current Firearms Instructor course and pay any required fee (\$35.00 FIREARMS INSTRUCTOR PROFICIENCY CERTIFICATE APPLICATION Commission Rules §221.1 & 221.19 to TCOLE)

TCOLE's Student Prerequisites:

- Not prohibited by state or federal law or rule from attending training related to firearms or from possessing a firearm.
- Never had a license or certificate issued by the Commission suspended or revoked.
- Currently hold an Instructor Certificate of Proficiency issued by the Commission.
- Currently employed or designated by the agency chief administrator or academy coordinator as a firearms instructor.
- Have at least three years' experience as either a law enforcement officer or a firearms instructor.

Required Equipment:

- Firearm and ammunition
- Safety equipment (ear and eye protection)
- Firearm cleaning equipment

Please see attached sheets for additional requirements.

Assessment: Assessment is required for completion of this course to ensure the student has a thorough understanding of all learning objectives. Training providers are responsible for assessing and documenting student mastery of all objectives in this course.

The student will be required to shoot two courses of fire (handgun and shotgun) on the first day of the course with a minimum of 90% (2 attempts). If the student is unable to achieve 90% within the allowed attempts, the student will be dismissed and not be allowed to participate in the course.

A comprehensive written examination must be given; it will be supplemented by a skills proficiency demonstration. The student will also be required to conduct a live fire range session and be skills evaluated on a pass/fail basis.

Unless otherwise indicated, the minimum passing score shall be 80%.

To Sign-Up for the Course: sac-lea@alamo.edu

Lead Instructor: James “Andy” Flowers

Payment due day of class in cashier check, personal check, agency check, or money order made payable

to: **SAC First Responders Academy**

No refunds for students who failed to qualify on day one of the courses on handgun or shotgun qualification for the 90% or higher score. (see attached documents for qualifications)

Training Dates and Location

First Responders Academy, 15775 IH 35 South, Atascosa, TX 78002 (exit 139 Hwy 35 S) Room 13 and firing range on site.

Monday through Friday:

Monday, Tuesday, Thursday, Friday 9am to 6pm

Wednesday 12p to 9p (night shoot and low light)

March 10-14, 2025

Firearm's Instructor Course

Things to Bring

1. Note taking material
2. Lunch, snacks, water/drinks
3. Clothing/ footwear appropriate for the weather
4. Duty belt, duty handgun, 3 magazines, magazine/s carrier **(required)**
5. Pistol ammo- 1000 rounds **(required)**
6. Shotgun **(required)**
7. Shotgun ammo: **(required)**
 1. "00" buck, 9 pellet- 30 rounds
 2. Rifled Slug- 30 rounds
 3. Birdshot- 25 rounds
8. AR 15 w/ sling **(required)**
9. AR 15 ammo- 60 rounds (no green tip, no steel case) **(required)**
10. Eye and ear protection **(required)**
11. .38 Special Revolver minimal- 50 rounds **(if no revolver, just bring the rounds revolver will be supplied) (required)**
12. For low light training- handheld flashlight (mandatory) and weapon mounted light, if you have one **(required)**
13. A Good attitude! **(required)**

APPENDIX A: HANDGUN QUALIFICATION COURSE

50 rounds

Student must show proficiency with handgun

Student will have two chances to qualify with a minimum score of 90% with weapon.

Notes:

A locked-back slide is the only way to change magazines for this course of fire.

Any negligent discharge will be grounds for dismissal from the course.

Alibis will not be allowed.

Distance (Yards)	Starting Firearm Position	Hand	Reload	Rounds Fired	Time Limit (Seconds)
25	holstered weapon shooter's choice	2	if needed	8 (fired in 2 shot strings)	20 (5 seconds per string)
25	holstered weapon standing or kneeling	2	no	6	20
15	holstered weapon loaded with 6 rounds in the magazine	2	yes	2	4
15	low ready	2	yes	4 (fired in 2 shot strings)	8 (4 seconds per string)
15	low ready	2	yes	6 (fired in 2 shot strings)	12 (4 seconds per string)
7	holstered weapon	2	yes	12	20
3	holstered weapon loaded with 6 rounds in the magazine	weapon hand only	yes	6	12
3	low ready	support only	yes	6	12
<p>Targets: Targets will be TQ-19 or equivalent, with a reduced TQ-20 or equivalent for 50 yards sequence if fired from 25 yards.</p> <p>Scoring: 5 points for the inner ring and 3 points for the outer ring.</p>					

APPENDIX B: SHOTGUN QUALIFICATION COURSE

A minimum of 90% for both slugs and buckshot is required to successfully complete this portion of the course.

The course requires 9 pellet 00 Buckshot. The course can be shot with 5 Rifled Slug rounds and 5 Buckshot rounds or 10 rounds of Buckshot.

Distance (Yards)	Instructions	Position	Rounds Fired	Time (Seconds)
25	<ul style="list-style-type: none"> • Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged. • On command, load magazine with 3 Rifled Slugs. • On command, chamber and fire 3 rounds. 	Standing	3	12
25	<ul style="list-style-type: none"> • Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged. • On command, load magazine with 2 Rifled Slugs. • On command, chamber and fire 2 rounds. 	Standing	2	8
15	<ul style="list-style-type: none"> • On command, load the magazine with 2 Buckshot rounds. • Chamber a round and engage safety. • On command, chamber and fire 3 rounds. 	Standing	3	10
10	<ul style="list-style-type: none"> • On command, load the magazine with 2 Buckshot rounds. • Chamber a round and engage safety. • On command, fire 2 rounds. 	Standing	2	5
<p>Targets: Targets will be TQ 19 or equivalent.</p> <p>Scoring: Each pellet on the target = 1 point, misses = 0 point.</p>				