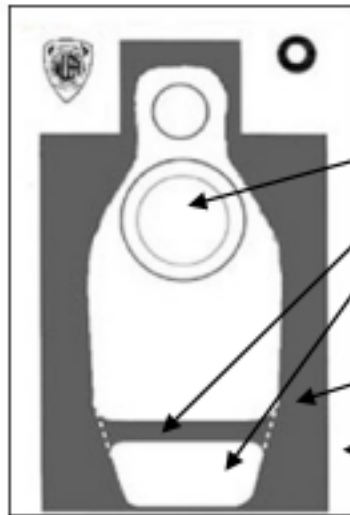


MPTC Firearms Training Qualifications Courses

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 (50RDS)

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 an emergency reload with communication
- Fire second magazine
- Total rounds fired = 10

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

10 Yards Minimum of 8 Scoreable Rounds

- Face left at the 15yrd line, turn and move to 10yrd line.
 - Fire 2 rounds in 4 seconds
- Face right at the 15yrd line, turn and move to 10yrd line.
 - Fire 3 rounds in 5 seconds
- Face rear at the 15yrd line, turn and move to 10yrd line.
 - Fire 5 rounds in 7 seconds

Shooters will start at the 15yrd line with weapon holstered. On the command "Look" the shooter turns head and ID's their target. On the command "turn" the shooter pivots. On the command "Draw" the shooter draws weapon and issues verbal commands. On command "advance" shooter will move to the 10yrd line covering the target. Shooter will fire from the 10yrd line on the command "Up". This drill may be performed dry first before moving to live firing. Range commands – Look, Turn, Draw; Advance; and Up.

7 Yards Minimum of 8 Scoreable rounds

- Move from 15yds to cover (when available) at 7yds 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 15yrd 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 7yrd line while issuing verbal commands and covering the threat. Shooter will fire 2 rounds on the move after the "up" command. At the 7yrd line and from behind cover, engage with 4 rounds on the "up" command from Low Ready. At the 7yrd line from behind cover, engage with 2 rounds STRONG side hand only on the "up" command. At the 7yrd line from behind cover, engage with 2 rounds using SUPPORT side hand only on the "up" command. Make magazine change with your strong hand if necessary.

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

Shooters will start with OC holstered or in their strong hand. On the command "OC/Challenge" shooters will draw and present their OC while verbally challenging the target. On the command "UP" shooters will drop their OC and draw their firearm, simulating that the current force level option has escalated to deadly force, and fire the number of rounds given.

IF THIS STAGE IS FIRED FROM ECQB/BODY INDEX SCORE 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 "Up", Shooter will employ a DT technique as a distraction, move off the threat axis as instructed, draw and engage with 2 rounds. This is a fluid motion. DISTRACT – MOVE – SHOOT

MPTC Patrol Rifle Qualification Course (50RDS) - 2016

90% 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"

Make magazine changes as needed.

All stages fired from standing unless otherwise noted.

50 Yards 10 rounds No time limit

- 10 Rounds to center mass. Shooter's choice of position.

25 Yards 12 rounds Time limits as noted

- Start on 30 Yard line. On command "advance", shooters will move to 25yrd line and go to kneeling position to simulate shooting from cover. If cover is available – use it.
- On the fire command, shooters will fire 6 rounds from the dominant side.
 - (Optional – shooter fires 3 rounds from dominant side and 3 rounds from support side with no time limit)
- On the command "Stand", shooters will stand up. On the command "Up", shooters will fire two (2) rounds in 3 seconds from standing (off hand) position scoring center mass hits.
 - Repeat 2x more.

15 Yards 3 rounds 3 seconds / shot

- On fire command, shooter fires 1 round for a head shot from offhand position in 3 seconds
 - Repeat 2x more. (Only hits above the neck line score points)

10 Yards 4 rounds 3 seconds / 2 shots

- On fire command, shooter fires 2 rounds to center mass in 3 seconds to center mass
 - Repeat 1x more

7 Yards 6 rounds 2 seconds / 2 shots

- Face left, turn and engage 2 rounds in 2 seconds to center mass
- Face right, turn and engage 2 rounds in 2 seconds to center mass
- Face rear, turn and engage 2 rounds in 2 seconds to center mass

On the command "Look" the shooter turns head and ID's their target. On the command "turn" the shooter pivots. On the command "Up" the shooter brings the rifle on target and engages.

5 Yards 9 rounds

- On fire command, shooter will fire a Failure Drill (2 rounds to center mass then 1 to head).
- Repeat 2x more

Note: the shots to the head must strike above the neck line otherwise they are scored as a miss.

7 to 3 Yards 6 rounds “Failure Drill on the Move”

- Shooters begin on the 7yrd line. On the command “advance”, shooters begin moving to the 3yrd line. On the command “UP”, shooters will fire a Failure Drill – 2 rounds to center mass, 1 to head while on the move to the 3yrd line.
 - Shooters will not stop to shoot
 - Head shots must strike above the neck line in order to score points.
 - Repeat 1x more

Note: the shots to the head must strike above the neck line otherwise they are scored as a miss.

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

SCORING

In order to score 100%, there must be 8 hits to head area and 42 hits to center mass which will signify proper Failure Drill execution.

MINIMUM NUMBER OF HITS REQUIRED

Stage	Min # of hits	Notes
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

*In the event you do not have 50 yards available yards, you may shoot the 10 rounds allocated for the 50 yard stage at the 25 yard line however these rounds must hit within the center 8 inch diameter scoring circle of the IALEFI Q style target. If you are using an approved target that does not have an 8 inch diameter scoring circle, you may draw one on the target or staple an 8 inch diameter paper plate to the target.

**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 on the “body”.

Note: In the event the shooter experiences a malfunction or runs dry, the student shall transition to their duty pistol and finish the fight (except at 50 yard line). If the shooter executes a proper transition, the rounds shall score 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.

MPTC Shotgun Qualification (25RDS)

80% Minimum Passing Score

94% Minimum Passing Score for Firearms Instructors

100% Round Accountability- MPTC Scoring Criteria Applies

Begin each stage scanning from the low ready position

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.

25 Yards 3 rounds (slug) KNEELING FROM COVER

- On the command "threat", shooter accesses their weapon and chambers a round.
- On the command "advance", shooter advances from the 30yrd line to the 25yrd line, cover their 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 15yrd line covering their target.
 - Finger off trigger – Safety ON

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

15 Yards 4 Rounds (Slug)

- At the 15yrd 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 10yrd line
 - Finger off the trigger – Safety ON.

10 Yards 6 rounds PIVOT & SHOOT

- Face Right, turn and engage 1 round
 - Repeat 1X (2 rounds)
- Face Left, turn and engage 1 round
 - Repeat 1X (2 rounds)
- Face rear, turn and engage 1 round
 - Repeat 1X (2 rounds)
- Cover target – Scan – Top Off

*Instructors should demonstrate the SAFETY CIRCLE and how to keep the muzzle depressed inside it when pivoting.
REMEMBER – "Look, Turn, Up"*

10 to 7 yds 4 rounds SHOOTING ON THE MOVE

- On the command “Advance” shooter will advance to the 7yrd line. On the “Up” command shooters will fire 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

7 Yards 6 rounds CONTROLLED PAIRS w/ movement

- Shooter faces threat at LOW READY position.
- Movement to LEFT
 - Fire 2 rounds
- Movement to RIGHT
 - Fire 2 rounds
- Movement to LEFT
 - Fire 2 rounds
- Scan – cover threat – Safety On
- On the command “Advance”, shooters move forward to the 5yrd line.

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.

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.

MPTC 40mm SIM Qualification

Target: MPTC approved SIMS Target (front & back)

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

40 feet (15yds) 1 rounds Front View

- 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 Primary (Green) ITA's.

30 feet (10yds) 1 round Shoot on the move

- Start at 40ft line.
- On command begin moving to the 30ft line
- On threat command fire 1 round at Primary (Green) ITA while moving
- Reload, Stop at 30ft line.

20 feet (7yds) 2 Rounds Shoot on the move & static

- Start at 30ft line.
- On command begin moving to the 20ft line
- On threat command fire 1 round at Primary (Green) ITA on the move before reaching 20ft line.
- Stop at 20ft line, reload, then immediately fire 1 follow-up round at Secondary (Yellow) target area (static, no moving).

30 feet (10yds) 1 round Front view

- Start at 20ft line.
- On command begin moving rearward
- On threat command fire 1 round at Primary (Green) ITA area while moving rearward
- Reload, stop at 30ft line.

40 feet (15yds) 1 round Front view

- Start at 30ft line.
- On command move rearward as group addressing threat area
- Stop at 40ft line.
- At the 40ft line fire 1rnd at Primary (Green) ITA (static, no moving).
- Show a clear and safe weapon.

MPTC 12ga SIM Qualification

Target: MPTC approved SIMS Target (front & back)

Qual Score: 6 out of 8 must hit designated target areas (ITAs)

40 feet (15yds) 2 rounds Front View

- 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 Two rounds at Primary (Green) ITA's.

30 feet (10yds) 1 round Shoot on the move

- Start at 40ft line.
- On command begin moving to the 30ft line
- On threat command fire 1 round at Primary (Green) ITA while moving
- Stop at 30ft line.

20 feet (7yds) 3 Rounds Shoot on the move & static

- Start at 30ft line.
- On command begin moving to the 20ft line
- On threat command fire 1 round at Primary (Green) ITA on the move before reaching 20ft line.
- Stop at 20ft line, fire 1 round at Primary (Green) ITA, then immediately fire 1 follow-up round at Secondary (Yellow) target area (static, no moving).

30 feet (10yds) 1 round Front view

- Start at 20ft line.
- On command begin moving rearward
- On threat command fire 1 round at Primary (Green) ITA area while moving rearward
- Stop at 30ft line.

40 feet (15yds) 1 round Front view

- Start at 30ft line.
- On command move rearward as group addressing threat area
- Stop at 40ft line.
- At the 40ft line fire 1rnd at Primary (Green) ITA (static, no moving).
- Show a clear and safe weapon.

MPTC Concealed Carry / Back Up Gun Qualification Course

80% Minimum Passing Score

94% Minimum Passing Score for Firearms Instructors

100% Round Accountability- MPTC Scoring Criteria Applies

ALL PRESENTATIONS ARE DONE FROM CONCEALMENT. TIME INCLUDES RELOAD.

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, re-holstering is NOT a testable element

7 Yards 10 rounds 15 seconds Cover if possible

- On Up command, shooter goes to kneeling behind cover and fires FIVE (5) rounds from strong side of cover, reload, scan at Low Ready and re-holster standing.
- On second command to fire – repeat the above but fire from support side of cover.

5 Yards 10 rounds 10 seconds

- Shooter starts at the 3yrd line and on the command of THREAT, shooter will move back to cover at the 5yrd line, drop to kneeling and fire 5 rounds STRONG HAND ONLY. Scan while reloading. Stand and re-holster.
 - Repeat once more.

5 Yards 10 rounds 5 seconds

- Shooter begins facing away from the threat (target). On Up command, shooter will pivot, draw and fire 5 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.

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.

SCORE TARGET NOW

1 Yard 5 rounds not timed

- Start from “interview stance”. On UP command, take one step RIGHT, draw and fire THREE (3) rounds. Scan and recover to holster.
- Start from “interview stance”. On UP command, take one step LEFT, draw and fire TWO (2) rounds

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 25yrd firing line. Shooters will load both rifle magazines with 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.

ALL EXERCISE DONE AT THE 25 YARD LINE:

- 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.**

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 10yrd firing line. Shooters will begin with the shotgun unloaded. All necessary equipment will be brought to the firing line by the shooters.

ALL EXERCISES DONE AT THE 10 YARD LINE:

- 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.

Range Rules

Instructors will read and review with students the range safety rules. After completion, students will sign and hand in to instructors on the first range day.

Safety rules, Procedures and Regulations are expected to be followed by all shooters.

SAFETY IS EVERYONE'S RESPONSIBILITY!

1. Keep weapon pointed in a safe direction at all times.
2. Do not handle any weapons while anyone is downrange.
3. Never draw the weapon with your finger on the trigger.
4. Never bend over on the firing line until the line has been declared "safe".
5. Obey all commands from Range Master.
6. Never holster any weapon with the hammer in the single-action mode or with your finger on the trigger. (This applies to doubleaction weapons only.)
7. Dry fire is only performed under the guidance of the firearms instructors. Do not dry fire unless instructed to do so.
8. "The finger remains off of the trigger and outside the trigger guard until the weapon is on target and the officer has determined that the use of deadly force is imminent" (i.e., Trigger Finger Management).
9. Unsafe acts or unsafe behavior on the range will not be tolerated.
10. Do not take live ammunition into the cleaning area.

I have and reviewed and understand all the above range rules. I will comply with these rules and conduct myself as a professional and responsible police officer.

Signature: _____

Date:_____

Four Cardinal Safety Rules

These are general rules that apply to all firearms in all situations. These four rules are the building blocks of firearms safety.

1. Treat all weapons as loaded weapons. Everyday an innocent person is seriously hurt by a reportedly “unloaded weapon”.
2. Never point any weapon at anything you are not intending to shoot. Firearms are lethal tools that destroy. Keep your finger off the trigger until you are ready to shoot.
3. Keep your finger off the trigger until you are ready to shoot.
4. Know your target and what is beyond it. Be aware of those areas and individuals beyond the target area. Target Identification is especially important in reduced light situations