

**MPTC PISTOL QUALIFICATION COURSE  
FOR MOBILE SHOOTING TRAILERS  
(Effective 1/1/2013)**

*Target to be used: Q-68 (Q target reduced to 67%). Available from Law Enforcement Targets ([www.letargets.com](http://www.letargets.com))*

**30 feet (15 yd equiv.)** 45 seconds  
Run two officers at a time at 15 yard line

- Load 2 magazines, each with 5 rounds
- Fire one magazine and perform a magazine change with communication
- Fire second magazine
- Total rounds fired: 10
- Shooter must score a minimum of four (4) hits in the scoring area (40%)

Shooters will fire the first magazine of 5 rounds and perform a magazine change. When performing that change shooters will communicate -

- Slide locks back or weapon malfunctions - Shooter Shouts “COVER”
- Partner Shouts “COVERING”
- Magazine is changed or malfunction cleared - Shooter Shouts “READY”
- Partner Shouts “OKAY”

This drill makes the shooter communicate to their partner that they have a problem.

**20 Feet (10 yd equiv.)**  
Run two officers at a time at 10 yard line

- Facing Left @ 15 yards, pivot and move to 10 yards Fire 2 rounds in 4 seconds
- Facing Right @ 15 yards, pivot and move to 10 yards Fire 3 rounds in 5 seconds
- Facing to the Rear @ 15 yards, pivot turn & move to 10 yards Fire 5 rounds in 7 seconds
- Shooter must score a minimum of eight (8) hits in the scoring area (80%)

Shooters will start at the 15 yard marker, weapon holstered.

On the command, **Shooters will turn, draw** and move to the 10 yard mark with weapons drawn up on target. Shooter will fire when reaching the 10 yard marker the rounds required. This drill will be performed dry first before moving to live firing.

**14 feet (7 yd equiv.)**  
Run two officers at a time at 7 yard line

- Shooter will fire two (2) rounds while moving to 7 yard line (no time limit)
- Shooter will fire four (4) rounds in five (5) seconds from cover (if available)
- Shooter will fire two (2) rounds dominant hand only (no time limit)
- Shooter will fire two (2) rounds non-dominant hand only (no time limit)
- Shooter must score a minimum of eight (8) hits in the scoring area (80%)

*(continued)*

## TWO HAND STAGES

Shooter will start from the 15 yard marker. On command, draw, issue verbal commands. On the command “advance” shooters will move to a position of cover at the 7 yard line. Upon receiving the command to fire, shooters will engage with 2 rounds on the move. Instructors will not let the shooter stop to shoot. At the 7 yard line, from the low ready position and behind cover if available, shooter will engage with 4 rounds in 5 seconds on command to fire. Use cover properly.

## ONE HAND STAGES (no time limits)

On command to fire, shooter will engage with 2 rounds using one hand (dominant hand only).

Shooter will safely transition duty pistol to their non-dominant hand.

On command to fire, shooter will engage with 2 rounds using non-dominant hand only.

## **10 feet (5 yd equiv)**

### **RUN ONE OFFICER AT A TIME AT 5 YARD LINE**

- Movement to the left, transition to Deadly Force, Fire 2 Rounds
- Movement to the right, transition to Deadly Force, Fire 2 Rounds
- Movement to the left, transition to Deadly Force, Fire 2 Rounds
- Movement to the right, transition to Deadly Force, Fire 4 Rounds
- Shooter must score ALL rounds in the scoring area (100%)

The Transition can be from O/C, baton or handcuffs simulating that the current force level option has escalated to Deadly Force. Shooter will make magazine changes when necessary.

On the command, shooter will transition to deadly force (firearm) and fire the prescribed number of rounds.

***If you are shooting the next stage at “contact distance”, score targets now and add 20 points. This is your recorded qualification score.***

## **6 feet (3 yd equiv)**

### **RUN ONE OFFICER AT A TIME AT 3 YARD LINE**

CQB w/distraction technique	Move to the right while drawing, fire 2 rounds in 3 seconds
CQB w/distraction technique	Move to the left while drawing, fire 2 rounds in 3 seconds
CQB w/distraction technique	Move to the rear while drawing, fire 2 rounds in 3 seconds
CQB w/distraction technique	Move back and right while drawing, fire 2 rounds in 3 sec.
CQB w/distraction technique	Move back and left while drawing, fire 2 rounds in 3 sec.

At this distance there are many defensive tactics which can be deployed. The firearms instructor will determine what tactic to be deployed at a Close Quarter Battle (CQB) condition. On the command, shooter will deploy the CQB tactic as instructed and demonstrated. Movement will be employed at this distance. All rounds will count when scoring the target.

## **MPTC Qualification Scoring**

### ***Instructors:***

***94% overall minimum***

***Minimum scoring as indicated at each stage***

***100% round accountability (all rounds in “body”)***

### ***Non-instructors:***

***80% overall minimum***

***Minimum scoring as indicated at each stage***

***100% round accountability (all rounds on paper)***