

Sample MPOETC Daylight Patrol Rifle Qualification Course
Phase One Total 25 rounds. Minimum score needed- 94 points

Stage	Yards	Rounds	Time	Positions	Description
1	100	8	60 seconds	Standing to prone	4 rounds, speed reload, 4 rounds center mass
2	75	6	60	Standing to sitting	3 rounds, tactical reload, 3 rounds center mass
3	50	5	1 round / 4 seconds	Standing from high ready	Center mass shots
4	50	6	2 rounds / 8 seconds	Standing to kneeling	Center mass, using cover, no support.

Phase Two Total 25 rounds. Minimum score needed- 94 points

Stage	Yards	Rounds	Time	Positions	Description
5	25	6	2 rounds / 4 seconds	Standing from high ready	Center mass *
6	10	2	1 round / 2 seconds	Standing from high ready	Head shot *
7	7	6	2 rounds / 2 seconds	Standing from high ready	Reaction Shooting (recommended "Front Sight" method)
8	5	7	2 rounds / 3 seconds	Standing from high ready	On signal ("Step Left" or "Step Right"), shooters take one step left or right while firing 2 rounds. Repeat in other direction. On one run instructor calls "Body Armor," upon which shooter fires 1 round to head.
9	3	4	2 rounds / 2 seconds	High Tuck from High Tuck ready	Center mass *

* On command "CHALLENGE!" (Given at least twice in stages 5, 6, 7, or 9), shooter verbally challenges target (e.g. "Police, Don't Move!") in high ready position, finger outside trigger guard, safety on. On firing signal, shooter engages target. If no firing signal is given, shooter does not fire. Shooter firing without firing signal being given fails to qualify. Challenging with finger inside trigger guard, minus 10 points. Challenging with safety off but finger outside trigger guard, minus 5 points.

Total rounds: 50

Target- TQ 21 or similar type, scored 5-3-0.

Total Qualifying score: 75% or 188 points. Shooters must also pass each Phase with a minimum score of 75% or 94 points per phase. Shooters must pass Phase One before proceeding to Phase Two.

Sample MPOETC Adverse Light Patrol Rifle Qualification Course
Phase One Total - 25 rounds. Minimum score needed- 94 points

Stage	Yards	Rounds	Time	Positions	Description
1	75	4	30 seconds	Standing to prone	Start prone, use range lights or vehicle headlights to allow sight picture
2	75	6	60 seconds	Standing to sitting	Same lighting as above, fire 3 rounds, tactical reload, 3 rounds, center mass
3	50	10	60 seconds	Standing to Kneeling	On signal, kneel, fire 5 rounds, speed reload, fire 5 rounds. Use barricade for cover. Lighting same as stage 1. Center mass shots
4	25	5	3 seconds/rd.	Standing	Start in high ready, on signal, fire 5 rounds, illumination by partner with flashlight.

Phase Two Total 25 rounds. Minimum score needed- 94 points

Stage	Yards	Rounds	Time	Positions	Description
5	25	6	2 rounds / 6 seconds	Standing from high ready	Illumination by shooter with hand held flashlight (two repetitions of two shots in 6 seconds) and one set of 2 rounds / 6 seconds using weapon mounted flashlight (if equipped. Center mass *
6	10	6	2 rounds / 3 seconds	Standing from high ready	Illumination by indirect headlights and flashing emergency lights. Perform three repetitions. *
7	7	3	1 round / 3 seconds	Standing from high ready	Head shot while using flashlight. *
8	7	6	2 rounds / 2 seconds	Standing from high ready	No artificial light. Perform three repetitions.
9	3	4	2 rounds / 3 seconds	High Tuck from High Tuck ready	No artificial light. Start in high tuck ready, (muzzle depressed slightly). Perform two repetitions. Center mass

* On command "CHALLENGE!" (Given at least twice in stages 5 through 8), shooter verbally challenges target (e.g. "Police, Don't Move!") in high ready position, finger outside trigger guard, safety on. On firing signal, shooter engages target. If no firing signal is given, shooter does not fire. Shooter firing without firing signal being given fails to qualify. Challenging with finger inside trigger guard, minus 10 points. Challenging with safety off but finger outside trigger guard, minus 5 points.

Total rounds: 50

Target- TQ 21 or similar type, scored 5-3-0.

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