

Commonwealth of Massachusetts

Municipal Police Training Committee

RANGE MANUAL

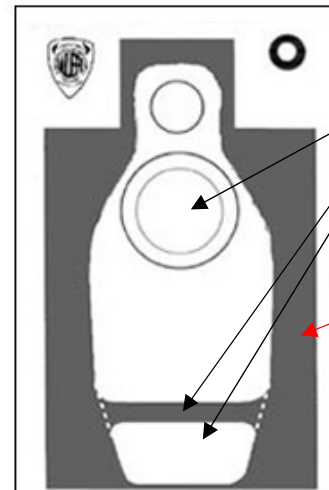


FIREARMS TRAINING QUALIFICATION COURSES

Revised August 2024

MPTC SCORING CRITERIA

Applies to all MPTC instructor qualification courses
of fire on IALEFI Q (p) or 2-sided image targets



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

Rounds in the torso are hits but score no points.

See Below

INSTRUCTORS: 94% Minimum Passing Score-Handgun

Rounds outside the 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

5 yards – NO MISSES PERMITTED

10 yards - 2

3 yards – NO MISSES PERMITTED

7 yards – 2

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 Scorable rounds

2 Magazines each with 5 rounds

Fire one magazine and perform a magazine change with Communication

Fire second magazine

Total rounds fired = 10 **4 Rounds must hit scoring area**

Shooter fires their first magazine of five 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 Scorable rounds

Face Left @ 15 yards, turn & 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 in 7 seconds

*Shooters will start at the 15 yard line with weapon holstered. On the command "threat" 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 then fire from the 10 yard line on the command of "UP".** This drill may be performed dry first before moving to live firing.*

3 Range commands – Threat, Advance, and Up

7 Yards Minimum of 8 Scorable 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

Shooters will start at the 15 yard line with weapon holstered. On the command "threat" the 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. On command of "UP" while moving fire 2 rounds. Once at the 7 yard line fire 4 rounds.

At the 7 yard line from behind cover, engage with 2 rounds using STRONG side hand only on command of "UP"

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

Make magazine change if necessary.

ALL ROUNDS MUST HIT PAPER – 100% ROUND ACCOUNTABILITY

5 Yards Minimum of 10 Scorable 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.

Commands= "Arrest" Verbalize, "UP" transition & Fire

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 yard 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 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**

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MPTC Patrol Rifle Qualification Course

50 Rounds (2018 Revision)

90% Minimum Passing Score

94% Minimum passing score for firearms instructors

100% Round accountability

MPTC Scoring Criteria applies

The starting position from 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 yard line. On command “advance”, shooters will move to the 25 yard line and assume a kneeling position to simulate shooting from low cover. If cover is available – use it.

1. On the command “UP” – shoot six (6) rounds from the 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 the standing position.
3. Repeat 2X more.

15 Yards 3 rounds
1 round head shot from the standing position in 3 seconds
Repeat 2X more. (Only hits above the neck score points)

ALL ROUNDS MUST HIT PAPER – 100% ROUND ACCOUNTABILITY

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 with verbal commands. On command “UP” 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 command of “UP” shooter will fire a Failure Drill (2 center mass, 1 head shot)
Repeat 2X more

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

Begin on 7 yard line. On command “advance”, shooters being moving forward to 3 yard line. On “UP” command, shooters fire a Failure Drill – 2 rounds to center mass, 1 round to the head while moving to the 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 ammunition. Be sure to document it.

Make weapons safe.

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 yards*	7	
25 yards	10	
15 yards**	3	3 head shots
10 yards	4	
7 yards	6	
5 yards**	9	3 head shots
Moving**	6	2 head shots

- * For those departments that do not have 50 yards, they may shoot this stage at the 25 yard line BUT the scoring area for this stage will be the 8 inch diameter green circle on the IALEFI Q Target or the gray circle on the 2 sided image 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 in the body.

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Qualification score (individual officer): 90%

Qualification score (instructors): 94%

Note: If the 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.

ALL ROUNDS MUST HIT PAPER – 100% ROUND ACCOUNTABILITY

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.

80% Minimum Passing Score
92% Minimum passing score for forearm instructors
100% Round accountability
MPTC Scoring Criteria applies

Begin each stage scanning from the low ready position

STAGE ONE **25 Yards** **3 Rounds (slug)**
KNEELING FROM COVER

Start at the 30 Yard Line: Begin with the shotgun in the transport condition. Spare ammunition 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 the 25 yard line, cover target from the kneeling position and issue verbal commands.

On command "UP" shooter engages target with 3 rounds, scan while covering the target then top of their magazines.

On the command to "Advance" shooters will move to the 15 yard line covering their target. Finger off trigger-Safety ON.

ALL ROUNDS MUST HIT PAPER – 100% ROUND ACCOUNTABILITY

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 their magazines.

On the command to "Advance" shooters will move to the 10 yard line covering their target. Finger off 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 when pivoting.

REMEMBER: "Look, pivot, then engage"

FACE RIGHT: On command "Threat" pivot towards target with verbal commands. On command "UP" fire 1 round.
Repeat 1X (2 rounds)

FACE LEFT: On command "Threat" pivot towards target with verbal commands. On command "UP" fire 1 round.
Repeat 1X (2 rounds)

FACE REAR: On command "Threat" pivot towards target with verbal commands. On command "UP" fire 1 round.
Repeat 1X (2 rounds)

Cover target – Scan – Top Off
(continued)

STAGE FOUR: 10 to 7 Yards 4 Rounds
SHOOTING ON THE MOVE

On the command “Advance and UP” shooter will advance to the 7 yard line. On command of “UP” shooter will fire 2 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 Yards 6 Rounds
CONTROLLED PAIRS with movement

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

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

STAGE SIX 5 Yards 2 Rounds
HAMMER DRILL

Position shooters facing the threat with weapon at the “Low Ready”.
On the command “UP” fire two rounds in rapid succession to center mass.

SHOOTER MUST DEMONSTRATE THE 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 ammunition in a classroom setting at the instructors discretion.

ALL ROUNDS MUST HIT PAPER – 100% ROUND ACCOUNTABILITY

**MPTC LESS LETHAL
12 GA Shotgun Qualification
8 Rounds**

*Munitions: Department approved 12 gauge bean bag tail stabilized rounds.
Target: MPTC approved SIMS Target (front & back)
Total rounds: 8 per officer
Qualification: 80% (6 out of 8 must hit the designated intended Target Area)*

*Setup two MPTC SIMS targets (one front & one back view)
Shooter must verbalize "Less Lethal" prior to each shot & reload as needed.
Lethal cover officer will be staged with less lethal shooter
ITA = Intended Target Area*

**STAGE ONE: 15 Yards 2 Rounds
NO TIME LIMIT**

On command "UP" verbalize "Less Lethal" and fire one round to the front primary ITA. Immediately top off and fire one round to the Back primary ITA. Top off again.

**STAGE TWO: 10 to 5 Yards 3 Rounds
MOVEMENT FROM 10 TO 5 YARDS**

On command "Advance" less lethal officer and lethal cover officer will both move forward to 5 yard line. On command "UP" shooter will fire one round to the BACK Primary ITA on the move and stop at the 5 yard line and top off.

As the situation escalates rapidly to deadly force. On command of "UP" shooter will fire one round to the FRONT SECONDARY ZONE ITA and one round to the FRONT LETHAL ITA.
The Lethal Cover will simultaneously fire a failure drill (2 body, 1 head) or verbalize and cover threat.

**STAGE THREE: 5 to 10 Yards 3 Rounds
MOVE TO WITHDRAW FROM 5 TO 10 YARDS**

On command to withdraw, shooter and lethal cover will both withdraw to cover at the 10 yard line. On the command "UP" shooter will fire one round to BACK PRIMARY ITA while moving to withdraw.
Situation is escalating rapidly ultimately to deadly force.

At the 10 yard line: On command of "UP"
Fire 1 round to a FRONT SECONDARY ITA and 1 round to a FRONT LETHAL ITA
(Shotgun is out of ammunition-deadly force justified)

Shooter will transition to handgun – fire 3 rounds to center mass.
Lethal cover officer will simultaneously fire 3 rounds center mass.

*When a live fire 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 indicate 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.

ALL ROUNDS MUST HIT PAPER – 100% ROUND ACCOUNTABILITY

**MPTC LESS LETHAL
40MM Launcher Qualification
6 Rounds**

*Munitions: Department approved 40MM direct Impact rounds.
Target: MPTC approved SIMS Target (front & back)
Total rounds: 6 per officer
Qualification: (5 out of 6 must hit the designated intended Target Area)*

*Setup two MPTC SIMS targets (one front & one back view)
Shooter must verbalize "Less Lethal" prior to each shot & reload as needed.
Lethal cover officer will be staged with less lethal shooter
ITA = Intended Target Area*

STAGE ONE: 20 Yards No Rounds fired

Simulated cruiser start location.
Check safety is On. Turn on optic (if applicable)
Safely load a round in to the chamber.
Have additional munitions on the stock or in a carrier.
Re-confirm safety is on.

STAGE TWO: 15 Yards 1 Round

Officer will start at simulated cruiser start point (20 yards).
On command "Advance" officer will move to the 15 yard line.
On the command of "Threat" officer will verbalize "Less Lethal".
On the command "UP" officer will fire 1 round at the FRONT PRIMARY ITA.
Safety on, depress catch lever to open the breach & reload.

STAGE THREE: 15 to 10 Yards 1 Round

SHOOTING ON THE MOVE

On command "Advance" office will move from 15 to 10 yard line
On command "UP" office will fire 1 round at FRONT PRIMARY target area while moving.
Safety on
Reload
Stop at the 10 yard line

**ALL ROUNDS MUST HIT PAPER – 100% ROUND
ACCOUNTABILITY**

STAGE FOUR: 10 to 7 Yards 2 Rounds

SHOOTING ON THE MOVE & STATIC

Officer start at 10 yard line. On command "Advance" officer will move to the 7 yard line. On command "UP" officer will fire 1 round at the REAR PRIMARY target area while moving.

Safety on.

Stop at the 7 yard line.

Reload & immediately fire 1 follow up round at the SECONDARY ITA at the 7 yard line (static, no moving on follow up shot)

STAGE FIVE: 7 to 10 Yards 1 Round

SHOOTING WHILE WITHDRAWING

Officer will start at the 7 yard line. On command "WITHDRAW", officer will move rearward

On command "UP" officer will fire 1 round at the REAR PRIMARY ITA while moving rearward

Safety on and Reload

Stop at the 10 yard line

STAGE SIX: 10 to 15 Yards No Rounds fired

WITHDRAWING

Officer will start at the 10 yard line. On command "Threat" officer will move rearward and verbalize.

Officer will stop at the 15 yard line.

STAGE SEVEN: 15 Yards 1 Round

On command "UP" officer will fire 1 round at the FRONT PRIMARY ITA

Safety on, show clear & Safe launcher

When a live fire 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 indicate 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.

MPTC Concealed Carry / Back Up Gun

Qualification

50 Rounds

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 ammunition available

Due to the very nature of carrying a concealed handgun, reholstering is not a testable element

STAGE ONE: 7 Yards 10 Rounds

On command “UP” officer will perform a kneeling position from strong side of cover & fire 5 rounds, reload scan at Low Ready & Reholster while standing. **5 rounds 15 seconds.**

On command “UP” officer will perform a kneeling position from support side of cover & fire 5 rounds, reload scan at Low Ready & Reholster while standing. **5 rounds 15 seconds**

STAGE TWO: 3 to 5 Yards 10 Rounds

Officer will start at the 3 yard line. On command “Threat” officer will withdraw back to cover in kneeling position at the 5 yard line.

On command “UP” officer will fire 5 rounds strong hand only. Stand & Reholster. **5 Rounds 10 seconds. Repeat 1X**

STAGE THREE: 5 Yards 10 Rounds

LOOK, PIVOT, TURN, DRAW

Shooter faces away from the target.

On command “Threat” shooter will pivot, draw, and verbalize.

On command “UP” shooter will fire 5 rounds in 5 seconds

Scan for additional threats and reholster

Repeat 1X

ALL ROUNDS MUST HIT PAPER – 100% ROUND ACCOUNTABILITY

STAGE FOUR: 3 Yards 10 Rounds

ONE HAND SHOOTING

On command “UP” shooter will draw and fire strong hand only

5 rounds 10 seconds

Assume the Low Ready & transition to support hand only

On command “UP” shooter will fire **5 rounds 10 seconds**

STAGE FIVE: 1 Yard 5 Round

CLOSE QUARTER

This stage simulates an immediate deadly threat.

On command “UP” shooter will perform a DT technique, step back two steps while drawing & fire strong hand only.

2 rounds 4 seconds. Scan & cover target.

On command “UP” shooter will fire failure drill (2 body, 1 head)

3 rounds 4 seconds

SCORE TARGET NOW

STAGE SIX: 1 Yard 5 Rounds

INTERVIEW STANCE

Start from interview stance

On command “UP” take one step indicated by instructor, draw and fire 3 rounds, no time limit.

Scan and holster

On command “UP” take one step indicated by instructor, draw and fire 2 rounds, no time limit.

Scan and holster

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 pistol 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 THE 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 shooter.
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 pistol.
5. **Draw pistol – Fire 2 rounds & RELOAD.** Holster 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 a double feed malfunction/stoppage using last magazine & pistol. Pistol will be at the 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.

10. **Step right (lateral movement) – draw & fire 2 rounds.**
Holster pistol.
11. **Step left (lateral movement) – draw & fire 1 round.**
Holster pistol.
12. **Draw pistol – fire 3 rounds, perform a TACTICAL RELOAD & fire 4 rounds.** Holster pistol.
13. **Draw pistol – show a safe & empty weapon.** The instructor trainer will confirm the safe/empty pistol before the pistol is returned to the shooter.

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 & show a safe & empty weapon.

PATROL RIFLE SAFETY / SKILLS ASSESSMENT

Requirements:

Patrol rifle with sling & two magazines

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

Preparation:

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

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.

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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 & show a safe & empty weapon.

SHOTGUN SAFETY / SKILLS ASSESSMENT

Requirements:

Patrol shotgun with sling & two magazines or fixed tube magazine

Duty pistol with holster & one magazine.

12 rounds of shotgun ammunition (**10 rounds fired**)

10 rounds of pistol ammunition

Preparation:

All revolutions are conducted at 10 yard firing line.

Shooters will begin with the shotgun unloaded.

All necessary equipment will be brought to firing line by the shooter.

10 YARDS

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 the low ready position.
4. **Standing / Ready – Make Street ready, issue verbal challenge, & cover the target.** Low ready position.
5. **Standing / Ready – fire 2 rounds COMBAT load 1 round & fire 1 round.** Shotgun is empty. Low ready position.

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 shooter 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

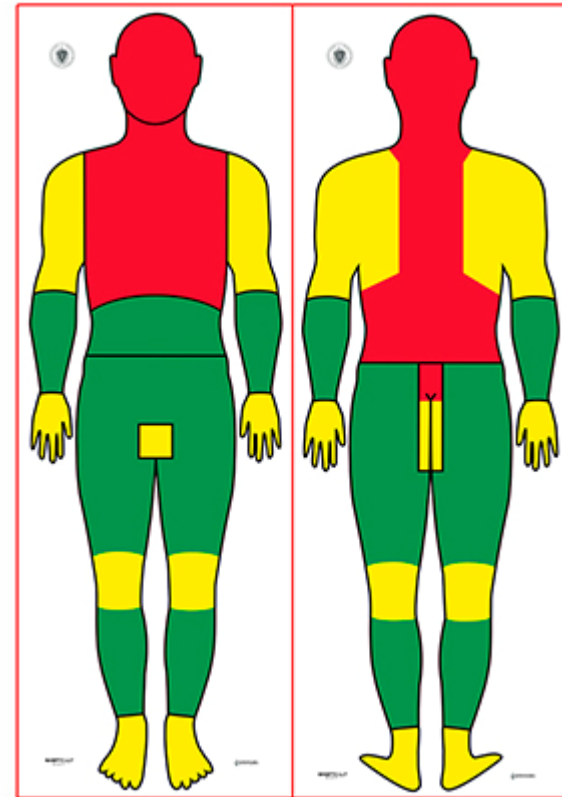
9. **Standing / Ready – unload shotgun & verify safe/empty condition.**

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 & show a safe & empty weapon.

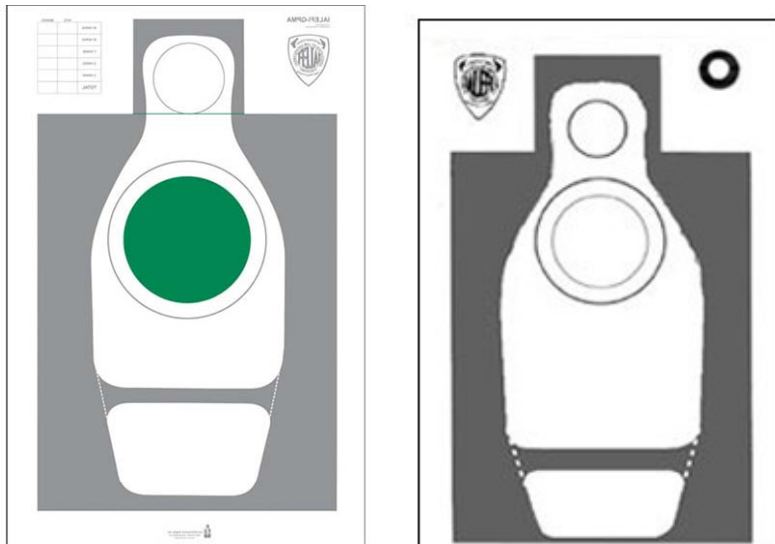
MPTC AUTHORIZED TARGETS



TWO-SIDED IMAGE/QUALIFICATION



MAMPTC-LLT



IALEFI-QPMA-P