



# SNUB NOIR

**F-QUALIFIER  
25 ROUNDS**

**THE NEW HOME FOR GATS AND HATS.**



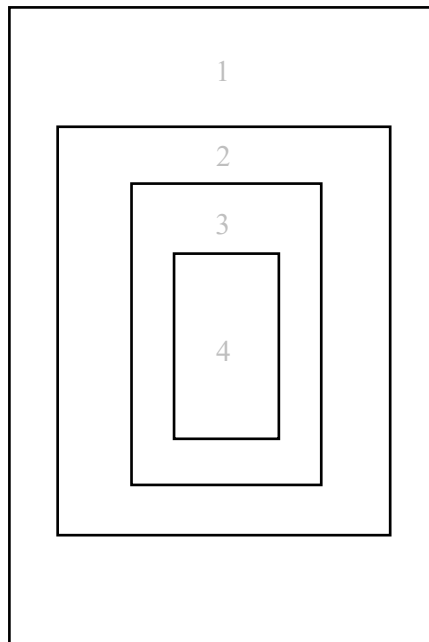
## 25-Round Snub Noir E-Qualifier

This E-Qualifier requires twenty-five live rounds, and is 5- and 6-shot revolver neutral.

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

### Required items:

- 2x2x2 ammunition carrier
- 11x17 paper sheet targets
- Flexible loading strip
- Looped ammunition carrier
- PACT timer
- Speed loader
- Spill or dump pouch
- Toy, dummy, or replica gun - Any style
- Twenty-five live rounds



### E-Qualifier 11 x 17 Target dimensions

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

### Pre E-Qualifier Set-up

- Set target at 21-feet / 7-yards
- Follow all safety and range rules

**STAGE ONE – Back-Up or BUG Shooting / 1-round / 1-Drill - From a holstered weapon:**

BUG Drill	Drill	Pre-Load	Fire	Score	Time
	1	One Rounds	One Round <b>Only</b>		

**REQUIRED TOOLS**

One (1) live round

Snub revolver

Toy, dummy, or replica gun - Any style

**STAGE ONE, Drill 1**

Load revolver with one (1) round, holster snub

Start with dummy gun in strong side shooting hand

Start PACT Timer

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

Draw snub, and fire on target, one-handed only, and firing **only** one round.

Secure your snub being sure to leave the spent round in the revolver.

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

Move to STAGE TWO

**STAGE TWO - Loose Ammo / 5-Rounds / 5-Drills - Starting with a drawn weapon:**

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			

**REQUIRED TOOLS**

Five (5) live rounds

Snub revolver

**STAGE TWO, Drill 1**

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

Start with a drawn weapon, with one spent round in the cylinder, and start the PACT Timer.

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

Withdraw five (5) loose rounds from your pocket, insert all five, and fire **only one** round at the target.

Secure your snub being sure to leave the spent round in the revolver.

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

Move on to STAGE THREE, Drills 2-through-5

**STAGE TWO - Loose Ammo / 5-Rounds / 5-Drills - Starting with a drawn weapon: (Cont)**

**AFTER FIRST FIRED ROUND**

While leaving the one (1) spent case in the revolver, open the snub and return the unfired rounds to your pocket.

Secure your snub

Record both your time and score.

**STAGE TWO, Drills 2 through 5**

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

Repeat STAGE TWO 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.

Secure your snub being sure to leave the spent round in the revolver.

Record both your times and scores on the Snub Noir E-Qualifier Score sheet opposite.

Move to STAGE THREE

**STAGE THREE - Spill or Dump Pouch / 5-Rounds / 5-Drills** - Starting with a drawn weapon:

Spill or Dump Pouch	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			

**REQUIRED TOOLS**

Five (5) live rounds

Snub revolver

Spill or Dump Pouch - Any style

**STAGE THREE, Drill 1**

Fill a **Spill or Dump Pouch** with five (5) rounds.

Start with a drawn weapon, one spent round in the cylinder, and start the PACT Timer.

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

Collect five (5) rounds from your spill or dump pouch, insert all five, and fire **only one** round at the target.

Secure your snub being sure to leave the spent round in the revolver.

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

Move on to STAGE THREE, Drills 2-through-5

### STAGE THREE - Spill or Dump Pouch / 5-Rounds / 5-Drills - Starting with a drawn weapon: (Cont)

#### AFTER FIRST FIRED ROUND

While leaving the one (1) spent case in the revolver, open the snub and return the unfired rounds to your spill or dump pouch.

Secure your snub

Record both your time and score.

#### STAGE THREE, Drills 2 through 5

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

Repeat STAGE THREE 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.

Secure your snub being sure to leave the spent round in the revolver.

Record both your times and scores on the Snub Noir E-Qualifier Score sheet opposite.

Move to STAGE FOUR

**STAGE FOUR - Loop Carrier / 5-Rounds / 5-Drills - Starting with a drawn weapon:**

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			

**REQUIRED TOOLS**

Five (5) live rounds

Loop-style Ammo Carrier - Any style

Snub revolver

**STAGE FOUR, Drill 1**

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

Start with a drawn weapon, with one spent round in the cylinder, and start the PACT Timer.

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

Withdraw five (5) loose rounds from your loop ammo carrier, insert all five, and fire **only one** round at the target.

Secure your snub being sure to leave the spent round in the revolver.

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

Move on to STAGE FOUR, Drills 2-through-5





1

2

3

4









## STAGE FOUR - Loop Carrier / 5-Rounds / 5-Drills - Starting with a drawn weapon: (Cont)

### AFTER FIRST FIRED ROUND

While leaving the one (1) spent case in the revolver, open the snub and return the unfired rounds to your loop carrier.

Secure your snub

Record both your time and score.

### STAGE FOUR, Drills 2 through 5

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

Repeat STAGE FOUR 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.

Secure your snub being sure to leave the spent round in the revolver.

Record both your times and scores on the Snub Noir E-Qualifier Score sheet opposite.

Move to STAGE FIVE

**STAGE FIVE - Loading Strip / 5-Rounds / 5-Drills** - Starting with a drawn weapon:

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

**REQUIRED TOOLS**

Five (5) live rounds

Flexible Loading Strip - Any Style

Snub revolver

**STAGE FIVE, Drill 1**

Fill your **Loading Strip** with five (5) rounds.

Start with a drawn weapon, with one spent round in the cylinder, and start the PACT Timer.

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

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

Secure your snub being sure to leave the spent round in the revolver.

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

Move on to STAGE FIVE, Drills 2-through-5



**STAGE FIVE - Loading Strip / 5-Rounds / 5-Drills - Starting with a drawn weapon: (Cont)**

**AFTER FIRST FIRED ROUND**

While leaving the one (1) spent case in the revolver, open the snub and return the unfired rounds to your loading strip.

Secure your snub

Record both your time and score.

**STAGE FIVE, Drills 2 through 5**

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

Repeat STAGE FIVE 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.

Secure your snub being sure to leave the spent round in the revolver.

Record both your times and scores on the Snub Noir E-Qualifier Score sheet opposite.

Move to STAGE SIX

**STAGE SIX - 2x2x2 Pouch / 5-or-6-Rounds / 3-Drills** - Starting with a drawn weapon:

2x2x2 Pouch	Drill	Live Rounds Loaded	Rounds Fire	Score	Time
	1	Five-or-six Rounds	One Round Only		
	2	Four Rounds			
	3	Two Round			

**REQUIRED TOOLS**

2x2x2 Loading pouch - Any style

One (1) spent .38 case - optional

Six (6) live rounds

Snub revolver

**STAGE SIX, Drill 1**

Fill your **2x2x2 Pouch** with five (5) or six (6) rounds. (Five round revolver shooters are welcomed to use a spent round as a “spacer” for the 6<sup>th</sup> unneeded round.)

Start with a drawn weapon, with one spent round in the cylinder, and start the PACT Timer.

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

Draw five (5) or six (6) rounds as appropriate for your weapon from your 2x2x2 pouch, fill the cylinder, and fire on target **once only**.

Secure your snub being sure to leave the spent round in the revolver.

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

Move on to STAGE SIX, Drills 2-through-5

## STAGE SIX - 2x2x2 Pouch / 5-or-6-Rounds / 3-Drills - Starting with a drawn weapon: (Cont)

### AFTER FIRST FIRED ROUND

While leaving the one (1) spent case in the revolver, open the snub and return the unfired rounds to your 2x2x2 Pouch.

Secure your snub

Record both your time and score.

### STAGE SIX, Drills 2 and 3

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

Repeat STAGE SIX one more time, loading only two rounds, firing **only** one (1) round.

Secure your snub being sure to leave the spent round in the revolver.

Record both your times and scores on the Snub Noir E-Qualifier Score sheet opposite.

Move to STAGE SEVEN



**STAGE SEVEN- Speed Loader / 5-or-6-Rounds / 1-Drill** - Starting with a drawn weapon:

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

**REQUIRED TOOLS**

Five (5) or Six (6) live rounds as required

Snub revolver

Speed Loader - Any style

**STAGE SEVEN, Drill 1**

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

Start with a drawn weapon, one spent round in the cylinder, and start the PACT Timer.

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

Seize your speed loader, insert all available rounds, and fire on target **once only**.

Remove the unfired rounds and the spent case, and secure your snub.

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

Post all e-qualifier times and scores on the Snub Noir E-Qualifier Score Board located on the SnubNoir.com web page.

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