

MPTC HANDGUN QUALIFICATION COURSE

On stages with movement, the following commands are suggested:

Gun, knife, threat, etc. – Draw weapon, address threat, issue verbal commands

Verbal Commands – “Police, Don’t move!”, “Drop the weapon – do it now!”, etc.

Advance – Move to the designated firing line

Up, Deadly threat, etc – fire the stated number of rounds

Shooters are expected to scan for additional threats prior to recovering the weapon back to the holster.

100% round accountability must be maintained on all stages. All rounds fired must land on the paper.

If a shooter fails a stage, they will reshoot that stage. If a reshoot is required, the shooter’s numerical score shall not be higher than the minimum passing score (80% for in service / 94% for instructors).

15 Yards

10 rounds

45 Seconds

Shooters will load 2 magazines with 5 rounds in each. On the command to fire, shooter fires to lock back and communicates with their partner as indicated below. Reload and fire second magazine of 5 rounds. Scan and recover to holster when threat has been addressed. **Total time allowed is 45 seconds**

Slide locks back or Malfunction

Shooter Shouts “COVER”

Partner Shouts “COVERING”

Magazine is changed

Shooter Shouts “READY”

Partner Shouts “OKAY”

Shooter must score a minimum of four (4) hits in the scoring area (40%)

10 Yards

10 rounds

Time as indicated

Shooters begin on the 15 yard line facing as indicated with weapon holstered. On command “gun, knife or threat”, shooters will pivot as indicated towards threat, draw to ready position and challenge the target verbally. On command “Advance”, shooters will advance to the 10 yard line continuing to issue verbal commands. At the 10 yard line the command to fire will be given. Engage with the stated number of rounds in the noted time limits. **Instructor’s discretion whether weapons are out at low ready prior to pivots or student draws the weapon after they pivot.**

Facing Left, Pivot to the RIGHT, Advance to 10 yards - Fire 2 Rounds in 4 seconds

Facing Right, Pivot to the LEFT, Advance to 10 yards - Fire 3 Rounds in 5 seconds

Facing to the Rear, Pivot 180 degrees, Advance to 10 yards - Fire 5 Rounds in 7 seconds

Shooter must score a minimum of eight (8) hits in the scoring area (80%)

7 Yards

10 rounds

Time as indicated

Shooters begin on 15 yard line with weapon holstered. On the 'threat' command, shooters will draw to the ready and issue verbal challenges. On the command "Advance", shooters begin moving to cover at the 7 yard line. Instructor will give the command to fire 2 rounds between the 15 and 7 yard line

Two Hand Stage

- Shooters will fire two **(2) rounds while moving.** **DO NOT LET THE SHOOTERS STOP TO SHOOT.**
- At the 7 yard line, shooters will position themselves behind cover with weapon in low ready position.
- On the fire command, shooters will engage with four **(4) rounds in 5 seconds.**

One hand Shooting Stage

- On fire command, shooter will fire **(2) rounds (STRONG HAND ONLY).** **No time limit.**
- Safely transition to support hand.
- On fire command, shooter will fire **(2) rounds (SUPPORT HAND ONLY).** **No time limit**
- Make a magazine change as necessary. Top off magazines if necessary.

Shooter must score a minimum of eight (8) hits in the scoring area (80%)

5 Yards

10 rounds

Time as indicated

Instructor will incorporate intermediate force level tools (baton, OC, handcuffs) and transitioning to deadly force. On the fire command, shooters will transition from the intermediate force level tool to their firearm and fire the stated number of rounds in the allotted time. The instructor may have the shooters move before, during or after the rounds are fired.

Movement to LEFT, Transition to Deadly Force & Fire 2 Rounds in 4 seconds

Movement to RIGHT, Transition to Deadly Force & Fire 2 Rounds in 4 seconds

Movement to LEFT, Transition to Deadly Force & Fire 2 Rounds in 4 seconds

Movement to RIGHT, Transition to Deadly Force & Fire 4 Rounds in 6 seconds

Shooter must score all 10 rounds in the scoring area (100%)

SCORE TARGET NOW IF NEXT STAGE IS SHOT AT CONTACT DISTANCE

3 Yards or closer

10 rounds

3 seconds

This stage simulates an Extreme Close Quarter Combat (ECQB) threat which escalates suddenly to deadly force. Shooters begin at 3 yard line or closer if possible.

- Instructor will indicate a distraction technique to be used consistent with Defensive Tactics training (palm heel strike, elbow strike, etc.).
- On the fire command, shooter will use the DT technique as a distraction, draw, and fire 2 rounds in 3 seconds and move as indicated. This is a fluid movement
- **Distract, Move while Drawing from the Holster, and quickly address threat**

Distract, Move while Drawing, Quickly Address Threat with 2 Rounds in 3 seconds (Right)

Distract, Move while Drawing, Quickly Address Threat with 2 Rounds in 3 seconds (Left)

Distract, Move while Drawing, Quickly Address Threat with 2 Rounds in 3 seconds (Back)

Distract, Move while Drawing, Quickly Address Threat with 2 Rounds in 3 seconds (Right & Back)

Distract, Move while Drawing, Quickly Address Threat with 2 Rounds in 3 seconds (Left & Back)

