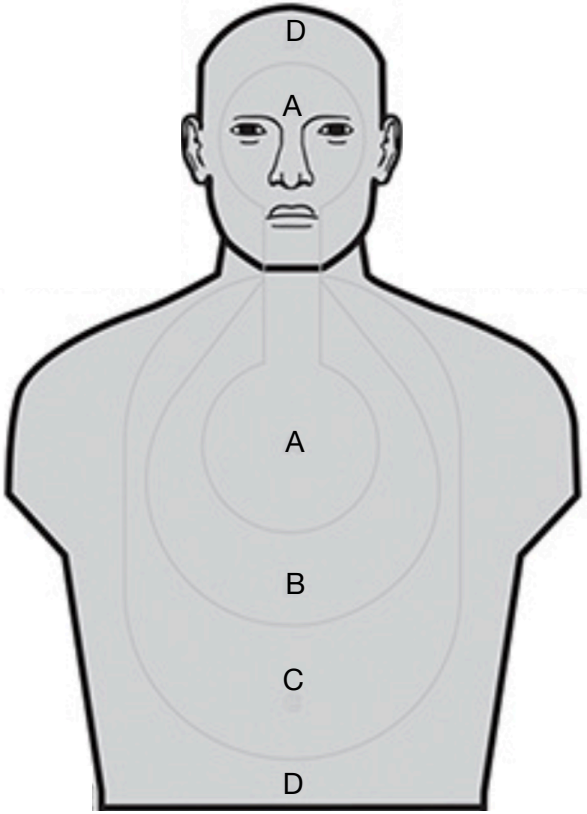

Handgun Qualification Score Guide

The DPSST Handgun Qualification (H.Q), is scored on the target as shown. It consists of six stages of fire using a total of 25 rounds. To be successful, the shooter must achieve a score of 80 or more.

The target has four separate scoring areas that are light gray in color and marked with lettering A, B, C, D. These are the only areas that score positively. These four areas each allocate a different score value for hits placed there. Hits on any dividing line are awarded the higher value.

A = 4 B = 3 C = 2 D = 1

Any impact on the paper target outside of a light gray area shown here that contains the letters A, B, C or D **deducts** four points.

If there are more or less than 25 identifiable hits on the entire paper target the qualification is incomplete and no score is to be awarded. Counting the number of hits prior to scoring may save you some time!

If the shooter has created a large hole with multiple rounds and a specific count cannot be made and there is no indication of failure to shoot exactly 25 rounds, they are to be afforded the benefit of the doubt. The location of the large hole determines the value to be attributed for all hits that cannot be individually identified.

Handgun Qualification Score Guide

SCORING EXAMPLES. You can score the qualification two ways, counting up from zero or counting down from 100. Either process begins by establishing that there are 25 holes in the paper target; If there are too many or too few then the shooter receives no score.

Counting UP from 0	A Zone	B Zone	C Zone	D Zone	Other Area	Total Hits	Score
Example I	20	3	1	1	0	25	80 + 9 + 2 + 1 = 92
Example 2	18	6	0	0	1	25	72 + 18 - 4 = 86
Example 3	23	0	0	0	1	24	No Score / DQ
Example 4	15	9	0	0	2	26	No Score / DQ

Counting up from zero.

Total all hits by score zone. Multiply the number of hits in that zone by the value it represents. Twenty hits in the A zone would mean 20 x 4 = 80. Any hits outside a scoring zone are valued at -4 points.

Example 2:

A 18 x 4 = 72 **B** 6 x 3 = 18 **C** 0 **D** 0 **OTHER** 1 x -4 = -4

72 + 18 - 4 = 86

Counting down from 100.

Subtract the difference between the maximum score for each round (4) and the value of that area. **A** no adjustment required* **B** = -1 **C** = -2 **D** = -3 and **OTHER** = -8.

Example 2:

B -1 x 6 = -6 **C** 0 **D** 0 **OTHER** 1 x - 8 = -8

100 - 6 - 8 = 86

Counting DOWN from 100	A Zone	B Zone	C Zone	D Zone	Other Area	Total Hits	Score
Example I	20	3	1	1	0	25	100 - 3 - 2 - 3 = 92
Example 2	18	6	0	0	1	25	100 - 6 - 8 = 86
Example 3	23	0	0	0	1	24	No Score / DQ
Example 4	15	9	0	0	2	26	No Score / DQ

**A zone hits are the maximum score. 25 A zone hits would be a perfect 100, which is why no adjustment is required when counting down.*