



First Responders Academy - Law Enforcement Academy

Firearms Instructor Certification # 2222

40 Hours • March 9-13, 2026, •9:00 AM – 6:00 PM and Wednesday 12p-9p

Location: First Responders Academy
15775 IH 35 South, Atascosa, TX 78002 (Exit 139, IH-35 S),

COURSE OBJECTIVES

This course is designed to expand instructor proficiency and elevate instructional effectiveness in advanced law enforcement training environments. Course topics include:

1. Firearms Instructor
2. Gun Handling
3. Weapon Maintenance
4. Course on Fire Development
5. Fire Range Development Requirements

COURSE COST

Enrollment Only: \$400.00

Five (5) Eight (8) Hour Days

Minimum: 10 Students • **Maximum:** 20 Students

Upon completion, students will receive a **40-hour course completion certificate**, and all 40 hours will be **reported to TCOLE**. **Full attendance (all 40 hours)** is required for reporting to TCOLE.

REGISTRATION

To sign up, email: sac-lea@alamo.edu or online calendar.

PAYMENT INFORMATION

Payment is due on the first day of class. Accepted payment methods:

- Cashier's Check
- Personal Check
- Agency Check
- Money Order

Make it payable to: SAC First Responders Academy

TRAINING DATES

March 9-13, 2026,

Time: 9:00 AM – 6:00 PM M, T, TH F and 12p-9p (night shoot and low light)

Upon Completion

Enrollees who successfully complete this course will receive **40 hours of TCOLE training credit** toward **Firearms Instructor Certification**.

To obtain the official **TCOLE Firearms Instructor Proficiency Certificate**, students must:

- Successfully complete the current Firearms Instructor Course, and
- Submit the required application and **\$35.00 fee** to TCOLE
(*Firearms Instructor Proficiency Certificate Application — Commission Rules §221.1 & §221.19*)

TCOLE Student Prerequisites

Participants must meet all the following requirements:

- ✓ Not prohibited by state or federal law or rule from attending training related to firearms or from possessing a firearm
- ✓ Never had a license or certificate issued by the Commission suspended or revoked
- ✓ Currently hold an **Instructor Certificate of Proficiency** issued by the Commission
- ✓ Currently employed or designated by the agency chief administrator or academy coordinator as a **Firearms Instructor**
- ✓ Have **at least three (3) years' experience** as either:
 - A law enforcement officer, **or**
 - A firearms instructor

Required Equipment

Students must bring the following items:

- Duty firearm and adequate ammunition
- Eye and ear protection
- Firearm cleaning equipment

Assessment

Assessment is required for completion of this course to ensure the student has a thorough comprehension of all learning objectives. **Training providers are responsible for assessing and documenting student mastery of all objectives in this course.**

- Students will be required to **shoot two courses of fire (handgun and shotgun) on the first day** of the course with a **minimum passing score of 90%**.
- **Two attempts** are allowed.
- If the student is **unable to achieve 90% within the allowed attempts, the student will be dismissed and not be allowed to participate in the course.**

A **comprehensive written examination** will also be administered and supplemented by a **skills proficiency demonstration**. Students will be required to **conduct a live-fire range session** and will be **skills-evaluated on a pass/fail basis**.

Unless otherwise indicated, the **minimum passing score is 80%**.

Firearms Instructor Course — Things to Bring

1. Note-taking materials
2. Lunch, snacks, and water/drinks
3. Clothing and footwear appropriate for the weather
4. **Duty belt, duty handgun, 3 magazines, and magazine/s carrier (required)**
5. **Pistol ammunition — 1,000 rounds (required)**
6. **Shotgun (required)**
7. **Shotgun ammunition (required):**
 - “00” buck, 9-pellet — **30 rounds**
 - Rifled slug — **30 rounds**
 - Birdshot — **25 rounds**
8. **AR-15 with sling (required)**
9. **AR-15 ammunition — 60 rounds (required)**
 - *No green tip / no steel case permitted*
10. **Eye and ear protection (required)**
11. **Low-light training equipment:**
 - Handheld flashlight (**mandatory**)
 - Weapon-mounted light, if available (**required if equipped**)
12. **A good attitude! (required)**

APPENDIX A: HANDGUN QUALIFICATION COURSE

50 rounds

Student must show proficiency with handgun

Student will have two chances to qualify with a minimum score of 90% with weapon.

Notes:

A locked-back slide is the only way to change magazines for this course of fire.

Any negligent discharge will be grounds for dismissal from the course.

Alibis will not be allowed.

Distance (Yards)	Starting Firearm Position	Hand	Reload	Rounds Fired	Time Limit (Seconds)
25	holstered weapon shooter's choice	2	if needed	8 (fired in 2 shot strings)	20 (5 seconds per string)
25	holstered weapon standing or kneeling	2	no	6	20
15	holstered weapon loaded with 6 rounds in the magazine	2	yes	2	4
15	low ready	2	yes	4 (fired in 2 shot strings)	8 (4 seconds per string)
15	low ready	2	yes	6 (fired in 2 shot strings)	12 (4 seconds per string)
7	holstered weapon	2	yes	12	20
3	holstered weapon loaded with 6 rounds in the magazine	weapon hand only	yes	6	12
3	low ready	support only	yes	6	12

Targets: Targets will be TQ-19 or equivalent, with a reduced TQ-20 or equivalent for 50 yards sequence if fired from 25 yards.

Scoring: 5 points for the inner ring and 3 points for the outer ring.

APPENDIX B: SHOTGUN QUALIFICATION COURSE

A minimum of 90% for both slugs and buckshot is required to successfully complete this portion of the course.

The course requires 9 pellet 00 Buckshot. The course can be shot with 5 Rifled Slug rounds and 5 Buckshot rounds or 10 rounds of Buckshot.

Distance (Yards)	Instructions	Position	Rounds Fired	Time (Seconds)
25	<ul style="list-style-type: none">• Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged.• On command, load magazine with 3 Rifled Slugs.• On command, chamber and fire 3 rounds.	Standing	3	12
25	<ul style="list-style-type: none">• Weapon should be set up with an empty chamber, slide closed, weapon cocked, safety engaged.• On command, load magazine with 2 Rifled Slugs.• On command, chamber and fire 2 rounds.	Standing	2	8
15	<ul style="list-style-type: none">• On command, load the magazine with 2 Buckshot rounds.• Chamber a round and engage safety.• On command, chamber and fire 3 rounds.	Standing	3	10
10	<ul style="list-style-type: none">• On command, load the magazine with 2 Buckshot rounds.• Chamber a round and engage safety.• On command, fire 2 rounds.	Standing	2	5
<p>Targets: Targets will be TQ 19 or equivalent. Scoring: Each pellet on the target = 1 point, misses = 0 point.</p>				