## Pit Pass Qualifier

Starting Jan 1, 2020, all **new** pit pass applicants will be required to take an updated pit pass qualifying test. A one time fee of \$15 will charged for new applicants

## **General Description**

A 60 round course of fire at ranges from three to twenty yards. Gun handling is scored as pass or fail with a zero tolerance for safety violations. Targets are scored for accuracy with 300 possible points. There are no time keeping or speed standards. A score of 241 to 300 will be issued a Red pit pass. A score of 180 to 240 will be issued an Orange Pit Pass restricted to the baffled bays of pit 2. A score of 179 or lower fails and is eligible for re-testing after 30 days.

## **Accuracy Scoring**

60 Round, scored qualification based on accuracy with no time or power factor components

- Shot on three USPSA silhouette targets, 20 rounds each
- Top possible score of 300 (A=5 points, C=3, D=2, Miss (mike)=0)
- 241-300 attains full access pass
- 180-240 attains a limited access pass
- 179 and below fails and the candidate may attempt again after thirty days

## Course of Fire

Eight strings of fire:

1. 3 yards:

Draw and fire 1 round at each lower A zone

2. 3 yards

Draw and fire 1 round at each upper A zone (head)

3. 5 yards:

Draw and fire 2 rounds at each lower A zone

4. 5 yards:

Draw and fire 2 rounds at each upper A zone (head)

5. 7 yards:

Load 6 rounds in the gun, draw and fire 2 rounds at each lower A zone, slide lock reload and fire 2 rounds to each lower A zone

6. 7 vards

Load 6 rounds in the gun, draw and fire 2 rounds to each lower A zone while moving laterally, slide lock reload and repeat moving laterally in the opposite direction

7. 10 yards

Load 6 rounds in the gun, draw and fire 2 rounds to each lower A zone while advancing, slide lock reload and repeat moving while retreating

8. 20 yards:

Draw and fire 2 rounds to each lower A zone

Note: At RSO discretion, the course of fire may be amended to accommodate firearms that have a capacity of less than six rounds.