

GEORGIA SHOTGUN QUALIFICATION (GASQ)

- I. FIREARM: Standard Service 12 Gauge shotgun semi-automatic or Pump action shotgun
- II. AMMUNITION: 4 ROUNDS 12 GAUGE SLUGS
6 ROUNDS 12 GAUGE 8 or 9 PELLET "00" BUCKSHOT
2 ROUNDS HANDGUN
- III. TARGET: SQT A-1 (two targets per shooter)
- IV. CLOTHING: Issued duty gear, eye and ear protection.
- V. SIGHTS: It is highly recommended that agencies and instructors have the officers pattern their shotguns on an SQT A1 target from distances of 3, 7, 10, 15, 20 and 25 yards in order to identify where the pellets begin leaving the target scoring zone identifying the shotgun ammunitions maximum spread.
- VI. GENERAL: All reloads are shooters responsibility.
- If the shooter encounters a malfunction from 25 yards or less, they may transition to the sidearm and complete that stage.
- Rounds may be made up at the stage where problems or malfunctions occur, but only within the allotted time limits for that stage.
- VII. SCORING: Slugs and handgun rounds will be scored 2 points each for "A" zone hits and 1 point each for hits outside the "A" zone but still within the scoring area. Total possible points for four slugs and two handgun rounds will be 12 points.
- "00" buckshot will be scored as 1 point for each hit within the scoring area of the (2) targets. Total possible points for the 8 pellet buckshot is 48 points. Total possible points for the 9 pellet buckshot is 54 points.
- Maximum Raw Score: 60 (8 pellet buckshot)
66 (9 pellet buckshot)
- Minimum Qualifying Score: 48 = 80% (8 pellet buckshot)
53 = 80% (9 pellet buckshot)
- VIII. SAFETY: During the course of fire while reloading or clearing a malfunction,

the shooter will maintain muzzle and trigger finger discipline, weapon pointed down range and finger off of the trigger and outside the trigger guard. While moving the safety will be engaged, finger off of the trigger and outside the trigger guard and muzzle pointed down range.

While loading the shotgun, the shooter must visually and physically inspect each round of ammunition before loading the round into the weapon. Special care must be taken to differentiate between slugs and buckshot ammunition.

Road Ready / Gun Box Condition: The action is forward on an empty chamber, the magazine is loaded, and the safety is on.

Low Ready / Cover Positions: The Low Ready position is defined as shotgun stock in shoulder, weapon pointed down range, safety on and finger off of the trigger and outside the trigger guard. The shotgun will be pointed just below the target so as to clearly observe the suspect's hands.

The Covering Offset position is defined as pointing the weapon in a safe direction left or right of the target. This is advantageous when utilizing the prone position.

Covering the target: The target does not become a threat until it is either presented (moving or turning targets) or sound/verbal indicator command is heard.

VII. COURSE:

Stage One: 25 yard line, 2 strings of fire, use of cover, 2 slug rounds.

Instructor: Once all students are on the 25 yard line have the shooters load the shotgun to gun box / road ready condition with two slugs in the magazine tube and handguns will be loaded and holstered with a full magazine.

String 1- Right side of cover: 4 seconds one iteration

Standing outside of cover at a low ready position, on command the shooter will move behind cover, chamber a round and begin searching for the targets using the

angular search technique around the right side of cover. From a low ready when the targets are presented, the shooter will fire 1 round on the right target in 4 seconds.

String 2- Left side of cover: 4 seconds one iteration

Standing outside of cover at a low ready position, on command the shooter will move behind cover, and begin searching for the targets using the angular search technique around the left side of cover. From a low ready when the targets are presented, the shooter will fire 1 round on the left target in 4 seconds.

Stage Two: 15 yard line, 2 strings of fire, use of cover, 4 buckshot rounds and 2 slug rounds.

Instructor: Once all students are on the 15 yard line, have the shooter load the shotgun to gun box / road ready condition with 4 rounds of buckshot in the magazine tube.

String 1- Either side of cover: 8 seconds one iteration

Standing outside of cover at a low ready position, on command the shooter will move behind cover, chamber a round and begin searching for the targets using the angular search technique and fire 2 rounds on each target in 8 seconds.

Instructor: Have students out of battery load the shotgun behind cover with 1 slug into the chamber and in battery load 1 slug into the magazine tube.

String 2- Either side of cover: 6 seconds one iteration

On command from a low ready position, the shooter will lean out from behind cover and fire 1 headshot on each target in 6 seconds.

Stage Four: 7 yard line, 1 string of fire, transition to handgun, 2 buckshot rounds and two handgun rounds.

Instructor: Once all students are on the 7 yard line have the shooter out of battery load 1 buckshot round into the chamber and in battery load 1 buckshot round in the magazine tube.

String 1- 6 seconds one iteration

On command from a low ready position, the shooter will give verbal commands and fire 1 round on each target, Transition to their handgun, and fire 1 round on each target in 6 seconds

Guidelines for Scoring the Georgia Shotgun Qualification Course (GASQ)

Slugs and handgun rounds will be scored as two (2) points each for “A” zone (center mass/central area) hits and 1 point each for hits outside the “A” zone, but still within the scoring area of the two (2) silhouettes. Total possible (maximum) points for four slugs and two handgun rounds will be 12 points.

"00" buckshot will be scored as 1 point for each pellet hit within the scoring area of the (2) targets, without regard to whether the hits are in the “A” zone (center mass/central area) or the remainder of the silhouettes’ scoring area. Total possible points for the 8 pellet buckshot load is 48 points. Total possible points for the 9 pellet buckshot load is 54 points.

Maximum Raw Score: 60 (8 pellet buckshot)

 66 (9 pellet buckshot)

Minimum Qualifying Score: 48 = 80% (8 pellet buckshot)

 53 = 80% (9 pellet buckshot)

In all scoring scenarios, should the perforation ring of a slug, a handgun bullet or buckshot pellet break the scoring line of any scoring area, the shooter shall be credited with the scoring value of the higher of the adjacent scoring areas and graded accordingly.

Accurate scoring of the target, due to the target damage incurred as a result of short range shotgun fire, can appear to be a daunting task. Below are some tips for managing this task successfully and accurately.

Begin by assuming that all rounds have penetrated the silhouette area of the target. Because pellet rounds from the buckshot are scored with equal value regardless of where they impact the silhouette, the ‘A’ zone of the target does not carry any more weight than the rest of the target.

Next, search for pellets that have impacted outside of the silhouette. Count the total number of pellets in the green area (outside of the silhouette) and subtract this number from the total possible pellet count. The difference here will be total pellet count that has impacted within the silhouette.

Buckshot only: It is acceptable to shoot the entire course utilizing buckshot, however the instructor may have to adjust the distance for the student to ensure that the ammunition used DOES NOT exceed the pattern spread at the qualification distance. In simple terms, if the student’s ammunition and weapon system exceeds the scoring area on the SQT A1, start the qualification course stage 1 at the 15 yard line. For the head shot portion on stage 2, incorporate it on stage 4. Leave all other stages the same.