



SNUB NOIR

**EZ-QUALIFIER
17 ROUNDS**

THE NEW HOME FOR GATS AND HATS.

17-Round Snub Noir E-Qualifier

This EZ-Qualifier requires seventeen (17) live-rounds and is 5- and 6-shot revolver neutral

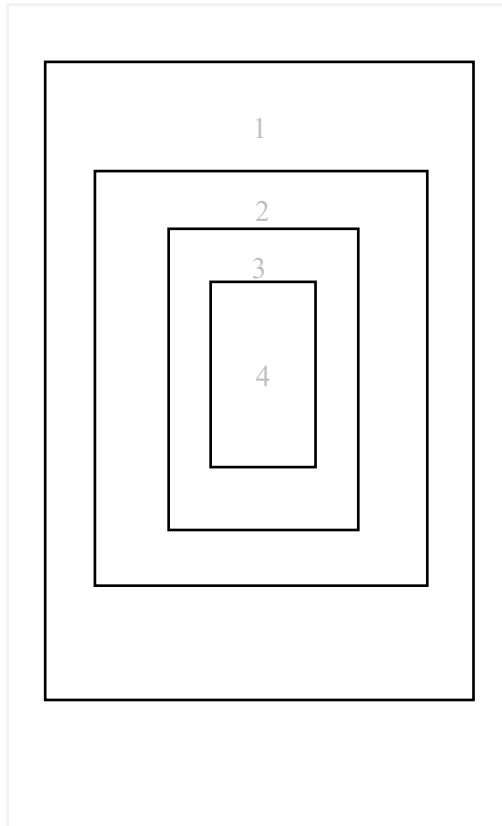
Shooters may use any .32, or .38, or .357 caliber revolver of any barrel length. If possible, use only .32 or .38 caliber ammunition as appropriate to the weapon (no magnums, please). You can find the downloadable target at: <https://snubnoir.com/e-match/>

Required items:

- 11x17 paper sheet targets*
- Shot timer or Smart Phone (Optional only)
- One (1) Speed loader
- One (1) Flexible loading strip
- One (1) Looped ammunition carrier
- One (1) Toy, dummy, or replica gun - Any style
- Seventeen live rounds

EZ-Qualifier 11 x 17 Target dimensions

- Outer Target Border (11 x 17) = 1-point
- Second inner square (5 x 8) = 2-points
- First inner square (8.5 x 11) = 3-points
- Center square (3 x 5) = 4-points



EZ-Qualifier Set-up

- Set target at 30-feet / 10-yards
- Follow all safety and range rules

* The EZ-Qualifier target is available for download from our website: <https://snubnoir.com/e-match/>

BUG STAGE — 1-Round / 1-Drill - From a holstered revolver

BUG STAGE, Drill 1

Load your revolver with one (1) live round, and **holster** the revolver

Start with a toy, dummy, or replica gun in strong-side shooting hand

Start the shot timer or the down-loaded shot timer app on your smart phone

At the "beep" transfer the dummy gun from the dominant to non-dominant hand

Draw your revolver, and fire on target, one-handed only, and **firing only one round** at the target

Holster your revolver being sure to leave the spent case in the revolver

Record both your time and score on the Snub Noir EZ-Qualifier Score sheet above

LOOSE AMMUNITION STAGE — 5-Rounds / 5-Drills - Starting with a drawn revolver

LOOSE AMMUNITION STAGE, Drill 1

Fill an **empty pocket** (either a pant pocket, front or rear, or a jacket/coat pocket) with five (5) loose rounds

Start with a drawn revolver, with one spent case in the cylinder, and start the shot timer

At the "beep," open revolver, eject the spent case

Load the cylinder with the five (5) loose rounds from your pocket, and fire **only one** round at the target

Holster your revolver being sure to leave the live rounds and the spent case in the revolver

Record both your time and score on the Snub Noir EZ-Qualifier Score sheet after each drill

AFTER FIRST FIRED ROUND

Open the revolver and return the unfired rounds to your pocket, while leaving the one (1) spent case in the revolver

Holster your revolver

LOOSE AMMUNITION STAGE, Drills 2 through 5

Repeat **LOOSE AMMUNITION STAGE**, this time loading four rounds, fire **only one** (1) round and record time and score

Repeat **LOOSE AMMUNITION STAGE** three more times, each time reduce the number of live rounds you load into the revolver by one, firing **only one** (1) round per drill

After the fifth drill, holster your revolver being sure to leave the spent case in the revolver

Record both your times and scores on the Snub Noir EZ-Qualifier Score sheet after each drill

LOOP CARRIER STAGE — 5-Rounds / 5-Drills - Starting with a drawn revolver

LOOP CARRIER STAGE, Drill 1

Fill your **loop carrier** with five (5) rounds

Start with a drawn weapon, with one spent case in the cylinder, and start the shot timer

At the "beep," open weapon, eject the spent case

Load the cylinder with the five (5) rounds from your **loop ammo** carrier, and fire **only one** round at the target

Holster your revolver being sure to leave the live rounds and the spent case in the revolver

Record both your time and score on the Snub Noir EZ-Qualifier Score sheet after each drill

AFTER FIRST FIRED ROUND

Open the revolver and return the unfired rounds to your loop carrier, while leaving the one (1) spent case in the revolver

Holster your revolver

LOOP CARRIER STAGE, Drills 2 through 5

Repeat **LOOP CARRIER STAGE**, this time loading four rounds, fire **only one** (1) round and record time and score

Repeat **LOOP CARRIER STAGE** three more times, each time reducing the number of live rounds you load into the revolver by one, firing **only one** (1) round per drill

After the fifth drill, holster your revolver being sure to leave the spent case in the revolver

Record both your times and scores on the Snub Noir EZ-Qualifier Score sheet after each drill

LOADING STRIP STAGE — 5-Rounds / 5-Drills - Starting with a drawn revolver

LOADING STRIP STAGE, Drill 1

Fill your **loading strip** with five (5) rounds

Start with a drawn weapon, with one spent case in the cylinder, and start the shot timer

At the "beep," open weapon, eject the spent case

Load the cylinder with the five (5) rounds from your **loading strip**, and fire **only one** round at the target

Holster your revolver being sure to leave the live rounds and the spent case in the revolver

Record both your time and score on the Snub Noir EZ-Qualifier Score sheet after each drill

AFTER FIRST FIRED ROUND

Open the revolver and return the unfired rounds to your **loading strip**, while leaving the one (1) spent case in the revolver

Holster your revolver

LOADING STRIP STAGE, Drills 2 through 5

Repeat **LOADING STRIP STAGE**, this time loading four rounds, fire **only** one (1) round and record time and score

Repeat **LOADING STRIP STAGE** three more times, each time reducing the number of live rounds you load into the revolver by one, firing **only** one (1) round per drill

After the fifth drill, holster your revolver being sure to leave the spent case in the revolver

Record both your times and scores on the Snub Noir EZ-Qualifier Score sheet after each drill

SPEED LOADER STAGE — 5-or-6-Rounds / 1-Drill - Starting with a drawn revolver

SPEED LOADER STAGE, Drill 1

Fill your **Speed Loader** with five (5) or six (6) rounds as appropriate

Start with a drawn weapon, with one spent case in the cylinder, and start the shot timer

At the "beep," open weapon, eject the spent case.

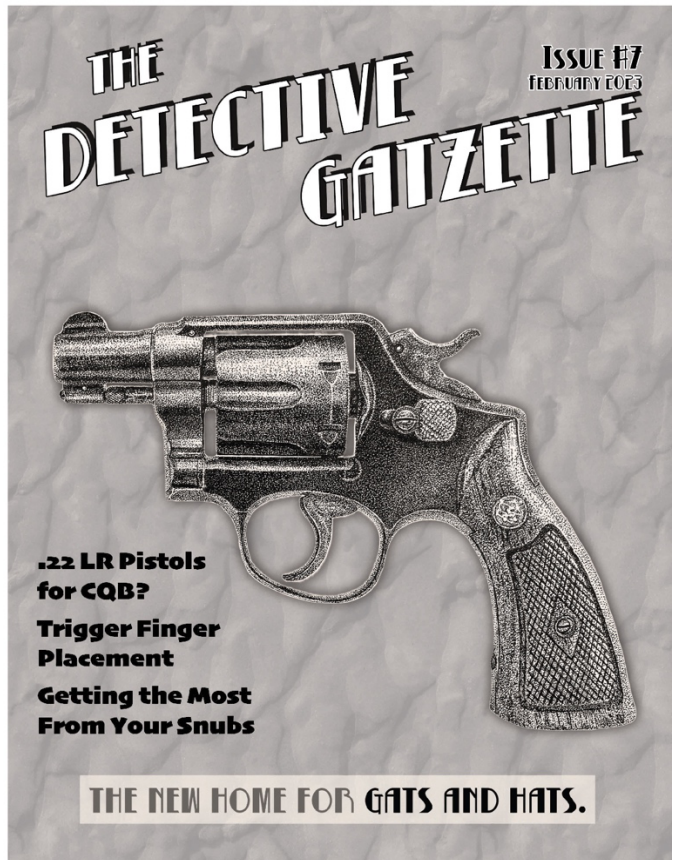
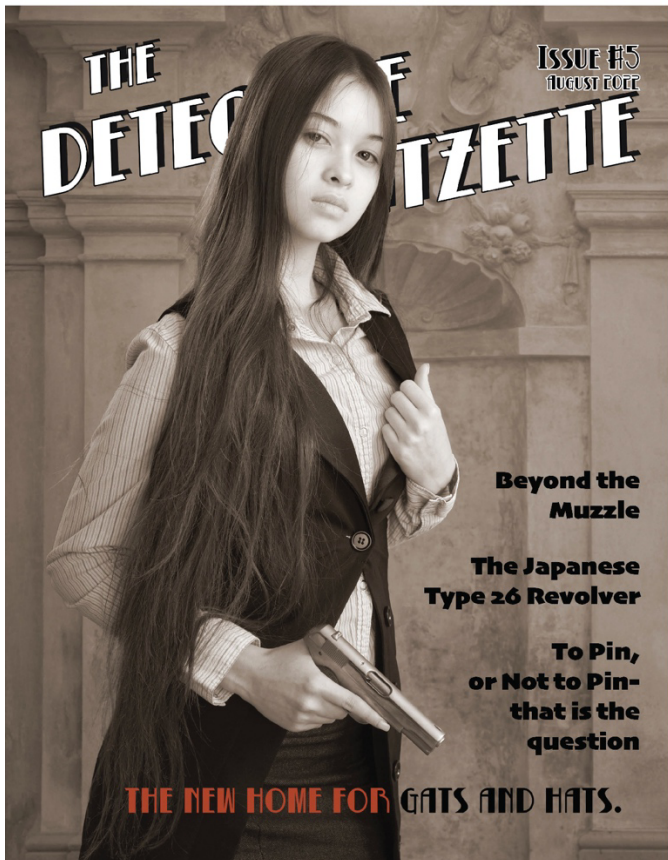
Load the cylinder with the five (5) or six (6) rounds (as appropriate) from your **speed loader**, and fire **only one** round at the target

Remove the unfired rounds, and the spent case, and secure your revolver

Record both your time and score on the Snub Noir EZ-Qualifier Score sheet after each drill

Post all e-qualifier times and scores on the Snub Noir EZ-Qualifier Score Board located on the SnubNoir.com web page here: <https://snubnoir.com/e-match/>

Conclude **SPEED LOADER STAGE** and conclude the EZ-Qualifier drills.



What is Snub Noir?

Snub Noir is a noir-themed short-barreled revolver and small caliber pistol shooters' association. Snub Noir was created to bring together shooters, writers, and select firearm businesses together, to promote, enhance and expand the sport of short-barrel revolver and single stack, small caliber pocket pistol shooting.

Top Ten Reasons to Join Snub Noir

Your membership supports, promotes, and expands the following services:

- Product [discounts](#) from current and upcoming Snub Noir business supporters
- [Discounts](#) on member only and mass market firearm books and monograph titles.
- Access to member-only revolver parts including [hammer shrouds](#) and (pending) polymer boot grips.
- Snub Noir's members' blog featuring weekly snub handling training tips.
- Weekly Snub Noir behind-the-scene BULLETin board updates.
- Quarterly [Detective GATzette newsletter](#) in PDF or Print format.
- Snub Noir's E- and Pre-qualifier e-match Starter Kit reloading supplies.
- Invitation to all regional Snub Noir shooting matches and special events.
- Invitation to all regional Snub Noir snub skill workshops.
- Invitation to Snub Noir's biannual Son-of-Snubby Summit.

Our Goals and Promotional Efforts

1. Promote and support national snub revolver and small caliber pistol shooting matches
2. Promote and support a variety of; social media, blog, e-mail, and print newsletter member services covering topics of interest to snub revolver and small caliber pistol shooters
3. Promote and schedule a biennial regional snub-and small pistol training conference
4. Support producers of snub-related products and offer our member discounts on products and services of special interest
5. Record, uncover and archive snub and revolver related materials of historic note developed during the heyday of the snub revolver (approx. 1920's-to-1970's)
6. Develop and grow an active association that supports and enhances these goals
7. Securing discounted shooter materials and programs for our Snub Noir participants
8. Research and review of firearm enhancement tools for optimum function and self-defense
9. Promote primer-only propelled low-cost training ammo options
10. Promote man-marking training tools and force-on-force skill development programs
11. Produce print, electronic, and video educational materials of general interest to our members

BUG Drill	Drill	Live Rounds Loaded	Rounds Fire	Score	Time
	1	One Round	One Round Only		

Loose Ammo	Drill	Live Rounds Loaded	Rounds Fire	Score	Time
	1	Five Rounds	One Round Only		
	2	Four Rounds			
	3	Three Rounds			
	4	Two Rounds			
	5	One Round			

Loop Carrier	Drill	Live Rounds Loaded	Rounds Fire	Score	Time
	1	Five Rounds	One Round Only		
	2	Four Rounds			
	3	Three Rounds			
	4	Two Rounds			
	5	One Round			

Loading Strip	Drill	Live Rounds Loaded	Rounds Fire	Score	Time
	1	Five Rounds	One Round Only		
	2	Four Rounds			
	3	Three Rounds			
	4	Two Rounds			
	5	One Round			

Speed Loader	Drill	Live Rounds Loaded	Rounds Fire	Score	Time
	1	Five or Six Rounds	One Round Only		