

Massachusetts Standard Handgun Qualification

MPTC Qualification with Movement

Revised 2010

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15 Yards

- Prepare 2 Magazines each with 5 rounds
- Fire one magazine and perform a magazine change with communication
- Fire second magazine
- Total rounds; fired 10

Shooters will fire the first magazine of 5 rounds and perform a magazine change. When performing that change shooters will communicate;

- Slide locks back or shooter incurs a malfunction
- Shooter Shouts "COVER"
- Partner Shouts "COVERING"
- Magazine is changed
- Shooter Shouts "READY"
- Partner Shouts "OKAY"

This drill makes the shooter communicate to their partner that they have a problem.

10 Yards

- Facing Left @ 15 yards, pivot and move to 10 yards Fire 2 Rounds
- Facing Right @ 15 yards, pivot & move to 10 yards Fire 3 Rounds
- Facing to the Rear @ 15 yards pivot & move to 10 yards Fire 5 Rounds

Shooters will start at the 15 yard mark with weapon holstered.

On the command shooters will pivot towards the threat, draw their weapon and issue verbal challenges.

On the command "Advance", move to the 10 yard mark covering the threat and issuing verbal commands;

At the 10 yard mark, shooters will be given the command to fire the required rounds.

(This drill may be performed dry first before moving to live firing.)

★ **Mark any hits outside scoring area**

7 Yards (NOTE: All rounds must strike within scoring area from now on)

- Move from 15 yards to 7 yards; fire 10 rounds

Shooter starts at the 15 yard marker. On command, shooter will draw their weapon and challenge the threat. On the command "advance", shooters move forward to the 7 yard marker continuing to issue verbal commands. At the 7 yard marker, shooters fire 10 rounds on command.

★ Allow shooters to top off magazines

5 Yards

- Transition from Intermediate Force to Deadly Force - Fire 2 Rounds
- Transition from Intermediate Force to Deadly Force - Fire 2 Rounds
- Transition from Intermediate Force to Deadly Force - Fire 2 Rounds - Move Left
- Transition from Intermediate Force to Deadly Force - Fire 4 Rounds - Move Right

Intermediate force options include handcuffs, OC and baton. This stage simulates an escalation from an intermediate level to deadly force. Shooter will make magazine changes when necessary.

On command, shooter transitions to deadly force (firearm) and engages with the required rounds.

SCORE TARGETS (since next stage usually destroys paper targets)

of hits inside scoring area + 20 = TOTAL SCORE

3 Yards or closer if possible*

- CQB, Fire 2 Rounds
- CQB, Fire 2 Rounds
- CQB, Fire 2 Rounds – Move left
- CQB, Fire 2 Rounds – Move right
- CQB, Fire 2 Rounds – Move left, right or 1 step to the rear as directed by instructor

CQB indicates use of a defensive tactic technique such as punch, palm heel strike, knee, kick, elbow strike, etc. On the command, shooter will employ the CQB tactic as the instructor demonstrated. All rounds will count on this stage for scoring.

***Drill is performed at ECQB (Extreme Close Quarter Battle) distances but can be done from 3 yards if necessary.**

SCORING: Patrol Officers & LEOSA:

80 % minimum passing score

100% round accountability (all rounds inside body limits)

100% within the scoring zone from 7 yards and closer.

Shooters will reload as necessary