

GUNSMITHING A30200

The Gunsmithing curriculum is designed to provide the student with the required skills needed to refurbish metal and wood as applicable to firearms, to diagnose malfunctions for repair, and to accomplish more complex custom gunsmithing tasks. Course work includes manufacturing of tools used in the gunsmithing trade, restoration of firearms, stock making, barrel work, repair work, and custom work. The student will accomplish this work by performing actual gunsmithing tasks in a hands-on environment. Graduates should qualify as a professional gunsmith, able to complete any task in general gunsmithing.

Gunsmithing

Associate in Applied Science Degree A30200 (Revised 2010*03) Course and Hour Requirements

Title	Hours Class	Lab	Work Exp.	Credits
I. General Education Courses: 15 Hours				
A. English: 6 Hours				
ENG 111 Expository Writing	3	0	0	3
ENG 112 Argument-Based Research	3	0	0	3
or ENG 114 Professional Research and Reporting	3	0	0	3
B. Social/Behavioral Sciences: 3 Hours				
<i>Selected from the list of social/behavioral sciences electives for the Associate in Applied Science degree appearing in the current catalog</i>				
C. Humanities/Fine Arts: 3 Hours				
<i>Selected from the list of humanities/fine arts electives for the Associate in Applied Science degree appearing in the current catalog</i>				
D. Math/Natural Sciences: 3 Hours selected from the following:				
MAT 115 Mathematical Models	2	2	0	3
or MAT 161 College Algebra	3	0	0	3
AND				
<i>Students are required to demonstrate competency in MAT 070 prior to receiving a degree.</i>				
II. Major Courses: 52 Hours				
A. Core: 12 Hours				
GSM 111 Gunsmithing I	2	12	0	6
GSM 120 Gunsmithing Tools	2	12	0	6
B. Other Major Courses: 40 Hours				
1. Required Courses 37 Hours				
GSM 125 Barrel Fitting/Alteration	3	9	0	6
GSM 127 General Repair	3	9	0	6
GSM 225 Gun Metal Refinishing	2	12	0	6
GSM 227 Adv Repair Technology	2	12	0	6
GSM 230 Handgun Technology	2	9	0	5
GSM 235 Current Gunsmithing Tech	2	12	0	6
MAC 118 Machine Shop Basic	1	3	0	2
2. Select 3 hours from the following				
CIS 110 Introduction to Computers	2	2	0	3
COE 111-112 Co-op Work Experience I	0	0	10-20	1-2
COE 121-122 Co-op Work Experience II	0	0	10-20	1-2
COE 131-132 Co-op Work Experience III	0	0	10-20	1-2
III. Other Required Courses: 1 Hour				
ACA 111 College Student Success	1	0	0	1
Total Credits				68

Gunsmithing

Basic Gunsmithing Skills Certificate C30200K1 (Revised 2010*03) Course and Hour Requirements

Title	Hours		Work Exp.	Credits
	Class	Lab		
I. General Education Courses: 0 Hours				
II. Major Courses: 12 Hours				
A. Core				
GSM 111 Gunsmithing I	2	12	0	6
GSM 120 Gunsmithing Tools	2	12	0	6
Total Credits				12

Gunsmithing

Advanced Gunsmithing Skills Certificate C30200K2 (Revised 2010*03) Course and Hour Requirements

Title	Hours		Work Exp.	Credits
	Class	Lab		
I. General Education Courses: 0 Hours				
II. Major Courses: 12 Hours				
A. Core				
GSM 125 Barrel Fitting/Alteration	3	9	0	6
GSM 127 General Repair	3	9	0	6
Total Credits				12