



# Quick Reference TEST DAY GUIDE

pre·vail prə'vāl/  
verb

*Prove more powerful than opposing forces; be victorious.*

THE PREVAIL CONCEALED CARRY COURSE





# PREVAIL Target





## PREVAIL SHOOTING STANDARDS

The following shooting qualification is the PREVAIL Standards. The only difference between Level Color Levels, other than BLACK is the Start Position. The yardages, number of rounds fired, and time limits do not change. No coaching is allowed. Only one shooter will shoot at a time. If the shooter experiences a stoppage, the shooter must clear it as preferred by the PREVAIL method described in DRILL TEN. If the shooter successfully clears the stoppage, that stage can be re-shot. The instructor/coach will have to patch any holes in the target that were fired during that unsuccessful run.

Several shooters may be on the line during the test. As mentioned earlier, only one shooter shoots at a time. Each shooter may be testing for a different level. For example, the shooter on target number one may be testing for the TAN Level. This shooter will start from the Low Ready/High Compressed Ready Position and the shooter on target number two may be testing for the GREEN Level so this shooter will be starting in the Holstered Ready Position and is required to take a lateral step when drawing. Both shooters will have to complete the shooting in the same par time, so the instructor can leave the same time on the timer. Also remember the shooter testing for GREEN will need sufficient room to make their lateral movement. The instructor should start with a new shooter at each different yard line, so the same shooter isn't the first each time.

The PREVAIL Qualification Target must be used. Test must be shot with defensive/hollow point ammunition, except for WHITE can be shot with range FMJ ammunition.

**SCORING:** Pass/Fail. 100% Target score is a passing score. All shots must hit inside the X-Y zones to pass and in the dedicated head zone. Any shots outside the X-Y zones is a fail. You either PREVAIL or you do not. Shots on the line are "in" as long as the grease ring from the hole breaks the line. Paper tears touching the line, but the hole is not touching is "out".

All shots must be fired in time.

All standards, shooting and non-shooting must be successfully completed to pass. If the shooter prevails in the shooting standards but does not pass the non-shooting standards, then that is not a passing attempt for that level and the shooter will be required to start the test over.



Shooters are allowed to test for as many Level Levels as they wish in one day (except for BLACK). Once the shooter has successfully passed a level, the shooter is then allowed to go the next level. For example, if a shooter passes TAN Level in one day, that shooter may test for GRAY the same day, the next day, next week or six months later.





## **TAN Level**

Shooter will start in the Low Ready or High Compressed Ready Position.  
Slide lock is required in the 3+3

Non-Shooting Standards.  
4 Attempts to get 1 correct.

## **GRAY Level**

Shooter will start with the Pistol Holstered Ready Position. Holster should be positioned on the Strong Side. Slide lock is required in the 3+3 Standard.

Non-Shooting Standards  
3 Attempts to get 1 correct.

## **GREEN Level**

Shooter will start with the Pistol Holstered Ready Position, and the Shooter is required to take a lateral Step as the pistol is presented. Slide lock is required in the 3+3 Standard. Another lateral movement is required during the reload.

Non-Shooting Standards  
2 Attempts to get 1 correct.

## **BROWN Level**

Shooter will start from the Concealed Pistol Holstered Ready Position and a lateral movement is required. The Shooters wrist may be crossed in front. Appendix Holsters are allowed if approved at the Shooting Range. Slide lock is required in the 3+3 Standard. Another lateral movement is required during the reload.

Non-Shooting Standards  
1 Attempts to get 1 correct.

## PREVAIL SHOOTING STANDARDS

Distance	No. of Rounds	Reps	Total Rds.	Time
3 Yards	Single to the head	2X	2	1.8 Secs
5 Yards	2 To the upper chest 1 to the Head	1	3	2.8 Secs
7 Yards	3 To the upper chest	1	3	3.0 Secs
10 Yards	3 To the upper chest	1	3	3.5 Secs
15 Yards	3 To the upper chest	1	3	5 Secs
			Total Rounds	14

Score and tape Target

3+3 Drill

7 Yards                    3 Rounds to the upper chest, slide lock reload and fire 3 rounds to the upper chest                    8 Secs

Non-Shooting Standards

Type 1 Stoppage Failure to Fire (Empty Chamber)                    1.4 Secs  
 Type 2 Stoppage Failure to Eject (Stove Pipe)                    1.6 Secs  
 Type 3 Stoppage Failure to Extract, Starts with Tap-Rack                    6.5 Secs

On the “Beep”, press the trigger, fix the problem and come back “On Target” by the second “Beep”.

# STUDENT ACHIEVEMENT RECORD

NAME: \_\_\_\_\_



LOCATION: \_\_\_\_\_

DATE: \_\_\_\_\_

INSTRUCTOR: \_\_\_\_\_



LOCATION: \_\_\_\_\_

DATE: \_\_\_\_\_

INSTRUCTOR: \_\_\_\_\_



LOCATION: \_\_\_\_\_

DATE: \_\_\_\_\_

INSTRUCTOR: \_\_\_\_\_



LOCATION: \_\_\_\_\_

DATE: \_\_\_\_\_

INSTRUCTOR: \_\_\_\_\_



LOCATION: \_\_\_\_\_

DATE: \_\_\_\_\_

INSTRUCTOR: \_\_\_\_\_



EMERGENCY MEDICAL FORM

NAME: \_\_\_\_\_

EMERGENCY CONTACT: \_\_\_\_\_

CONTACT'S PHONE NUMBER: \_\_\_\_\_

I give my consent to any first responder to review the following information.

Sign: \_\_\_\_\_

Any medical issues:

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**Fold up and place  
this form into  
your right rear  
pocket.**