

MPTC Patrol Rifle Qualification Course - 2016

50 Rounds Minimum Passing Score: 90% (94% for Firearms Instructors)

100% Round accountability - MPTC Scoring Criteria applies

The starting position for each stage will be from the "Low Ready Position"

Make magazine changes as needed.

All stages fired from standing unless otherwise noted.

50 Yards 10 rounds No time limit

10 Rounds to center mass. Shooter's choice of position.

25 Yards 12 rounds Time limits as noted

Start on 30 Yard line. On command "advance", shooters will move to 25 yard line and go to kneeling position to simulate shooting from cover. If cover is available – use it.

(1) On the fire command, shooters will fire 6 rounds from the dominant side.

(Optional – shooter fires 3 rounds from dominant side and 3 rounds from support side with no time limit)

(2) On the command "Stand", shooters will stand up. On the command "Up", shooters will fire two (2) rounds in 3 seconds from standing (off hand) position scoring center mass hits.

Repeat 2x more.

15 Yards 3 rounds 3 seconds / shot

On fire command, shooter fires 1 round for a head shot from offhand position in 3 seconds

Repeat 2x more. (Only hits above the neck line score points)

10 Yards 4 rounds 3 seconds / 2 shots

On fire command, shooter fires 2 rounds to center mass in 3 seconds to center mass

Repeat 1x more

7 Yards 6 rounds 2 seconds / 2 shots

On "threat" command, pivot to face target, engage with 2 rounds to center mass

Face left – 2 rounds in 2 seconds to center mass

Face right – 2 rounds in 2 seconds to center mass

Face rear – 2 rounds in 2 seconds to center mass

5 Yards 9 rounds

On fire command, shooter will fire a Failure Drill (2 rounds to center mass then 1 to head).

Repeat 2x more

Note: the shots to the head must strike above the neck line otherwise they are scored as a miss.

7 to 3 Yards 6 rounds

"Failure Drill on the Move"

Shooters begin on the 7 yard line. On the command "advance", shooters begin moving to the 3 yard line. On the command "UP", shooters will fire a Failure Drill – 2 rounds to center mass, 1 to head while on the move to the 3 yard line.

Shooters will not stop to shoot

Head shots must strike above the neck line in order to score points.

Repeat 1x more **Make all weapons safe**

All shooters will demonstrate the ability to “download” the rifle from TACTICAL to TRANSPORT condition. This is a testable component (i.e. REQUIRED) of the qualification. It may be done as part of the live fire qualification or with dummy ammo at a later date as long as it is documented.

SCORING

In order to score 100%, there must be 8 hits to head area and 42 hits to center mass which will signify proper Failure Drill execution.

MINIMUM NUMBER OF HITS REQUIRED

<u>Stage</u>	<u>Min # of hits</u>	<u>Notes</u>
50 yds*	7	
25 yds	10	
15 yds**	3	3 head shots
10 yds	4	
7 yds	6	
5 yds**	9	3 head shots
Moving**	6	2 head shots

*In the event you do not have 50 yards available yards, you may shoot the 10 rounds allocated for the 50 yard stage at the 25 yard line however these rounds must hit within the center 8 inch diameter scoring circle of the IALEFI Q style target. If you are using an approved target that does not have an 8 inch diameter scoring circle, you may draw one on the target or staple an 8 inch diameter paper plate to the target.

**These stages have mandatory head shots. If the “head shot” does not strike within the head scoring area, the shot scores no points regardless of where it lands on the “body”.

Note: In the event the shooter experiences a malfunction or runs dry, the student shall transition to their duty pistol and finish the fight (except at 50 yard line). If the shooter executes a proper transition, the rounds shall score as hits. If a student does not shoot the required number of rounds because of a malfunction, they must transition to be given credit for the rounds.

Revision date: 28 December 2015