

Sample MPOETC Shotgun Course
Total 5 rounds Rifled Slug, 8 rounds 00 Buck
Qualifying Score- 91 points

Stage	Yards	Rounds	Time	Positions	Description
1	50	2 Slugs	15 seconds	Standing Barricade	Safety on. Load to cruiser ready condition (chamber empty, magazine loaded, safety on, action locked closed) with two rounds of rifled slug and come to port arms position. On signal, assume standing barricade position, chamber a round disengage safety, and fire two rounds in 15 seconds.
2	25	3 Slugs	15 seconds	1 Standing, 2 Kneeling	Safety on. Load to cruiser ready condition with three rounds rifled slug and come to port arms position. On signal, chamber a round, disengage safety, and fire one round standing and two rounds kneeling position (using low cover) in 15 seconds.
(Score and paste targets)					
3	20	2 rounds 00 buck	10 seconds	Standing to Kneeling	Safety on. Load to cruiser ready condition with two rounds 00 buck and come to shouldered ready position. On command, assume kneeling position, chamber a round and fire two rounds in ten seconds.
4	15	4 rounds 00 buck	20 seconds	Standing to Kneeling Cover	Safety on. Combat load with two round 00 buck (chamber and magazine) and come to shouldered ready position. Shooter should have two extra rounds of 00 buck on person. On signal, disengage safety and fire two rounds standing, kneel behind low cover, reload with two rounds of 00 buck (one into chamber, one into magazine) and fire two rounds kneeling in 20 seconds.
5	7-15	2 rounds 00 buck	2 seconds	Challenge	Start at 15 yard line. Safety on. Combat load with two rounds 00 buck (chamber and magazine) and come to shouldered ready position. On command, line moves forward one step at a time, covering threat area. On command "Challenge!" shooters stop moving and issue verbal challenge "POLICE – DON'T MOVE!" while covering target. (Cover in high ready, safety on, finger outside trigger guard.). On signal, disengage safety, fire two rounds standing in two seconds.

Upon completion of course: Action open, safety on, shooters visually and physically check chamber, elevator (carrier), and magazine tube to confirm empty weapon.

Scoring: TQ-21 target. Rifled slugs: Hit in inner zone = ten points (times five slugs = 50 points); hit in or touching rest of silhouette = seven points. Buckshot pellets in or touching silhouette = one point each (times 72 = 72 points). Possible score 122. Qualifying: 91 points. Disengaging safety or finger inside trigger guard before firing signal = minus five points each occurrence. Shooter firing on "Challenge" command or before firing signal fails to qualify.