

2026 MPOETC Adverse Light Handgun Qualification Course

50 Rounds

Stage	Yards	Rounds	Time	Task	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. Total time for 10 rounds is 20 seconds.
2	2	6	4 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. Total time for 10 rounds is 20 seconds.
3	3	4	4 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. Total time for 5 rounds is 8 seconds.
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. Total time for 5 rounds is 10 seconds.
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. Total time for 5 rounds is 12 seconds.
6	8	6	4 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. Total time for 5 rounds is 10 seconds.
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. Total time for 10 rounds is 20 seconds.
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 time for 10 rounds is 20 seconds.

Instructions:

All firing in this course should be done using a two-handed grip unless otherwise annotated.

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.

Total – 50 Rounds on a TQ 21 target scored 5-3-0 (Possible 250 points)

75% or 188 points must be attained to successfully pass this course.

2026 MPOETC Adverse Light Patrol Rifle Qualification Course (Two Phase Course)

Phase One

30 Rounds

Stage	Yards	Rounds	Time	Task	Description
1	50	15	45 seconds	Medium-Distance Shooting	Stage 1: 50 Yards – Using Range Lights or Vehicle Headlights – Standing, Kneeling, and Prone <ol style="list-style-type: none"> 1. Fire five rounds standing. 2. Engage the mechanical safety and transition to kneeling. 3. Fire five rounds kneeling. 4. Engage the mechanical safety and transition to prone. 5. Fire five rounds prone. 6. Engage the mechanical safety and recover to standing. 7. Scan at low ready position. Total time for 15 rounds is 45 seconds.
2	25	10	25 seconds	Move to Cover	Stage 2: 25 Yards – Same Lighting as Above – Standing to Kneeling <ol style="list-style-type: none"> 1. From low ready, fire two rounds 2. Move laterally to cover (to the right). 3. Engage the mechanical safety and transition to kneeling. 4. Perform a tactical reload. 5. Fire three rounds. 6. Engage the mechanical safety and recover to standing. 7. Scan at low ready position. 8. REPEAT THIS STAGE BUT LATERAL MOVEMENT IS TO LEFT. Total time for 10 rounds is 25 seconds.
3	25	5	15 seconds	Partner Lighting	Stage 3: 25 Yards – Illumination by Partner with Flashlight – Standing <ol style="list-style-type: none"> 1. From high ready, fire five rounds. 2. Engage the mechanical safety. 3. Scan at high ready position. Total time for 5 rounds is 15 seconds.

Instructions:

All transitions and movement must be done with the mechanical safety engaged unless otherwise annotated.

No “alibis,” except for an inoperable weapon. Shooter must clear all stoppages. After firing at all stages, shooters will scan 360° for additional threats.

Shooters will fire the entire course (phases one and two) with full magazines and reload as necessary with no additional time accommodations.

Only factory-new duty ammunition or currently issued duty ammunition will be used for phases one and two.

Total – 30 Rounds in this Phase

TQ 21 target scored 5-3-0 (Possible 150 points in this phase)

75% or 113 points must be attained to successfully pass this phase.

At this point in the course, instructors will change, mark or paste the target.

2026 MPOETC Adverse Light Patrol Rifle Qualification Course (Two Phase Course)
Phase Two
30 Rounds

Stage	Yards	Rounds	Time	Task	Description
1	25	10	8 seconds	Reaction Shoot	1. From low ready, on the command to fire, shooter draws and fires three rounds at target. 2. Shooter engages mechanical safety and moves to the right 2-3 yards to kneel behind low cover or simulated cover. 3. Shooter then fires two rounds at target from behind cover. 4. Repeat drill moving left . Lighting – Ambient with Emergency Lighting & Flashlight/Weapon Light
2	15	10	5 seconds		1. From the high ready, fire five rounds. 2. Engage the mechanical safety. 3. Scan at high ready. 4. Repeat drill. Lighting – Ambient with Flashlight/Weapon Light
3	10	5	10 seconds	No Light	1. From low ready, fire five rounds. 2. Engage the mechanical safety. 3. Scan at low ready position. Lighting – Ambient with NO Supplemental Lighting
4	7	2 Rifle 3 Pistol	10 seconds	Weapon Transition in Dark	1. From low ready, fire two rounds from the rifle. 2. Engage the mechanical safety and secure the rifle. 3. Transition to duty pistol and fire three rounds. 4. Scan at high ready. Lighting – Emergency Lighting & Flashlight/Weapon Light

Instructions:

All transitions and movement must be done with the mechanical safety engaged unless otherwise annotated. Instructors should ensure all shooters move as a group.

All stages are to be fired from the standing position.

Total – 30 Rounds in this Phase

TQ 21 target scored 5-3-0 (Possible 150 points in this phase)

75% or 113 points must be attained to successfully pass this phase.

Instructors should count the three pistol rounds towards the overall score of 150 possible points.

2026 MPOETC Adverse Light Patrol Shotgun Qualification Course

10 Rounds

5 rounds of Rifled Slug & 5 rounds of 00 Buckshot

Stage	Yards	Rounds	Time	Task	Description
1	50	2 Slugs	15 seconds	Standing Barricade	Safety on. Load to cruiser ready condition with two rounds of rifled slug and come to low ready position. On signal, assume standing barricade position, chamber a round disengage safety, and fire two rounds. Lighting – Dim ambient range lighting with emergency lighting
2	25	3 Slugs	15 seconds	Standing to Kneeling	Safety on. Load to cruiser ready condition with three rounds of rifled slug and come to low ready position. On signal, chamber a round disengage safety, and fire one round standing, engage the safety, then transition to kneeling before firing two rounds from low cover. Lighting – Weapon light/flashlight with emergency lighting
<i>(Score and Paste Targets)</i>					
3	15	3 Buck	20 seconds	Move to Cover	Safety on. Combat load (1 chamber) with 00 buck. Carry 2 extra rounds on body. On signal, fire 1 round standing, move laterally (instructor choice) to low cover, reload with 2 rounds, and fire 2 additional rounds kneeling. Lighting – Headlights and emergency lighting
4	10	2 Buck	2 seconds	Challenge & Engage	Safety on. Combat load with 2 rounds (chamber/magazine). Advance on command, one step per command, covering threat area with high ready and flashlight. On “Challenge!” command, stop and issue verbal command: “POLICE – DON’T MOVE!” On firing signal, disengage safety, and fire 2 rounds standing in 2 seconds. Lighting – Very low light. Weapon light/flashlight required

Instructions:

Upon completion of course: Action open, safety on, shooters visually and physically check chamber, elevator (carrier), and magazine tube to confirm empty weapon.

Scoring: TQ-21 target.

Rifled slugs: Hit in inner zone = two points (times 5 = 10 points); hit in or touching rest of silhouette = one point. Buckshot pellets in or touching silhouette = two points each (times 45 = 90 points).

Possible score 100. Qualifying: 75 points.

Disengaging safety or finger inside trigger guard before firing signal = minus five points each occurrence. Shooter firing on “Challenge” command or before firing signal fails to qualify.