

2026 MPOETC Handgun Qualification Course (Two Phase Course)

Phase One

25 Rounds

Stage	Yards	Rounds	Time	Task	Description
1	25	8	40 seconds	Precision Fire from Cover	From the 25-yard line, on the command to fire, shooter draws, takes cover, and fires 2 rounds standing right side of barricade, 2 rounds standing left side of barricade, 2 rounds kneeling left side of barricade, and 2 rounds kneeling right side of the barricade. Firing is done using a Roll-Out technique, firing two rounds per exposure and using a different location for each exposure. When all 8 rounds have been fired the shooter should perform a tactical (magazine save) reload. Total time for 8 rounds is 40 seconds.
2	15	6	8 seconds	Move to Cover	From the 15-yard line, on the command to fire, shooter draws and fires 2 rounds at target, <u>moves</u> to the right 2-3 yards to kneel behind low cover or simulated cover and fires 1 round at target from behind cover. Total time for 3 rounds is 8 seconds. Repeat Drill moving to the left.
3	15-7	3	5 seconds	Walk & Draw	From the 15-yard line, on the command "Walk," shooter begins <u>walking</u> toward the target. On command to fire, shooter <u>stops</u> , draws, and fires 3 rounds in 5 seconds .
4	7	8	10 seconds	One handed firing	From the 7-yard line, on the command to fire, shooter draws and fires 2 rounds <u>strong hand only</u> from eye level, de-cocks or engages safety, transfers weapon to support hand and fires 2 rounds with <u>support hand only</u> from eye level. Total time for 4 rounds is 10 seconds. Repeat Drill.

Instructions:

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

All draws are from a snapped/locked holster, or if a concealed, a plain clothes holster. 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 course with full magazines and reload as necessary with no additional time accommodations.

Total – 25 Rounds in this Phase

TQ 21 target scored 5-3-0 (Possible 125 points in this phase)

75% or 94 points must be attained to successfully pass this phase.

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

****15-Yard Range Exceptions****

The Handgun Qualification course requires a stage at the 25-yard line. Some in-door ranges are limited to 15 yards so when using a shooting range which is limited to 15-yard maximum distance, the qualification course shall be conducted using two different targets as described below.

The 25-yard stage will be conducted at the 15-yard line using a reduced sized TQ 22 target scored 5-3. This target will be scored immediately after the 25-yard rounds are fired and score for this target will be added to the score for the remaining stages of Phase 1.

A full-sized TQ-21 target will then be used for the remaining stages in Phase 1 and all the remaining stages will be conducted according to the distances stated in the qualification course

2026 MPOETC Handgun Qualification Course (Two Phase Course)
Phase Two
25 Rounds

Stage	Yards	Rounds	Time	Task	Description
1	1	2	4 seconds	Shove-Shoot	From the 1-yard line, on the command to fire, shooter <u>strikes</u> at target with support hand, <u>steps back</u> , draws and fires 2 rounds in 4 seconds .
2	3	2	3 seconds	Reaction Shoot	From the 3-yard line, on the command to fire, shooter draws and fires 2 rounds in 3 seconds .
3	3-7	4 1	8 seconds 2 seconds	Firing Retreat	From the 3-yard line, on the command to fire, shooter draws and fires 4 rounds in 8 seconds while <u>moving back</u> to the 7-yard line. Body Armor Drill: When all shooters have recovered to the "Scan" position and are at the 7-yard line, the firearms instructor will call out "Body Armor!" and the shooters will fire one additional shot to the head.
4	7	6 1	4 seconds 2 seconds	Pivot Fire	From the 7-yard line, with the shooter facing away from the threat (target) and with their weapon holstered, on the command to fire, shooter <u>pivots</u> 180 degrees to face the threat, draws and fires 2 rounds in 4 seconds . <u>Ensure shooters do not draw until facing the target.</u> Repeat Drill a total of three times. Body Armor Drill: After the third repetition, when all shooters have recovered to the "Scan" position, the firearms instructor will call out "Body Armor!" and the shooters will fire one additional shot to the head.
5	10	6	8 seconds	Lateral Firing	From the 10-yard line, on the command to fire, shooter draws and <u>moves</u> to left while engaging target with 3 rounds in 8 seconds . Repeat Drill moving right.
6	10-5	3	8 seconds	Firing Advance	From the 10-yard line, on the command to fire, shooter draws and fires 3 rounds in 8 seconds while <u>advancing</u> toward target.

Instructions:

All firing in this phase should be done using a two-handed grip.

If necessary for safety reasons, firearms instructors should use additional relays in stages involving movement to increase the shooter/instructor ratio and provide adequate space between shooters.

After firing at all stages, shooters will scan 360° for additional threats.

At the firearms instructor's discretion a "challenge drill" can be incorporated to include the "Universal Cover Mode" and "Verbal Challenges" to reduce the training scar that every draw should result in firing rounds.

Total – 25 Rounds

TQ 21 target scored 5-3-0 (Possible 125 points)

75% or 94 points must be attained to successfully pass this phase.