

Sample MPOETC Daylight Handgun Qualification Course Two Phase Course

Phase One Total 30 rounds. Qualifying Score - 113 points

Stage	Yards	Rounds	Time	Positions / Maneuvers	Description
1	25	8	40 seconds	Precision Fire from Cover	On signal, shooter draws and takes cover, and fires two rounds standing right side of barricade, two rounds kneeling right side of barricade, performs a tactical (magazine save) reload, and fires two rounds kneeling left side of barricade and then fires two rounds standing left side of the barricade. Firing is done using Roll-Out technique, firing two rounds per exposure and using a different location for each exposure in 40 seconds.
2	15	10	15 seconds	Move to Cover	On signal, shooter draws and fires two rounds at target, moves laterally two to three yards to kneel behind low cover or simulated cover, performs speed reload, fires three rounds at target from behind cover within 15 seconds. Perform twice. The second time, shooter starts with a total of two rounds in pistol, so reload is from a slide-locked position.
3	15-7	8	5-6 seconds	Walk and Draw	Start at 15-yard line. On command "Walk," shooters advance walking toward the target. On signal, shooters stop, draw, and fire four rounds in five to six seconds, depending on their distance from the target. Perform twice.
4	7	4	10 seconds	Strong Hand Support Hand Firing	On signal, shooter draws and fires two rounds strong hand only from eye level, de-cocks or engages safety, transfers weapon to support hand and fires two rounds with support hand only from eye level within ten seconds.

Instructions: All draws are from a snapped holster or if a plainclothes holster is used, it must be concealed. No "alibis," except for an inoperable weapon. Shooter must clear stoppages. Ammunition must be factory new service issue. After firing, participants recover to the "scan" position and make weapons safe, but do not holster until the command is given by the firearms instructor. Use TQ-21 Target scored 5-3.

At the end of Phase 1 a total of 30 rounds have been fired. Instructors shall score the target on a pass/fail basis. A total of 150 points are possible. Seventy-five percent or 113 points are required to successfully complete Phase I. At this point in the course, instructors will change, mark, or paste the target.

Sample MPOETC Daylight Handgun Qualification Course Two Phase Course

Phase Two Total 30 Rounds. Qualifying Score- 113 points

Stage	Yards	Rounds	Time	Positions	Description
1	1	6	3 seconds	Weapon Retention	Draw and fire two rounds in three seconds from a weapon retention stance. Perform three times.
2	1	6	4 seconds	Shove-Shoot	Shooter strikes at target with non-dominant hand (palm heel), steps back, draws, and fires two rounds in four seconds using two-handed hold. Perform three times. *See Body Armor Drill.
3	3	6	3 seconds	Reaction Shooting	Draw and fire two rounds in three seconds. Perform three times. *See Body Armor Drill.
4	2-7	10	8 seconds	Firing Retreat	Shooter starts at two yards. On signal, shooter draws and fires five rounds while moving back to the seven-yard line. Time limit is eight seconds. Perform twice. *See Body Armor Drill. For safety reasons, firearms instructors shall (if necessary) have shooters fire this stage in additional relays in order to provide adequate space between shooters and reduce the number of shooters firing at the same time.

Body Armor Drill – In order to incorporate this drill into the course, two additional rounds have been included in Phase II. After firing and recovering to the “Scan” position on Stages 2, 3, and 4, the firearms instructor will call out “Body Armor!” and the shooter shall fire one additional shot to an alternative target area (brain shot) with appropriate scoring designated in advance. **Perform twice. Total – Two rounds.**

A total of 30 rounds have been fired in this phase of the course. Instructors shall score the target on a pass/fail basis. A total of 150 points are possible. Seventy-five (75) percent or 113 points are required to successfully complete Phase II.

On any stage, the firearms instructor may call out, “Challenge!” instead of giving firing signal. Shooters must draw and verbally challenge (Police – Don’t Move! or other agency designated challenge) their targets utilizing the Universal Cover Mode. On signal, firing begins from this position or the instructor can direct the shooters to scan and holster without firing. If a shooter challenges and does not use the Universal Cover Mode (i.e., challenges with finger on the trigger), five points will be deducted from their score. If a shooter fires on the “Challenge” command, it will be considered a failure to qualify on that attempt.

Total – 60 Rounds – Both phases are scored separately on a pass/fail basis. Refer to Target Key. Seventy-five (75) percent or 113 points must be attained on each phase in order to successfully complete the course.

This qualification course, based on the Progressive Handgun Qualification Course developed by Emanuel Kapelsohn of the Peregrine Corporation has been modified and is used with permission.

Sample MPOETC Adverse Light Handgun Qualification Course

Total 50 Rounds Qualifying Score- 188

Stage	Yards	Rounds	Time	Positions/ Maneuver	Description
1	2	6	3 seconds	Weapon Retention	On signal, shooter draws and fires two rounds in three seconds from the weapon retention stance (strong hand only, weapon held close to torso, not extended). Perform three times (six rounds). Lighting condition: Darkness .
2	2	6	3.5 seconds	Shove-Shoot	On signal, officer strikes at target with support hand, yells "GET BACK," steps back one step with each foot while drawing to a two-handed eye-level hold, and fires two rounds in 3.5 seconds. Perform three times (six rounds). Lighting condition: Darkness .
3	3	4	3.5 seconds	Vehicle Stop	Shooter starts with handgun holstered, flashlight rested on support shoulder with support hand, illuminating target. On signal, shooter draws while taking one step back with each foot, and fires two rounds in 3.5 seconds. Perform two times (four rounds). Lighting condition: Darkness, flashlight illumination .
4	4	4	3 seconds	Draw & Fire	On signal, draw and fire two rounds in three seconds. Perform two times (four rounds). Lighting condition: Darkness .
5	7	4	4 seconds	Draw & Fire	On signal, draw and fire two rounds in four seconds. Perform two times (four rounds). Lighting condition: Flashing red lights .
6	8	6	3.5 seconds	Fire with flashlight from Ready Position	Shooter draws handgun and comes to ready position with flashlight in flashlight shooting stance. On signal, shooter illuminates target and fire two rounds in 3.5 seconds, then turns flashlight off. Perform three times (six rounds). Lighting conditions: Darkness, flashlight illumination .
7	10	8	20 seconds	Draw and fire with flashlight from holster	Flashlight in hand, handgun holstered. Handgun loaded with two rounds only. On signal, draw to flashlight shooting stance, illuminate target, fire two rounds, turn off light, take one step to the side, perform a speed reload, reassume flashlight-shooting stance, illuminate target, and fire two rounds in 20 seconds. Turn light off after firing and take one step to side after completion. Perform two times (eight rounds). Light condition: Darkness, flashing red lights .
8	15	12	20 seconds	Kneeling fire with tactical reload	On signal, shooter kneels to use low cover, draws, fires three rounds, performs tactical reload, and fires three rounds in 20 seconds. Perform two times (12 rounds). Lighting condition: Vehicle headlights (or equivalent) illuminating target, shooter in darkened area.

Total of 50 rounds. Possible 250 points. Seventy-five (75) percent (188 points) required to qualify. Lighting conditions described as "darkness" should be sufficiently dark that shooters cannot use conventional sight picture, but can distinguish target and threat level (gun in target's hand, etc.). At least twice total during Stages 3-7, command "challenge" is given, and shooters are required to draw to Universal Cover Mode (trigger finger outside trigger guard) and issue verbal challenge "POLICE- DON'T MOVE!" (or other agency-specified challenge). Thereafter, if firing signal is given, shooters fire. Shooters firing without firing signal being given fail to qualify on that attempt. Shooters challenging incorrectly (trigger finger inside trigger guard, or safety disengaged on single action weapons, etc.) minus ten points each time. Target: TQ-21 scored 5-3.