



**East Rand Shooting Club – Knights Shooting Range**  
**DSS PRACTICAL**  
 Course Designer: LDVA



## ERSC DSS PRACTICAL EXAM

**ALL FUNDAMENTALS WILL HAVE TO BE CORRECT TO ENSURE ACCURACY AND QUICK SHOOTING ESPECIALLY AT DISTANCE.**

Modified version of the apparent “FBI” Entry Level exam.

**PROCEDURE:**

**Target: Modified Humanoid as above**

60 rounds course of fire, 48 hits required to pass. Penalties to be subtracted from hit total for final score.

- Load magazines with 12, 12, 13, 13 (they will be used in this order) IF POSSIBLE – MAKE IT WORK OTHERWISE
- Keep 10 rounds in the pocket (if you don't have 4x mags)
- You will load 5 and 5 before the last COF

Shooters hands must start from relaxed standing position, firearm CONCEALED (concealing garment must be worn). Every string starts with a draw and ends with re-holstering. As you go, you will need to have 2 empty magazines recovered for the final string.

COF	DIST	TIME	DESCRIPTION	ROUNDS	PROCEDURE
1A	2.5m	3s	DRAW, FIRE x3 STRONG HAND ONLY <b>(X2)</b>	6	Strong hand only shooting
1B	2.5m	8s	DRAW, FIRE x3 STRONG HAND, TRANSITION, FIRE x3 WEAK HAND	6	Strong hand for 3, weak hand for 3
2	4.5m	3s	DRAW, FIRE x3, BOTH HANDS <b>(X4)</b>	12	Both Hands
3A	6.5m	4s	DRAW, FIRE x4, BOTH HANDS <b>(X2)</b>	8	Both Hands
3B	6.5m	8s	DRAW, FIRE x4, MAG CHANGE, FIRE x4	8	Both Hands + Mag Change
4A	14m	6s	DRAW, FIRE x3, BOTH HANDS <b>(X2)</b>	6	Both Hands
4B	14m	8s	DRAW, FIRE x4, BOTH HANDS	4	Both Hands
<b>Before the final string, load 2 mags with 5 rounds each</b>					
5	max	15s	MOVE TO COVER, DRAW, FIRE x3 STANDING, FIRE x2 KNEELING <b>(X2)</b>	10	From Behind Cover. MAG CHANGE AFTER FIRST STRING
TOTAL ROUNDS				60	

**NOTE:** PE's of 1 point will be scored per COF where the shooter goes over the allotted specified time.

(Negative Scoring. I.e. For each PE scored a point will be REMOVED from your total hits)