Sample MPOETC Adverse Light Handgun Qualification Course

Total 50 Rounds Qualifying Score- 188

Stage	Yards	Rounds	Time	Positions/ Maneuver	Description
1	2	6	3 seconds	Weapon Retention	On signal, shooter draws and fires two rounds in three seconds from the weapon retention stance (strong hand only, weapon held close to torso, not extended). **Perform three times** (six rounds). Lighting condition: **Darkness.**
2	2	6	3.5 seconds	Shove-Shoot	On signal, officer strikes at target with support hand, yells "GET BACK," steps back one step with each foot while drawing to a two-handed eye-level hold, and fires two rounds in 3.5 seconds. Perform three times (six rounds). Lighting condition: **Darkness.**
3	3	4	3.5 seconds	Vehicle Stop	Shooter starts with handgun holstered, flashlight rested on support shoulder with support hand, illuminating target. On signal, shooter draws while taking one step back with each foot, and fires two rounds in 3.5 seconds. Perform two times (four rounds). Lighting condition: **Darkness, flashlight illumination.**
4	4	4	3 seconds	Draw & Fire	On signal, draw and fire two rounds in three seconds. Perform two times (four rounds). Lighting condition: **Darkness.**
5	7	4	4 seconds	Draw & Fire	On signal, draw and fire two rounds in four seconds. Perform two times (four rounds). Lighting condition: **Flashing red lights**.
6	8	6	3.5 seconds	Fire with flashlight from Ready Position	Shooter draws handgun and comes to ready position with flashlight in flashlight shooting stance. On signal, shooter illuminates target and fire two rounds in 3.5 seconds, then turns flashlight off. Perform three times (six rounds). Lighting conditions: **Darkness, flashlight illumination.**
7	10	8	20 seconds	Draw and fire with flashlight from holster	Flashlight in hand, handgun holstered. Handgun loaded with two rounds only. On signal, draw to flashlight shooting stance, illuminate target, fire two rounds, turn off light, take one step to the side, perform a speed reload, reassume flashlight-shooting stance, illuminate target, and fire two rounds in 20 seconds. Turn light off after firing and take one step to side after completion. Perform two times (eight rounds). Light condition: **Darkness, flashing red lights.**
8	15	12	20 seconds	Kneeling fire with tactical reload	On signal, shooter kneels to use low cover, draws, fires three rounds, performs tactical reload, and fires three rounds in 20 seconds. Perform two times (12 rounds). Lighting condition: Vehicle headlights (or equivalent) illuminating target, shooter in darkened area.

Total of 50 rounds. Possible 250 points. Seventy-five (75) percent (188 points) required to qualify. Lighting conditions described as "darkness" should be sufficiently dark that shooters cannot use conventional sight picture, but can distinguish target and threat level (gun in target's hand, etc.). At least twice total during Stages 3-7, command "challenge" is given, and shooters are required to draw to Universal Cover Mode (trigger finger outside trigger guard) and issue verbal challenge "POLICE- DON'T MOVE!" (or other agency-specified challenge). Thereafter, if firing signal is given, shooters fire. Shooters firing without firing signal being given fail to qualify on that attempt. Shooters challenging incorrectly (trigger finger inside trigger guard, or safety disengaged on single action weapons, etc.) minus ten points each time. Target: TQ-21 scored 5-3.