

DEFENSIVE HANDGUN COURSE II

ENHANCED HANDGUN SKILLS

8 Hour Course – 4 Hours Classroom and 4 Hours Range Time

Course Cost \$280.00

Pre-Requisite: Handgun Course I

Student Requirements: Serviceable Handgun, eye protection, ear protection, 500 rounds of ammo, extra mags, holster and mag pouches, tactical or carry belt, ball cap and comfortable clothing. Dress for weather conditions.

At the conclusion of this course, the student will acquire further defensive handgun skills and have a better understanding of the terminology, tactics and enhanced marksmanship necessary for defensive shooting. Again, this course may present the student with specific skills that may require further development in order to maintain and implement the proper knowledge, skills and attitude for effective defensive shooting. This course will provide emphasis on:

- Quick Review of Handgun Course 1 – Critical Fundamentals
- Handgun Safety and The Universal Laws of Gun Safety.
- Demonstrate and reliably perform the proper firing stance, grip, sight picture, breath control, trigger press and follow through.
- Basic knowledge, skills, and attitudes necessary to shoot accurately at various distances.
- Demonstrate and reliably perform the proper technique for efficiently performing reloads.
- Demonstrate and reliably perform the proper handgun manipulation skills in various conditions to efficiently clear malfunctions and return the handgun to immediate service.
- Demonstrate and perform the proper draw stroke and press out to the target.
- Demonstrate and perform strong hand and support hand shooting.
- Definition of cover vs. concealment and how to utilize each.
- Understand and demonstrate the concepts of Tactical Priority and Tactical Sequence.
- Demonstrate and reliably perform engagements on multiple targets with a specific engagement sequence; properly engage targets, perform various types of re-loads and re-engage targets.
- Demonstrate at all times the proper range behavior and etiquette based on the instructor's commands.