

2026 MPOETC Patrol Shotgun Qualification Course

15 Rounds

5 rounds of Rifled Slug & 10 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 (chamber empty, magazine loaded, safety on, action locked closed) with 4 rounds of rifled slug and come to low ready position. 1. On signal, assume standing barricade position, chamber a round disengage safety, and fire two rounds in 15 seconds. 2. Engage safety and scan. |
| 2 | 25 | 3 Slugs | 15 seconds | Standing to Kneeling | Safety on. Tactical reload 1 round rifled slug and come to low ready position. 1. From low ready, chamber a round, disengage safety, fire one round 2. Engage the mechanical safety and transition to kneeling. 3. Fire two rounds. 4. Engage the mechanical safety and recover to standing. 5. Scan at low ready position. |
| (Score and Paste Targets) | | | | | |
| 3 | 15 | 4 Buck | 10 seconds | Pivot Fire | Safety on. Combat load with 5 rounds 00 buck and come to low ready position. 1. Begin with shooters facing to the right with the threat (target) off their left shoulder and their weapons muzzle-down, on the command of fire, shooters pivot 90 degrees to face the threat (with the muzzle pointed down within the shooter's safety circle), disengage the safety as the shotgun is presented to the target, and fire two rounds. 2. Engage the mechanical safety and scan at high ready position. 3. Repeat this string of fire with the second-string beginning with shooters facing to the left with the threat off their right shoulder. |
| 4 | 15 | 4 Buck | 20 seconds | Move to Cover | Safety on. Tactical reload with 4 rounds 00 buck (chamber and magazine) and come to low ready position. 1. From low ready, chamber a round, disengage safety, fire two rounds 2. Engage the mechanical safety and transition to kneeling. 3. Fire two rounds. 4. Engage the mechanical safety and recover to standing. 5. Scan at low ready position. |
| 5 | 15-7 | 2 Buck | 2 seconds | Challenge | Safety on. Tactical reload 1 round 00 buck and come to low ready position. 1. From the low ready at the 15-yard line, on the command "Walk," line moves forward one step at a time, covering threat area. 2. On command "Challenge!" shooters stop moving and issue verbal challenge "POLICE – DON'T MOVE!" while covering target. (Cover in high ready, safety on, finger outside trigger guard) 3. On command "Threat!", disengage safety, fire two rounds standing in two seconds. 4. Shooters will scan at low ready position. |

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 = ten points (times five slugs = 50 points); hit in or touching rest of silhouette = seven points.
Buckshot pellets in or touching silhouette = one point each (times 90 = 90 points).

Possible score 140. Qualifying: 105 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.