

Commonwealth of Massachusetts
Municipal Police Training Committee

RANGE MANUAL



FIREARMS TRAINING QUALIFICATION COURSES

Revised November 2017

Produced with the assistance of the

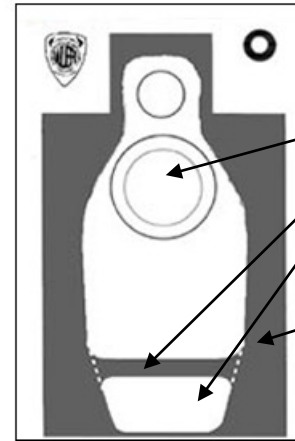


*Massachusetts Law Enforcement
Firearms Instructors & Armorers' Association*

MPTC SCORING CRITERIA

*Applies to all MPTC instructor qualification
courses of fire on IALEFI Q(P) target*

IALEFI-QP



Rounds in White Scoring Area including the band between the upper "Q" and the pelvic girdle score 2 pts. each.

Rounds in "torso" are hits but score no points.

See below

Instructors: 94% MINIMUM PASSING SCORE

Rounds outside torso or off the paper are missed rounds for purposes of 100% Round Accountability. Shoot that stage over.
15 & 10 yards – only 3 misses permitted
7, 5 & 3 yards – NO MISSES PERMITTED

Veteran Officer In-Service: 80% MINIMUM PASSING SCORE

Rounds outside the torso but on the paper do not score but are NOT a disqualifier.

Rounds off the paper are a disqualifier and cause for shooting that stage over.

Maximum number of misses permitted:

15 yards – 6

10 yards – 2

7 yards – 2

5 yards – NO MISSES PERMITTED

3 yards – NO MISSES PERMITTED

MPTC Handgun Qualification Course

80 % Minimum Passing Score

94% Minimum Passing Score for Firearms Instructors

100% Round accountability

MPTC Scoring Criteria applies

15 Yards 45 Seconds Min of 4 Scoreable rounds

- 2 Magazines each with 5 rounds
- Fire one magazine and perform a magazine change with communication
- Fire second magazine
- Total rnds fired = 10 **4 rounds must hit scoring area**

Shooter fires their first magazine of 5 rounds. At slide lock back (or malfunction) they yell "cover" to their partner (partner yells "covering") and perform the reload. When loaded, shooter yells "ready" and fires 2nd 5 round magazine. Partner yells "OK".

10 Yards Minimum of 8 Scoreable rounds

- Face Left @ 15 yards, turn and move to 10 yards,
Fire 2 rounds in 4 seconds
- Face Right @ 15 yards, turn & move to 10 yards,
Fire 3 rounds in 5 seconds
- Face Rear @ 15 yards, turn & move to 10 yards,
Fire 5 rounds 7 seconds

Shooters will start at the 15 yard line with weapon holstered. On the command "gun or knife" the shooter pivots, draws weapon and issues verbal commands. On command "advance" shooter will move to the 10 yard line covering the target. Shooter will fire from the 10 yard line on the command "threat". This drill may be performed dry first before moving to live firing.

3 Range commands – Gun or Knife; Advance and Threat

7 Yards Minimum of 8 Scoreable rounds

- Move from 15 yards to cover (when available) at 7 yards firing 2 rounds on the move
- Fire 4 rounds properly using cover
- Fire 2 rounds dominant side hand only
- Fire 2 rounds non-dominant side hand only

Shooter will start at the 15 yard line with weapon holstered.

On command "threat", shooter draws weapon and issues verbal commands. On command "advance", shooter moves to cover (if available) at the 7 yard line while issuing verbal commands and covering the threat.

Shooter will fire 2 rounds on the move on command.

At the 7 yard line and from behind cover, engage with 4 rounds on command from Low Ready

At the 7 yard line from behind cover, engage with 2 rounds STRONG side hand only on command.

At the 7 yard line from behind cover, engage with 2 rounds using SUPPORT side hand only on command.

Make magazine change if necessary.

ALL ROUNDS MUST HIT PAPER - 100% ROUND ACCOUNTABILITY

5 Yards Minimum of 10 Scoreable rounds

- Movement to LEFT, Transition to Deadly Force,
Fire 2 rounds in 4 seconds
- Movement to RIGHT, Transition to Deadly Force
Fire 2 rounds in 4 seconds
- Movement to LEFT, Transition to Deadly Force,
Fire 2 rounds in 4 seconds
- Movement to RIGHT, Transition to Deadly Force
Fire 4 rounds in 6 seconds

The transition can be from O/C, baton etc. simulating that the current force level option has escalated to deadly force.

ALL ROUNDS MUST HIT PAPER - 100% ROUND ACCOUNTABILITY

REMINDER: SCORE TARGETS NOW

3 Yards & In 2 Rounds in 3 seconds

- Distract, Move RIGHT while drawing, Fire 2 Rounds in 3 seconds
- Distract, Move LEFT while drawing, Fire 2 Rounds in 3 seconds
- Distract, Move BACK while drawing, Fire 2 Rounds in 3 seconds
- Distract, Move RIGHT & BACK while drawing, Fire 2 Rounds in 3 seconds
- Distract, Move LEFT & BACK while drawing, Fire 2 Rounds in 3 seconds

This stage simulates an Extreme Close Quarters Combat (ECQC) threat which escalates suddenly to a deadly threat. Shooters will shoot from 3 yd line or closer if possible.

Instructor will indicate which distraction technique should be used consistent with current DT training (palm-heel, elbow strikes, etc.)

On the command, Shooter will employ a DT technique as a distraction, draw pistol and engage with 2 rounds then move off the threat axis as instructed (left, right or rear). This is a fluid motion.

DISTRACT – MOVE – SHOOT

ALL ROUNDS MUST HIT PAPER - 100% ROUND ACCOUNTABILITY

THIS PAGE LEFT BLANK

MPTC Concealed Carry / Back Up Gun

Qualification Course

*100% Round accountability - MPTC Scoring Criteria applies
ALL PRESENTATIONS ARE DONE FROM CONCEALMENT
REVOLVER SHOOTERS ARE GIVEN 3 EXTRA SECONDS FOR
RELOADING*

*Utilize verbal commands, have spare ammo handy
Due the varied nature of carrying a concealed handgun,
reholstering is NOT a testable element*

7 Yards 10 rounds 15 seconds

Stage fired in 2 phases from cover (if available).

On command to fire, shooter goes to kneeling behind cover and fires FIVE (5) rounds from strong side of cover, reload, scan at Low Ready and reholster standing.

On second command to fire – repeat the above but fire from support side of cover.

Total time for each phase (shoot & reload) is 15 seconds.

5 Yards 10 rounds 10 seconds

This stage is fired in 2 phases. Shooter starts at the 3 yard line and on the command of THREAT, shooter will move back to cover at the FIVE yard line, drop to kneeling and fire FIVE (5) rounds STRONG HAND ONLY. Scan while reloading. Stand and reholster. Repeat once more.

Total time for each stage is 10 seconds.

5 Yards 10 rounds 5 seconds

This stage is fired in 2 phases. Shooter begins facing away from the threat (target). On command to fire, shooter will pivot, draw and fire FIVE rounds in FIVE (5) seconds. Scan for additional threats and recover to the holster. Repeat facing in another direction.

3 Yards 10 rounds 10 seconds

On the command to fire, shooter will draw and fire FIVE (5) rounds using their dominant hand only. Reload, scan and assume Gun Ready position. Shift weapon to support side hand. On command to fire, shoot FIVE (5) rounds using support side hand ONLY.

Total time for each phase is 10 seconds.

1 Yard 5 rounds 4 seconds

This stage simulates a close in immediate deadly threat.

On command to fire, shooter will perform a distraction (DT) technique, step back two steps while drawing and fire TWO (2) rounds dominant hand ONLY. Scan and cover the target.

On next command to fire, shooter will shoot 3 rounds – two to center mass and one to the head.

Total time for each phase is 4 seconds.

SCORE TARGET NOW

1 Yard 5 rounds not timed

Start from “interview stance”. On command to fire, take one step in the direction indicated by instructor, draw and fire THREE (3) rounds. Scan and recover to holster. Repeat firing TWO (2) rounds.

MPTC Patrol Rifle Qualification Course
50 Rounds (2016 revision)

80% Minimum Passing Score

94% Minimum Passing Score for Firearms Instructors

100% Round accountability

MPTC Scoring Criteria applies

The starting position for each stage will be from the **“Low Ready Position”** and on the instructor command. Make magazine changes as needed. All stages fired from standing except as noted.

50 Yards **10 rounds** **No time limit**
10 Rounds to center mass. Shooter’s choice of position.

25 Yards **12 rounds**
Start on the 30 yd line. On command “advance”, shooters will move to 25 yd line and assume KNEELING position to simulate shooting from low cover. If cover is available – use it.

1. On the fire command – shoot six (6) rounds from dominant side of cover.

(Optional: shooter fires 3 rounds from dominant side then 3 rounds from non-dominant side of cover.)

2. On the command “stand”, shooters will stand. On the “UP” command, shooters will fire two (2) rounds from off hand position.

Repeat 2x more.

15 Yards **3 rounds**
1 round – head shot from offhand position in 3 seconds
Repeat 2x more. (Only hits above neck score points)

(continued)

10 Yards **4 Rounds**
2 Rounds in 3 seconds to center mass
Repeat 1x more

7 Yards **6 rounds**
On “threat” command, pivot to face target, engage with
2 Rounds in 2 seconds 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 rds center mass / 1 to head).
Repeat 2x more.

7 Yards moving to 3 Yards **6 rounds**
“Failure Drill on the Move”
Begin on 7 yd line. On command “advance”, shooters being moving forward to 3 yd line. On “up “ command, shooters fire a Failure Drill – 2 rounds to center mass, 1 to head while moving to 3 yard line. Shooters will not stop to shoot! Repeat 1x more.

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

Make weapons safe

(continued)

SCORING

In order to score 100%, there must be 8 hits to the head area and 42 hits to center mass which signifies proper execution of the Failure Drills. All rounds must be accounted for.

MINIMUM NUMBER OF HITS REQUIRED

<u>Stage</u>	<u>Min # of hits</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

* For those departments that do not have 50 yds, they may shoot this stage at the 25 yds BUT the scoring area for this stage will be the 8 inch diameter green circle on the IALEFI Q target. On other targets you should draw an 8 inch scoring circle.

** 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 in the body.

Qualification score (individual officer): 90%

Qualification score (instructors): 94%

Note: If student has to perform a transition during the course of fire Instructors will count the rounds 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.

THIS PAGE LEFT BLANK

MPTC Shotgun Qualification

25 Rounds

Notes: For ease in scoring, it is recommended the course be fired with slug ammunition. In this course of fire, the term “up” is used as the cue to fire. It should be noted that any cue such as “six” or “deadly threat” can be used as well. The command to fire should be decided by the instructor based on their agency’s policy.

80% Minimum Passing Score

94% Minimum Passing Score for Firearms Instructors

All rounds must be accounted for.

Begin each stage scanning from the low ready position

STAGE ONE 25 yds 3 rounds (slug) KNEELING FROM COVER

Start at the 30 Yard Line: Begin with the shotgun in the condition it is normally transported. Spare ammo positioned on the weapon or on the body. Instructors are encouraged to have their officers demonstrate their ability to remove the weapon from the storage location in the vehicle if applicable

On the command “**threat**”, shooter accesses their weapon and chambers a round.

On the command “**advance**”, shooter advances to 25 yard line, cover target from **kneeling position** and issue verbal commands.

On the command “**up**”, shooter engages target with **3 rounds**, scan while covering the target then **top off their magazines**.

*On the command to “**advance**”, shooters will move to the 15 yard line covering their target. **Finger off trigger – Safety ON***

STAGE TWO 15 Yards 4 Rounds (Slug)

At the 15 yard line, on the command “up”, engage the target with **4 rounds** from the standing position.

Shooters will scan for additional threats, cover the target and top off magazine.

*On Command “**Advance**”, move to the 10 yard line*

Finger off the trigger – Safety ON.

STAGE THREE 10 Yards 6 rounds PIVOT & SHOOT

Instructors should demonstrate the SAFETY CIRCLE and how to keep the muzzle depressed inside it when pivoting.

REMEMBER – “Look, Pivot then Engage”

Shooter will face to the right. On command “threat”, pivot towards threat and fire one round.

Repeat 1X (2 rounds)

Shooter will face to the left. On command “threat”, pivot towards threat and fire one round.

Repeat 1X (2 rounds)

Shooter will face to the rear. On command “threat”, pivot towards threat and fire one round.

Repeat 1X (2 rounds).

Cover target – Scan – Top Off

(continued)

STAGE FOUR 10 to 7 yds 4 rounds
SHOOTING ON THE MOVE

On the command “**Advance and Engage**”, shooter will advance to the 7 yard line while firing two rounds on the move. **Shooter must NOT stop to fire.**
Repeat 1x for a total of 4 rounds.

Safety ON – Scan – Top off magazine if necessary

STAGE FIVE 7 Yds 6 rounds
CONTROLLED PAIRS w/ movement

Shooter faces threat at LOW READY position.
On the command “**up**”, engage with two rounds and move one (1) step laterally (left or right) as directed.
Repeat 2x more for 6 rounds total

Scan – cover threat – Safety On
On the command “Advance to the Five”, shooters move forward to the 5 yard line.

STAGE SIX 5 Yards 2 rounds
HAMMER DRILL

Position shooters facing the threat with weapon at “low ready”.
On the command “**up**”, fire two rounds in rapid succession to center mass.

(continued)

SHOOTER MUST DEMONSTRATE ABILITY TO UNLOAD & DOWNLOAD THE SHOTGUN

This skill set is part of the shotgun qualification program and must be demonstrated. It may be demonstrated before or after the live fire session or even with dummy ammo in a classroom setting at the instructor’s discretion.

LESS LETHAL 12 GA. SHOTGUN

Munitions: Department approved 12 gauge bean bag tail stabilized rounds

Target: MPTC approved SIMS Target (front & back)

Total Rounds: 8 per officer

Qual Score: 80% (6 of 8 must hit designated Intended Target Areas (ITAs))

Setup two MPTC SIMS Targets (one front & one back view)

Shooter must verbalize prior to each shot and reload as needed

ITA = Intended Target Area

Stage 1 45 Feet 2 rounds

No time limit

On command, fire 1 round to a FRONT PRIMARY ITA.

Immediately top off and fire 1 rounds to a BACK PRIMARY ITA. - Top off

Stage 2 30 to 15 feet 3 rounds

Movement from 30 ft to 15 ft

On command, shooter & lethal cover officer advance to cover @ 15 ft line firing one (1) round to a BACK PRIMARY ITA while on the move.

Top Off (continue moving to 15 foot line)

Situation is escalating rapidly to deadly force

From cover at 15 foot line -

Fire 1 round to a FRONT SECONDARY ZONE ITA

Fire 1 round to a FRONT LETHAL ITA

Lethal Cover will simultaneously fire a failure drill (2 body — 1 head) or verbalize and cover threat

(continued)

Stage 3 15 to 30 feet 3 rounds

On command, Shooter & Lethal cover officer withdraw to cover at the 30 ft position firing 1 round to BACK PRIMARY ITA on the move.

Situation is escalating rapidly – ultimately to deadly force

At the 30 foot line -

Fire 1 round to a FRONT SECONDARY ITA and

Fire 1 round to a FRONT LETHAL ITA

(Shotgun is out of ammo – deadly force required)

Transition to handgun - fire 3 rounds to center mass.

Lethal Cover will simultaneously fire 3 rounds center mass.

When a live range is not available, use of clear and safe firearms or “Blue Guns” for safety purposes is permitted. Lethal Cover Officer should use verbal commands and indicated verbally when they would fire.

Recommendation: Demonstrate at least one round from the maximum effective range of the munitions capability to show loss of kinetic energy and deviation from point of aim.

40mm Qualification Course

Target: MPTC approved SIMS Target (front & back)

Total Rounds: 6

Qualification Score: 5 out of 6 must hit designated intended target areas (ITAs)

Setup two MPTC SIMS Targets (one front & one back view)

Shooter must verbalize prior to each shot and reload as needed

ITA = Intended Target Area

Start with empty launcher (safety on, optics off)

Stand at designated start point. Simulate cruiser deployment.

Shooters choice on authorized target area unless otherwise specified. **REMEMBER "ITA" Intended Target Area.**

1. 40+ feet No rounds fired on this stage

- Simulated Cruiser Start location
- Check Safety is on. Turn on Optic (where applicable)
- Safely load a round in to the chamber
- Have extra munitions on the launchers stock or in carrier
- Re-confirm safety is on

2. 40 feet 1 round fired from this stage

- From Cruiser Start Point
- On command move as a group to the 40ft line
- Address threat area and verbalize while moving. (no shots fired until stopped on 40ft line)
- On threat command fire one round at **front primary ITA**
- Remember to Verbalize (less lethal)
- Safety on
- Depress the catch lever to open the breach
- Reload

3. Shooting on the move (40ft to 30ft) 1 round fired at this stage

- Start at 40ft line
- On command begin moving to the 30ft line
- On command fire 1 round at Front Primary ITA while moving
- Safety on

- Reload
- Stop at 30ft line

4. Shooting on the move & static -Total 2 rounds fired

- Start at 30ft line
- On command advance to the 20ft line
- On command fire 1 round to **Rear Primary ITA** on the move
- Safety on
- Stop at 20ft line
- Reload and immediately fire 1 follow-up round at **Secondary target area** from 20ft line. (static, no moving on follow up shot)

5. Total 1 round fired on this stage

- Start at 20ft line
- On command begin moving rearward
- On threat command fire 1rnd at **Rear Primary ITA** while moving to the rear
- safety on & reload
- Stop at 30ft line

6. No rounds fired

- Start at 30ft line
- On command move rearward as group addressing threat area
- Stop at 40ft line

7. 40 foot - 1 round fired

- At the 40ft line fire 1 round at targeted area
- Safety on
- Show a clear and safe launcher.

When a live range is not available, use of clear and safe firearms or "Blue Guns" for safety purposes is permitted. Lethal Cover Officer should use verbal commands and indicated verbally when they would fire.

Recommendation: Demonstrate at least one round from the maximum effective range of the munitions capability to show loss of kinetic energy and deviation from point of aim.

PISTOL SAFETY / SKILLS ASSESSMENT

Requirements:

- 32 rounds of pistol ammunition (**26 rounds fired**)
- Three (3) rounds of inert/plastic/dummy training ammunition

Preparation:

- Start at the 7-yard line with pistols holstered.
- Shooters will load two (2) rounds into three (3) magazines.
- Pistol to remain empty until instructed to load.
- All necessary equipment to be brought to firing line by shooters.

ALL EXERCISES DONE AT 7 YARD LINE

- 1. Draw pistol - show a safe & empty weapon.** *The Instructor Trainer will confirm the safe/empty pistol before the pistol is returned to the holster.*
- 2. Draw pistol - load & make street ready.** *Holster pistol.*
- 3. Draw pistol - verbal challenge & cover threat target.** *Holster pistol.*
- 4. Draw pistol - fire 2 rounds & RELOAD.** *Low ready position.*
- 5. Draw pistol - fire 2 rounds & RELOAD.** *Holster pistol. Remove magazine from pistol & insert one "dummy" round into the magazine. Return the magazine to the pistol.*
- 6. Draw pistol - fire 2 rounds while clearing the malfunction.** *Pistol will be empty. Holster pistol. Shooter uses two magazines. Load each with five (5) rounds. Place magazines into magazine pouch.*

Instructor will set up double feed malfunction/stoppage using last magazine and pistol. Pistol will be at low ready.
- 7. Present pistol - clear double feed & fire 5 rounds. RELOAD.** *Holster pistol.*
- 8. Draw pistol - fire 3 rounds using weapon hand only grip.** *Transition pistol to support hand. Low ready.*

- 9. Present pistol - fire 2 rounds using support hand only grip.** *Pistol will be empty of ammunition. Close slide and transition pistol to weapon hand. Holster pistol.*

Shooter will use two magazines & will load eight (8) rounds into each magazine.

Instructor will allow shooters to load pistol & make it street ready. All pistols will be holstered.

- 13. Step right (lateral movement) - draw & fire 2 rounds.** *Holster pistol. .*
 - 14. Step left (lateral movement) – draw & fire 1 rounds.** *Holster pistol.*
 - 16. Draw pistol – fire 3 rounds, perform a TACTICAL RELOAD & fire 4 rounds.** *Holster pistol.*
 - 17. Draw pistol - show a safe & empty weapon.** *The Instructor Trainer will confirm the safe/empty pistol before the pistol is returned to the holster.*
- NOTE: As stated in the REQUIREMENTS section of this course of fire, the drill requires shooters to load 32 rounds of ammunition even though only 26 rounds are actually fired during the assessment. Because of this, the shooter will still have several rounds loaded in the pistol/magazine at the conclusion of the course of fire. The shooter will have to fully unload the pistol and show a safe and empty weapon.*

PATROL RIFLE SAFETY / SKILLS ASSESSMENT

Requirements:

Patrol rifle w/ sling & two magazines

20 rounds of rifle ammunition (**15 rounds fired**)

Preparation:

All evolutions are conducted at 25 yard firing line. Shooters will load both rifle magazines with ten (10) rounds each. All magazines will be on the shooter's person and not loaded in the weapons. All necessary equipment will be brought to the firing line by the shooters.

25 YARDS:

1. **Standing/Ready - verify a safe & empty rifle.** *Sling rifle.*
2. **Standing/Ready - load & make rifle street-ready.** *Rifle at low ready.*
3. **Standing/Ready - fire 3 rounds.** *Low ready position.*
4. **Standing/Ready - move to KNEELING & fire 3 rounds.**
Recover to Standing. *Low ready position.*
5. **Standing/Ready - move to PRONE & fire 3 rounds.**
Recover to Standing. *Low ready position.*
6. **Standing/Ready - fire 6 rounds with reloading.** *Low ready position.*

(This page intentionally left blank)

NOTE: As stated in the REQUIREMENTS section of this course of fire, the drill requires shooters to load 20 rounds of ammunition even though only 15 rounds are actually fired during the assessment. Because of this, the shooter will still have several rounds loaded in the rifle/magazine at the conclusion of the course of fire. The shooter will have to fully unload the rifle and show a safe and empty weapon.

SHOTGUN SAFETY / SKILLS ASSESSMENT

Requirements:

Patrol rifle w/ sling & two magazines
Duty pistol w/ holster & one magazine
12 rounds of shotgun ammunition (**10 rounds fired**)
10 rounds of pistol ammunition

Preparation:

All shooting done at the 10 yard firing line.
Shooters will begin with the shotgun unloaded.
All necessary equipment will be brought to the firing line by the shooters.

1. **Standing/Ready - verify a safe & empty shotgun.** *Sling shotgun.*
2. **Draw Pistol - load & make street ready.** *Holster pistol.*
3. **Standing/Ready - ADMINISTRATIVELY load 2 rounds into the shotgun.** *Shotgun at low ready.*
4. **Standing/Ready – Make street ready, issue verbal challenge, & cover the target.** *Low ready.*
5. **Standing/Ready – fire 2 rounds, COMBAT load 1 round & fire 1 round.** *Shotgun is empty. Low ready.*

Instructor will have shooters administratively load shotgun with 3 rounds and then make it street ready.

6. **Standing/Ready – fire 3 rounds. When empty, transition to pistol & fire 5 rounds from pistol.** *Holster pistol. Low ready position.*

Instructor will have shooters load shotgun with 4 rounds and make it street ready.

7. **Standing/Ready – fire 2 rounds & TACTICALLY RELOAD / TOP OFF the magazine with 2 rounds.** *Low ready position.*
8. **Standing/Ready – fire 2 rounds.** *Low ready position.*

9. **Standing/Ready – unload shotgun & verify safe/empty condition.**

NOTE: As stated in the REQUIREMENTS section of this course of fire, the drill requires shooters to load 12 rounds of ammunition even though only 10 rounds are actually fired during the assessment. Because of this, the shooter will still have multiple rounds loaded in the shotgun chamber/magazine at the conclusion of the course of fire. The shooter will have to fully unload the shotgun and show a safe and empty weapon