GEORGIA SHOTGUN QUALIFICATION (GASQ)

SORINGS See instructions AMMUNITION REQUIRED: OR ARDS - 12 Gauge - Slugs OR ORDS - 12 Gauge - OO Buckshot OR RDS - Duty Handgun STAGE ONE - 25 Yard Line, 2 strings of fire, use of cover, 2 slug rounds STAGE INSTRUCTIONS: With a FULL magazine for your handgun, LOAD and HOLSTER - Make your handgun COMBAT REAM Make your shotgun ROAD READY with TWO (2) Slugs STRING STRIN
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AMMUNITION REQUIRED: 04 RDS - 12 Gauge - Slugs 05 RDS - 12 Gauge - O0 Buckshot 05 RDS - 12 Gauge - O0 Buckshot 06 RDS - 12 Gauge - O0 Buckshot 07 RDS - Duty Handgun STAGE ONE - 25 Yard Line, 2 strings of fire, use of cover, 2 slug rounds STAGE INSTRUCTIONS: With a FULL magazine for your handgun, LOAD and HOLSTER - Make your handgun COMBAT REAM Make your shotgun ROAD READY with TWO (2) Slugs STRING Stand outside cover - LOW READY POSITION Shooter - On "COVER" command - maintain LOW READY while moving to cover SEARCH around the LEFT side of cover for LEFT Target FIRE - 01 round in LEFT target - Eject spent shell - Activate SAFETY - Follow loading commands - On command, advance to 15 yard line STAGE INSTRUCTIONS: Make your shotgun ROAD READY with FOUR (4) Rounds of 00 Buckshot STRING STAGE ONE - 25 Yard Line, 2 strings of fire, use of cover, 4 buckshot rounds & 2 slug rounds TIME RDS FI PIRE - 01 round in LEFT target - Eject spent shell - Activate SAFETY - Follow loading commands - On command, advance to 15 yard line STAGE INSTRUCTIONS: Make your shotgun ROAD READY with FOUR (4) Rounds of 00 Buckshot STRING Stand outside cover - LOW READY POSITION Stand outside cover - LOW READY POSITION STAGE INSTRUCTIONS: Make your shotgun ROAD READY with FOUR (4) Rounds of 00 Buckshot STRING STAGE INSTRUCTIONS: Make your shotgun ROAD READY with FOUR (4) Rounds of 00 Buckshot INSTRUCTIONS: Make your shotgun ROAD READY with ONE (1) SLUG chambered & ONE (1) SLUG in the Mag Tu STRING STAGE INSTRUCTIONS: Make your shotgun COMBAT REAM with ONE (1) SLUG chambered & ONE (1) SLUG in the Mag Tu STRING Utilize cover - LOW READY POSITION On "THREAT" command - locate targets
Total Minimum Score/Including Slugs & Handgun = 48 points 9 pellet possible = 54 points Total Minimum Score/Including Slugs & Handgun = 48 points 9 pellet possible = 54 points Total Minimum Score/Including Slugs & Handgun = 53 points STAGE ONE - 25 Yard Line, 2 strings of fire, use of cover, 2 slug rounds STAGE INSTRUCTIONS: With a FULL magazine for your handgun, LOAD and HOLSTER - Make your handgun COMBAT REA Make your shotgun ROAD READY with TWO (2) Slugs STRING STAGE INSTRUCTIONS TIME RDS FI • Stand outside cover - LOW READY POSITION • Shooter - On "COVER" command - maintain LOW READY while moving to cover • CHAMBER a round - SEARCH around the RIGHT side of cover for RIGHT Target • FIRE - 01 round in RIGHT target - Activate SAFETY • Stand outside cover - LOW READY POSITION • Shooter - On "COVER" command - maintain LOW READY while moving to cover • SEARCH around the LEFT side of cover for LEFT Target • FIRE - 01 round in LEFT target - Eject spent shell - Activate SAFETY s • Follow loading commands - On command, advance to 15 yard line STAGE TWO - 15 Yard Line, 2 strings of fire, use of cover, 4 buckshot rounds & 2 slug rounds STAGE INSTRUCTIONS: Make your shotgun ROAD READY with FOUR (4) Rounds of 00 Buckshot STRING • Stand outside cover - LOW READY POSITION • Shooter - On "COVER" command - maintain LOW READY while moving to cover • CHAMBER a round - SEARCH around the either side of cover for potential threats • FIRE - 02 rounds in EA target (Any Order) - Activate SAFETY - Follow loading commands • FIRE - 02 rounds in EA target (Any Order) - Activate SAFETY - Follow loading commands • Utilize cover - LOW READY POSITION • On "THREAT" command - locate targets
Duty Handgun Duty Handgun Duty Handgun Duty Handgun STAGE ONE - 25 Yard Line, 2 strings of fire, use of cover, 2 slug rounds STAGE INSTRUCTIONS: With a FULL magazine for your handgun, LOAD and HOLSTER - Make your handgun COMBAT READY over handgun, LOAD and HOLSTER - Make your handgun COMBAT READY should be stand outside cover - LOW READY POSITION Shooter - On "COVER" command - maintain LOW READY while moving to cover CHAMBER a round - SEARCH around the RIGHT side of cover for RIGHT Target Stand outside cover - LOW READY POSITION Shooter - On "COVER" command - maintain LOW READY while moving to cover SEARCH around the LEFT side of cover for LEFT Target FIRE - 01 round in RIGHT target - Activate SAFETY O4 SECS O1 Shooter - On "COVER" command - maintain LOW READY while moving to cover SEARCH around the LEFT side of cover for LEFT Target FIRE - 01 round in LEFT target - Eject spent shell - Activate SAFETY O4 SECS O1 STAGE INSTRUCTIONS: Make your shotgun ROAD READY with FOUR (4) Rounds of 00 Buckshot STRING INSTRUCTIONS Stand outside cover - LOW READY POSITION Shooter - On "COVER" command - maintain LOW READY while moving to cover CHAMBER a round - SEARCH around the either side of cover for potential threats Shooter - On "COVER" command - maintain LOW READY while moving to cover CHAMBER a round - SEARCH around the either side of cover for potential threats FIRE - 02 rounds in EA target (Any Order) - Activate SAFETY - Follow loading commands 08 SECS O4 STAGE INSTRUCTIONS: Make your shotgun COMBAT READY with ONE (1) SLUG chambered & ONE (1) SLUG in the Mag Tu STRING INSTRUCTIONS On "THREAT" command - locate targets
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Utilize cover - LOW READY POSITION On "THREAT" command - locate targets
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FIRE - 01 round in to the headbox of EA target (Any Order)
Maintain cover @ LOW READY - Activate SAFETY 06 SECS 02
Follow loading commands - On command, advance to 07 yard line
STAGE THREE - 07 Yard Line, 1 string of fire, tranistion to handgun, 2 buckshot rounds & 2 handgun rounds
STAGE INSTRUCTIONS: Make your shotgun COMBAT READY with ONE (1) 00 shell chambered & ONE (1) in the Mag Tube
STRING INSTRUCTIONS TIME RDS FI
LOW READY POSITION - Safety activated
On "THREAT" command - issue a VERBAL CHALLENGE Shots
• FIRE - 01 round into EA target (Any Order) - Immediately TRANSITION to handgun 06 SECS 02
• FIRE - 01 round into EA target (Any Order) - Immediately TRANSITION to handgun • FIRE - 01 round (handgun) into EA target (Any Order) FINAL INSTRUCTIONS: Activate safety and lock the bolt to the rear. Visually/Physically check weapon - Determine SAFE

GEORGIA SHOTGUN QUALIFICATION (GASQ)

8-Pellet				9-Pellet			
60	100	15	25.05	66	100	21	31.92
59	98.53	15	23.38	65	98.8	20	31.92
58	96.86	13	21.71	64	97.28	19	28.88
57	95.19	12	20.04	63	95.76	18	27.36
56	93.52	11	18.37	62	94.24	17	25.84
55	91.85	10	16.7	61	92.72	16	24.32
54	90.18	9	15.03	60	91.2	15	22.8
53	88.51	8	13.36	59	89.68	14	21.28
52	86.84	7	11.69	58	88.16	13	19.76
51	85.17	6	10.02	57	86.64	12	18.24
50	83.5	5	8.35	56	85.12	11	16.72
49	81.83	4	6.68	55	83.6	10	15.2
48	80.16	3	5.01	54	82.08	9	13.68
47	78.49	2	3.34	53	80.56	8	12.16
46	76.82	1	1.67	52	79.04	7	10.64
45	75.15	0	0	51	77.52	6	9.12
44	73.48			50	76	5	7.6
43	71.81			49	74.48	4	6.08
42	70.14			48	72.96	3	4.56
41	68.47			47	71.44	2	3.04
40	66.8			46	69.92	1	1.52
39	65.13			45	68.4	0	0
38	63.46			44	66.88		
37	61.79			43	65.36		
36	60.12			42	63.84		
35	58.45			41	62.32		
34	56.78			40	60.8		
33	55.11			39	59.28		
32	53.44			38	57.76		
31	51.77			37	56.24		
30	50.1			36	54.72		
29	48.43			35	53.2		
28	46.76			34	51.68		
27	45.09			33	50.16		
26	43.42			32	48.64		
25	41.75			31	47.12		
24	40.08			30	45.6		
23	38.41			29	44.08		
22	36.74			28	42.56		
21	35.07			27	41.04		
20	33.4			26	39.52		
19	31.73			25	38		
18	30.06			24	36.48		
17	28.39			23	34.96		
16	26.72			22	33.44		
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