



MCOLES
Michigan Commission on Law Enforcement Standards

The following pages are the stages of the MCOLES firearms assessment for the Recognition of Prior Training and Experience Program (RPTEP). Those who attend the full RPTEP will be allowed target-practice with all three weapons, and consultation with range instructors. For those attending the two-day tests, there will be no target practice or remediation. The intent of the RPTE firearms assessment is to determine the candidate's firearms skills to waive the full basic training requirement.

If a candidate fails both assessments, they will be required to attend a two-day remedial firearms training at their own expense, prior to enrolling in another firearms assessment.

It is strongly suggested that you practice the course of fire before attending the program/tests.

If you have any questions in regards to the firearms, please contact the test site or Sandra Luther at MCOLES.

HANDGUN COURSE OF FIRE - FULL LIGHT

MARKSMANSHIP COURSE					
Distance	Time	Target	Rounds	Position	Score
15 Yards	90 Seconds	TCQ-95, Placing an aiming point on the target is allowed .	12	Standing, Kneel, Prone	11 out of 12 shots in center mass ring, 1 shot allowed in combat scoring ring

CLOSE COMBAT COURSE					
Distance	Time	Target	Rounds	Position	Score
4 Yards	3 Seconds per target exposure	TCQ-95 (2 targets min 3ft apart)	6	<p>Exp. 1: From the holster, draw and fire 1 round at each target.</p> <p>Exp. 2: From the ready position, fire 1 round at each target</p> <p>Exp. 3: With the handgun in the secondary hand only, fire 1 round at each target.</p>	All 6 rounds must be within the combat scoring area.

INTERMEDIATE COMBAT COURSE					
Distance	Time	Target	Rounds	Position	Score
1 target at 7 Yards and 1 target at 10 Yards	4 Seconds per 2 shot target exposure, 6 Seconds per 4 shot target exposure	TCQ-95(A)	12	<p>Trainee must appear from a different position on each exposure. 1 exposure from off-hand side of cover, and 1 exposure from the covered kneeling position is required.</p> <p>Exp. 1: 1 round at each target. - 4 seconds.</p> <p>Exp. 2: 2 round at each target. - 6 seconds, mandatory reload.</p> <p>Exp. 3: 2 round at each target. - 6 seconds.</p> <p>Exp. 4: 1 round at each target. - 4 seconds.</p>	10 rounds must be within the combat scoring area, 2 rounds are allowed within the confines of the silhouette.

***The bullet diameter must be within the silhouette. Those shots that are so close that is difficult to make this determination should be resolved in favor of the trainee.**

HANDGUN COURSE OF FIRE - REDUCED LIGHT

- For the reduced light course of fire, there must be a sufficient amount of light to identify the target as a threat.
- Flashlights may not be used to illuminate the targets or firearm.
- Any artificial light must be placed in front of the shooter so that it does not illuminate the shooter or the shooter's firearm.
- Artificial lighting devices shall be placed in such a manner that they do not present a safety hazard.
- All targets shall have essentially the same amount of illumination.

CLOSE COMBAT COURSE					
Distance	Time	Target	Rounds	Position	Score
4 Yards	3 Seconds per target exposure	TCQ-95 (2 targets min 3ft apart)	6	<p>Exp. 1: From the holster, draw and fire 1 round at each target.</p> <p>Exp. 2: From the ready position, fire 1 round at each target</p> <p>Exp. 3: With the handgun in the secondary hand <u>only</u>, fire 1 round at each target.</p>	All 6 rounds must be within the combat scoring area.

INTERMEDIATE COMBAT COURSE					
Distance	Time	Target	Rounds	Position	Score
1 target at 7 Yards and 1 target at 10 Yards	4 Seconds per 2 shot target exposure, 6 Seconds per 4 shot target exposure	TCQ-95(A) NOTE: Must use this target for the intermediate stage of fire	12	<p>Trainee must appear from a different position on each exposure. 1 exposure from off-hand side of cover, and 1 exposure from the covered kneeling position is required.</p> <p>Exp. 1: 1 round at each target. - 4 seconds.</p> <p>Exp. 2: 2 round at each target. - 6 seconds, <u>mandatory</u> reload.</p> <p>Exp. 3: 2 round at each target. - 6 seconds.</p> <p>Exp. 4: 1 round at each target. - 4 seconds.</p>	10 rounds must be within the combat scoring area, 2 rounds are allowed within the confines of the silhouette*. (Note: see data collection on page 24)

*The bullet diameter must be within the silhouette. Those shots that are so close that is difficult to make this determination, should be resolved in favor of the trainee.

SHOTGUN PROFICIENCY ASSESSMENT

SHOTGUN ASSESSMENT STAGE 1					
Distance	Time	Target	Rounds	Position	Score
15 Yards	25 Seconds	TCQ-95	5 rounds, 00 Buck (9 pellet load)	Standing. Administrative load 4 rounds. Under direction, chamber a round and add the 5th round to the magazine. On command, fire 5 rounds and immediately combat load 5 rounds of slugs. Unload, under supervision, for evaluation.	70% of pellets must be on the silhouette.

SHOTGUN ASSESSMENT STAGE 2					
Distance	Time	Target	Rounds	Position	Score
15 Yards	25 Seconds	TCQ-95	5 rounds, slug	Combat load 5 rounds of slugs. Fire 5 rounds from the standing position.	All slugs must be within the center mass ring.

RIFLE SKILL EVALUATION – STAGE 1					
Distance	Time	Target	Rounds	Position	Score
25 Yards	30 seconds (each position)	TCQ-95(A)	5 rounds for each position.	Standing Kneeling Prone	All rounds must be within the marksmanship scoring area

RIFLE SKILL EVALUATION – STAGE 2					
Distance	Time	Target	Rounds	Position	Score
15 Yards	25 seconds (each position)	TCQ-95(A)	5 rounds for each position	Standing Kneeling	All rounds must be within the marksmanship scoring area

RIFLE SKILL EVALUATION – STAGE 3					
Distance	Time	Target	Rounds	Position	Score
5 Yards	3 seconds per exposure	TCQ-95(A)	6 rounds in sets of 2	Standing (point shooting exercise)	All rounds must be within the combat scoring area

RPTE PROGRAM PASS/FAIL STANDARD

DEFINITIONS

1. **Assessment:** Each assessment allows 2 attempts by a trainee to pass the stage of fire currently being assessed.
2. **Attempt:** Each attempt consists of 1 try at passing the stage of fire currently being assessed.

The standard for passing the (handgun & shotgun) assessment is as follows:

First Assessment

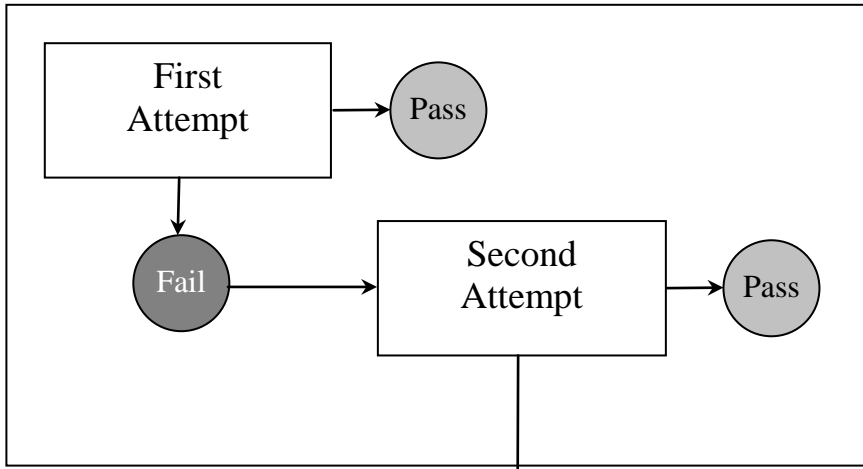
1. The trainee is allowed one attempt to pass each stage of fire (first attempt - first assessment).
2. If the trainee does not pass on the first attempt, he/she shall be allowed a second attempt to pass any stage of fire he/she failed (second attempt – first assessment).
3. If the trainee does not pass the second attempt, he/she has failed the first assessment.

Second Assessment

1. The trainee is allowed one attempt to pass the failed stage (first attempt - second assessment).
2. If the trainee does not pass on the first attempt, he/she shall be allowed a second and final attempt to pass any stage of fire he/she failed (second attempt – second assessment).
3. If the trainee does not pass second and final attempt, he/she has **failed** the firearms course.

Assessment Note: The assessment process in the RPTE Program is a test only concept, since the trainees are given the opportunity to demonstrate proficiency based on their prior training and experience. Accordingly, there will be no formal remediation between assessments. However, firearms instructors will give trainees instructional feedback based on any noted firearms skill and performance deficiencies.

1 + 30300000



MCOLES RPTE Firearms Assessment

- Marksmanship
- Close Combat
- Intermediate Combat
- Low Light
- Shotgun
- Rifle



2 + 30300000

