

EMERGENCY RESPONSE FOR PATROL OFFICERS STUDENT HANDOUT

PRESENTED BY

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HANDGUN AND SHOTGUN FOR PATROL PERSONNEL SCHEDULE

DAY 1

PISTOL

INTRODUCTION &
ADMINISTRATION PISTOL
FUNDAMENTALS
NOMENCLATURE
BREAKDOWN & ASSEMBLY
ACCESSORIES
HOLSTERS
5 POINT DRAW
FUNDAMENTALS OF
SHOOTING
LOAD/UNLOAD/RELOAD
STOPPAGES
INTRO FIRE
DRAW FROM THE HOLSTER
DOUBLE TAPS
RELOAD DRILLS
STOPPAGE DRILLS

DAY 2

SHOTGUN

SHOTGUN FUNDAMENTALS
NOMENCLATURE
BREAKDOWN & ASSEMBLY
ACCESSORIES AND AMMO
FUNDAMENTALS OF
SHOOTING
LOAD/UNLOAD/RELOAD
PATTERNING
INTRO FIRE
MOUNTING DRILLS
CHECK STANCE
DOUBLE TAPS
RELOAD DRILLS

DAY 3

MAINTENANCE (Both wpns)

PISTOL

DRUG & ARMOR
MULTIPLE TARGETS
ONE HAND FIRING
SHOTGUN
AMMO CHANGEOVERS
STOPPAGES/BACK UP WPN
MULTIPLE TARGETS
PATTERN ACCURACY
SLUG DRILLS
WEAPONS RETENTION (both
wpns)

DAY 4

WINNING MINDSET PISTOL & SHOTGUN

FIRING POSITIONS
USE OF COVER
SNAPPING IN
STATIC TURNS
FIRING ON THE MOVE
MOVING TARGETS
POST ENCOUNTER ACTIONS
RELATIVE POSITIONING
(PISTOL)

DAY 5

PISTOL & SHOTGUN

WRITTEN TEST
STANDARDS DRILLS
QUALIFICATION
BUILDING CLEARING
FUNDAMENTALS
PRACTICAL EXERCISES



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LOW LIGHT FIRING

TRAINING SAFETY RULES

A. Rendering the Weapon Safe

1. Always Point Weapon in a Safe Direction - MUZZLE AWARENESS
2. SAFETY ON (S/white) If Applicable
3. Magazine Removed
4. Bolt, Slide, or Cocking Lever Locked to the Rear
5. Visually and Physically Inspect the Chamber

B. FIREARMS SAFETY/MAIN SAFETY RULES

1. Treat Every Firearm as if it Were Loaded
2. Never Point a Firearm at Anything or Anybody that You Do Not Intend to Shoot, or in a Direction Where an Unintentional Discharge May Do Harm.
3. Never Place Your Finger into the Trigger Guard until Ready to Fire
4. Be Sure of Your Target, Backstop, and Beyond

C. GENERAL TRAINING SAFETY RULES

1. Wrap Around Eye Protection is MANDATORY
2. Ear Protection is MANDATORY
3. Hats (Baseball Style) is MANDATORY
4. Long Sleeve Shirt is Recommended
5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor. Additionally, Anyone May Stop an Exercise if They See a Safety Problem
6. Report Any and All Injuries Immediately to an Instructor - Don't Suffer in Silence
7. It is Each Participants Responsibility to Cover All Open Wounds and Cuts Before Class Begins. If this Type of Injury Occurs During the Training Session, the Participant Will Immediately Notify an Instructor, Attend to the Injury; and Cover with First Aid Materials Available which Consists of Band-Aids, Gauze Pads & Tape, Alcohol and/or Disinfectant Wipes. Treat All Blood and Body Fluids with the Utmost Caution. Gloves Will be Used if there is any Possibility of Coming into Contact with Blood or Body Fluids
8. AT NO TIME is any Participant Allowed to Leave the Training Area without the Permission of the Primary Instructor.
9. Remember to Work at Your Own Pace - Don't Over Exert Yourself
10. Realistic Training is Important, However Safety Comes First!
11. Do not Enter Any Unauthorized Areas

D. SIMULATIONS/SIMUNITIONS

1. Mouth guards Will be Used, as Needed, for Simulation Training
2. No Live Ammunition Will be Loaded or Carried During Simulation Training Exercises (Double Checked by Participants & Instructors)
3. When Using Blank or Marking Cartridges, or Distraction Devices, You may Only Use Those that are Issued and You Must Double Check Them to Insure they are Intact.
4. Issued Protective Gear e.g. Face shields, Padding, etc. Must be worn properly and at all times during Simulation/Simuniton training until directed otherwise by the Instructor.
5. When using Simuniton rounds, **No Intentional** Groin or head shots will be allowed and shots within two feet of a role player are not allowed.
6. Students will **immediately** cease activities when a sharp sustained blast of a whistle, and/or an instructor yelling "stop" is announced.
7. Students will immediately cease actions upon a role player announcing "Stop" "Out of Role"!

E. SHOOTING HOUSE SAFETY RULES

1. Authorized Firearms Instructors Must be Present During Use
2. **BODY ARMOR** Must be Worn by Everyone who Enters the House
3. Prior to Live Fire Exercises, **Rooms Will be Checked** to Insure that No Personnel are Present
4. Firearms Instructors Will Insure Targets are Placed so that when Engaged, Rounds will Not Exit the House
5. Pistol Caliber Ammunition Shall Only be Used (Approved List)
6. No Steel Targets Allowed
7. Instructors Must Review All Targets and Angles of Deflection Before Beginning Live Fire
8. All Damage Must be Repaired, Replaced and Reported
9. During Multiple Use, Doors Must be Double Locked
10. Rotating Light Must be On During Use
11. Fire Extinguishers Must be Present During Use
12. Building Must be Checked for Damage and Fires, then Secured After Use

F. FIREARMS SHALL NOT BE HANDLED BY PERSONS WITH A BLOOD ALCOHOL CONTENT IN EXCESS OF .00% BY WEIGHT OR UNDER THE INFLUENCE OF DRUGS OR MEDICATION THAT WOULD IMPAIR THEIR MOTOR SKILLS, JUDGEMENT OR BALANCE.

PISTOL NOMENCLATURE

1. HAMMER
2. CONTROL LEVER/SAFETY/DECOCKER
3. REFERENCE LINE
4. REAR SIGHT
5. EJECTION PORT
6. CALIBER DESIGNATION
7. FRONT SIGHT
8. SERIAL NUMBER
9. SLIDE RELEASE
10. TRIGGER GUARD
11. TRIGGER
12. AMBIDEXTROUS MAGAZINE
RELEASE
13. FINGER RECESSES
14. FRAME EXTENSION
15. LANYARD LOOP
16. SLIDE
17. FRAME
18. UNIVERSAL MOUNTING GROOVES
19. FINISH

PISTOL BREAKDOWN & ASSEMBLY

1. Slide
2. Barrel
3. Frame
4. Magazine
5. Function Check

PISTOL ACCESSORIES

- 1. Laser**
- 2. Hogue Grips**
- 3. Night Sights**
- 4. Extended Magazines**
- 5. Cleaning Kits**
- 6. Light Mounts**
- 7. Scope Mounts**

HOLSTERS

Practice with the carrying system that you'll be using, and choose your holster with these two factors in mind: The holster should secure the gun when you need and want it secured, and the holster should allow a smooth and fast draw when needed.

SELECTION

1. **Should Cover Trigger**
2. **Should Hold Pistol Secure**
3. **Nylon vs. Leather vs. Laminate**
4. **Placement**
 - a. Holster
 - b. Magazine Pouches

USES

1. **Duty**
2. **Special ops (Swat, Military, Etc.)**
3. **Concealed**

THE PISTOL MUST BE DECOCKED OR ON SAFE BEFORE HOLSTERING

DRAWING THE PISTOL

1. **GRIP** (Grip Pistol/Release Security Device)
2. **DRAW** (Pistol Is Drawn, Stiffen Wrist, Rotate Towards Target)
3. **READY** (Hands Come Together, Presentation)
4. **SIGHTING** (Finding Front Sight, Locked In, Sights Aligned)
5. **FIRE IF NECESSARY** (Press Trigger, Trigger Control)

***FINGER IS OFF THE TRIGGER UNTIL THE SIGHTS
ARE ON THE TARGET**

REHOLSTER

1. **Follow through after firing.**
2. **Scan and Breathe** bringing the pistol to a ready position.
3. **Decock/or apply Safety if applicable** (finger out of the trigger guard).
4. **Thumb on back of the slide, Index finger moving security strap.**
5. **Secure pistol** and activate the security device while maintaining observation of the threat and threat area.

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FUNDAMENTALS OF SHOOTING

PRIMARY OBJECTIVES

A. Control Motion

B. Consistency

1. Stance

2. Grip

3. Sight Alignment

4. Trigger Control

5. Follow Through

6. Scan and Breathe

READY POSITION

A. Generic Ready Position

1. **The point in the draw process at which both hands grip the firearm.**
2. **Muzzle is kept on the threat area**
3. **Elbows bent and pulled in**

B. Operational Threat Ready

1. **Always dependant on threat/area**
2. **Always ready to fire immediately**
3. **Takes into consideration weapons retention**

PISTOL LOAD/UNLOAD

LOAD

1. Point the pistol in a safe direction.
2. Lock the slide to the rear.
3. Insert a loaded Magazine.
4. Release the slide.
 - a. Activate the slide release with the strong or the support thumb

OR
 - b. Grab the slide over the top and pull slightly to the rear while pushing the grip forward and release the slide. **(Overtop)**

OR
 - c. Tilt the firearm towards the support side and pinch the slide with the index finger and thumb. Pull the slide towards the rear while pushing the grip forward and release the slide **(Sling Shot)**

UNLOAD

1. Point pistol in safe direction
2. Apply safety (if applicable)
3. Remove magazine
4. Lock slide to the rear
5. Visually and physically inspect the chamber

DO NOT ATTEMPT TO CATCH THE EJECTING ROUND, ALLOW IT TO FALL TO THE GROUND

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PISTOL RELOADS

A. SPEED

1. Pistol is loaded
2. Keep eyes on the threat and/or threat area as much as possible
3. Tilt magazine well towards support side and tuck arm in
4. Find fresh magazine and remove (indexing finger)
5. Depress magazine release (finger or thumb) fresh magazine is inserted while used magazine falls.
6. Return to ready

B. EMERGENCY

1. Slide has locked to the rear
2. Keep eyes on the threat and/or threat area as much as possible
3. Tilt magazine well towards support side and tuck arm in
4. Find fresh magazine and remove (indexing finger)
5. Depress magazine release (finger or thumb) fresh magazine is inserted while used magazine falls.
6. Release slide
7. Return to ready

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C. TACTICAL

1. Pistol is loaded
2. Keep eyes on the threat and/or threat area as much as possible
3. Tilt magazine well towards support side and tuck arm in
4. Find fresh magazine and remove (indexing finger)
5. Depress magazine release (finger or thumb) catching used magazine, fresh magazine is inserted, then place used magazine in pocket (do not place used magazine in pouches)
6. Return to ready

D. One-handed

1. Securing the firearm
2. Activating Slide

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PISTOL STOPPAGES

- 1. Failure to Fire**
- 2. Stove Pipe/Failure to Extract or Eject**
- 3. Double Feed/Bad Magazine**

CLEARING STOPPAGES

A. TAP, RACK, READY Method

1. Failure to fire/Bad Ammunition.
2. Stove Pipe/Failure to Extract or Eject

B. MAGAZINE OUT Method

1. Double Feed.
2. Bad Magazine.

TRANSITION

1. Controlling Primary
2. Use of Lanyard

DOUBLE TAPS

- A. Presentation Time and Set Time**
- B. Hammer vs. controlled pair**
- C. Fight recoil**
- D. Locked in**
- E. Good stance**
- F. Why double tap**

SHOTGUN NOMENCLATURE

- A. Stock
- B. Butt Pad
- C. Sling Mount
- D. Safety
- E. Trigger Guard & Trigger
- F. Cartridge Drop Lever
- G. Bolt Handle
- H. Ejection Port
- I. Bolt Release
- J. Free Carrier
- K. Hand Guard or Forend
- L. Magazine Tube
- M. Forend Nut
- N. Barrel
- O. Choke Tubes
- P. Sling Mount
- Q. Front Sight

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R. Rear Sight

SHOTGUN BREAKDOWN & ASSEMBLY

A. Assemblies

1. Barrel, Barrel Extension & Hanger
2. Bolt Assembly
3. Receiver with Magazine Tube & Buttstock
4. Trigger Assembly
5. Forend Nut
6. Barrel Band

B. Trigger

1. Trigger Assembly
2. Trigger Guard Pin

C. Bolt

1. Bolt Carrier
2. Bolt Link
3. Firing Pin Spring
4. Firing Pin - Retaining Pin
5. Bolt Handle
6. Inertia Spring
7. Locking Head Spring
8. Locking Head

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D. FUNCTION CHECK

SHOTGUN ACCESSORIES

1. Light
2. Magazine Extension
3. Scope Mounts
4. Ghost Rings
5. Tritium Sights
6. Speed Loaders
7. Slings
8. Ammo Holders
9. Lasers
10. Butt Pads
11. Chokes
12. Standoff
13. Rifled Barrel
14. Pistol Grip (front & Back)
15. Gas Launchers
16. Folding Stocks

SHOTGUN AMMUNITION

STANDARD

000 Buck

00 Buck

00 Buck Magnum

#4 Buck

#9, 8, & 7 2

Rifled Slug

Sabot Slug

SPECIALTY

Chemical Agents

TKO Slug Shok Lock

Bean Bag

Rubber Pellets

Rubber Slug

LOW READY POSITION

- A. Weapon in shoulder**

- B. Dropped below sight (no tunnel vision) scanning**

- C. Finger off the trigger and indexed**

HIGH READY POSITION

- A. Butt Hip Level**

- B. Front Sight in Line of Vision**

- C. Finger Off Trigger & Indexed**

SHOTGUN LOADING

1. **Safety On**
2. **Insert Rounds in Magazine Tube**
3. **Cruiser Safe**
4. **Operational Ready**
5. **Chamber Round**
6. **Safety On or Off**

SHOTGUN UNLOADING

SEMI - AUTO

1. Safety On
2. Pull Bolt Handle Back
3. Unload Magazine Tube

PUMP

1. Safety On
2. Pull Action Back
3. Unload Magazine Tube

SHOTGUN RELOADING

A. Speed Reload or Chamber

1. Empty Magazine

B. Tactical Reload on Tube

1. Opportunity

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PATTERNING

Name:

_____ Date:

Type of Shotgun:

Length: _____ Barrel

Distance

Impact Area

Round

Manuf

Inches

3yd	Disk #1	00 Buck/standard
3yd	Disk #2	Bird
5yd	Disk #3	00 Buck
5yd	Disk #4	Bird
7yd	Disk #5	00 Buck
7yd	Disk #6	Bird

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10yd	Disk #7	00 Buck
10yd	Disk #8	Bird
15yd	Stomach	00 Buck
25yd	Upper Chest	00 Buck
25yd	Head	Slug
25yd	Upper Chest	Slug
50yd	Stomach	Slug

SHOTGUN DOUBLE TAPS

1. **Low Ready Position**
2. **Proper Mount**
3. **Proper Sighting**
4. **Hammers vs. Controlled Pairs**
5. **Presentation Time and Set Time**
6. **Metal Targets**

PISTOL MAINTENANCE

- A. Barrel pull through**

- B. Slide cleaning and inspection**

- C. Frame cleaning and inspection**

- D. Magazine cleaning and inspection**

- E. Lubrication**

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SHOTGUN MAINTENANCE

- A. Barrel pull through**

- B. Receiver cleaning and inspection**

- C. Bolt assembly cleaning and inspection**

- D. Trigger group cleaning and inspection**

- E. Magazine cleaning and inspection**

- F. Lubrication**

- G. Care and cleaning of butt, fore grip and accessories**

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DRUG AND ARMOR DRILL

- A. HEAD OR PELVIC REGION**

- B. CENTER MASS IS POINT OF AIM FOR HEAD SHOT**

- C. HIP POINTS OR POCKETS ARE POINT OF AIM FOR PELVIC**

- D. DOUBLE TAP TO BODY, ASSESS, TRANSITION TO OPTION AREA**

E.5,7 Yard Lines

F. Commands of "Head, Up!" or "Pelvic, Up!"

MULTIPLE TARGETS

- A. PRIORITIZATION**
- B. SPREAD FIRE**
- C. ONE TARGET AT A TIME**
- D. STOP PISTOL ON EACH TARGET**
- E. SMOOTH WEAPONS MOVEMENT/ CONTROL SWING/DO NOT SWING OVER**
- F. 10 Yard Line**
- G. 1, then 2 then 3 Targets Double Tap**
- H. 1 Target dbl tap, 1 Step, Then 2 Targets dbl tap and 2 Steps, Then 3 Targets dbl tap and 3 Steps.**

I. Stress Stance, Counting rounds, Zero Misses

ONE HAND FIRING

A. STEP IN

B. CONSISTENT STANCE

C. CLOSE IN

D. SUPPORT HAND FIRING

1. DRAW

2. RELOAD

E. 3,5,7 Yard Lines

F. Double Tap at disk and Chest or Belly

AMMO CHANGE OVER

A. Semi (Benelli Only)

1. Find new round (strong hand)
2. Round in hand, pull bolt handle to the rear ejecting round in chamber
3. Drop new round in port and continue

B. Semi or Pump

1. Find new round (support hand)
2. Insert round in magazine tube
3. Engage Cartridge Drop Lever
4. Pull Bolt Handle to rear and release

WINNING MINDSET

A. Attitude

The attitude towards training as well as the possibilities and eventualities of your job are a key ingredients that often will determine success or failure, victim or victor. Often the complaint voiced by the individual officer is that the department will not fund the necessary training time or ammunition supplies. What these officers are saying is that " The departments budget is ultimately responsible for my firearms handling proficiency". The fact of the matter is this: the officer is issued a tool to use on the job. That tool has the capacity to take a life. And yes, the chief should allocate the necessary resources to truly raise the departments firearms abilities, but when show time comes, the chief and the department will not be there to fire the gun. What stands between saving one's own life, the life of one's partner, or the life of an innocent person is that officer's firearms handling ability. If he does not care enough about his partner or innocent people to go out and spend some personal time and money to become proficient, then perhaps he'll care enough about himself to seek improvement. **If not, he is a victim waiting to happen.**

B. Awareness Levels

Condition White - Relaxed, unaware, unprepared and totally oblivious to the surroundings

Condition Yellow- Relaxed but alert, aware of a potential for trouble, constantly "scanning".

Condition Orange- Aware of a potential specific threat, based upon instincts and observations - think tactics.

Condition Red- Aware of danger, prepare to respond or take evasive action immediately, tendency to revert to conditional response - training.

Condition Black- Engaged in combat, if unprepared, one may panic and freeze.

**IF OTHER RESOLUTION OPTIONS DO NOT WORK
AND THE FIGHT IS IMMINENT OR ON, BE...**

A. FAST

B. SURPRISING

C. DECISIVE

D. AGGRESSIVE

E. COOL

F. THE WINNER

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FIRING POSITIONS

A. Standing

1. Supported - Not Recommended
2. Unsupported

B. Kneeling

1. Supported (low)
2. Unsupported (high)
3. Double Knee

C. Squatting

1. Feet position
2. Lock in

D. Prone

1. Angle from behind
2. Hugging

E. 10,15, and 25 Yard Lines

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F. Fire Double Taps

USE OF COVER

- A. COVER vs. CONCEALMENT**

- B. COVER DICTATES FIRING POSITION**

- C. FROM AROUND SIDE, OVER TOP, STEP OUT, ROLL OUT, LEFT AND RIGHT**

- D. ANGLE PROVIDES DEPTH**

- E. PROTECT YOUR COMPUTER, MOTOR, AND WHEELS**

- F. MAINTAIN VISUAL OF THREAT AND THREAT AREAS**

- G. VEHICLE AS COVER**

STATIC TURNS

- A. Stress safety - don't break laser rule**

- B. Stress stance**

- C. Counting rounds**

- D. Zero misses**

- E. Always move into known territory**

- F. Pivot on foot in the direction that you want to turn**

- G. 5 Yard Line**

- H. Dry Fire turns**

- I. Double Taps**

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FIRING ON THE MOVE

FORWARD

- A. Firearm held at the Ready
- B. Legs become shock absorbers
- C. Roll your feet
- D. Walking
- E. Shorten stride
- F. Speeds
 1. Covert
 2. Warrant
 3. Rescue
- G. Commands



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1. Move
2. Threat
3. Up

BACKING OUT

- A. Firearm held at the Ready**

- B. Legs become shock absorbers**

- C. Roll your feet**

- D. Step and Drag or Drag and Step**

- E. Full Step**

- F. Keep Weight Forward**

PISTOL MOVING TARGET

A. Stationary Hold

1. Firearm stationary, target moves into impact area
2. Consistent Hold with necessary Lead

B. Tracking

1. Firearm moves at same speed as target
 - a. Consistent Hold with necessary Lead
 - b. Follow through

C. Overtaking

1. Firearm moves faster than target
 - a. Slow firearm movement establish necessary lead
 - b. If swing past you can establish a stationary hold

D. 10 Yards

E. Double Tap

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F. Two Shooters at a Time

SHOTGUN MOVING TARGET

- A. Stationary Hold**
- B. Tracking**
- C. Overtaking**
- D. Clay Targets Hand Thrown**
- E. Swing Through**
- F. Multiple Targets**
- G. Observe and Load**
- H. Team Concept**
 - 1. Communication
 - 2. Observe
 - 3. Load
 - 4. Covering
 - 5. Multiple Targets
 - 6. Accuracy

POST ENCOUNTER ACTIONS

- A. Re-establish Security**

- B. Seek cover**

- C. Reload**

- D. Maintain visual**

- E. Maintain cover of suspect**

- F. Get assistance**

- G. Check individuals involved**
 - 1. Yourself**
 - 2. Others**

ADD PISTOL RELATIVE POSITIONING

LOW LIGHT FIRING

A. EYES

1. The Scleroid layer
2. The Choroid
3. The Retina
4. The Cornea
5. Pigment
6. The Ciliary body and the Iris
7. The Pupil
8. Photoreceptor Cells - Rods and Cones
9. Fovea Centralis
10. Optic Nerve

B. CONSIDERATIONS

1. Dark Adaptation
 - a. Visual Purple (Rhodopsin).
2. Depth perception
3. Contrast of color

4. The dead spot

5. **Someone who is in the dark and looking towards or into a lit area can see very well. Conversely, however, a person who is in a lit area looking towards the dark cannot see as well into the dark**
6. **Pupils are sympathetic**
7. **High or Low Firing**
 - a. **"Don't fight or out think your body"**
8. **Eye Glasses**
9. **Dark objects**
10. **Available light**

C. ACCESSORIES

1. **Flashlight**
2. **Lasers**
3. **Nights Sights**
4. **Car lights**
5. **Flares**
6. **Chemical lights**
7. **Strobes**
8. **Night vision goggles**

D. HAND HELD FLASHLIGHT TECHNIQUES

- 1. CHAPMAN (or called the three finger**
- 2. HARRIES(or called the back of the hand to the back of the hand)**
- 3. AYOOB (or called the thumb to thumb)**
- 4. ROGERS**
- 5. SHOULDER**
- 6. ROLLING**

E. GENERAL RULES

PISTOL QUALIFICATION

Name _____ SS# _____

Date _____ Percentage _____ Pass/Fail _____

Scorer _____

This qualification course consists of 20 total rounds fired in a total of 6 stages. Each round is worth either 5 points for a satisfactory hit, or 0. A percentage will be computed but will not be a determining factor for a pass or fail. Pass or fail will be determined subjectively by the instructor based upon the student satisfactorily demonstrating proper **firearms handling**. This includes but is not inclusive of Marksmanship, Movement and use of cover and concealment, Draw, Reloads, Immediate action drills, Verbal challenges, Threat identification, Covering the threat and de-escalation, Attention to detail, Safety and etc.

STAGE 1

2 yard line, 2 rounds, 1 target, 2 seconds total time.

Begin from the holstered position facing the target. The officer will be conducting a field interview of a suspect. On signal from the instructor the officer will announce KNIFE! and step away from the threat as the firearm is drawn and the officer fires 2 rounds center mass of the target, follow through, scan and breathe, seek cover, and radio for assistance.

Comments _____

STAGE 2

5 yard line, 3 rounds, 3 targets, 4 seconds total time.

Begin from the holstered position facing the targets. On signal from the instructor the officer will announce GUN! and draw the firearm and fire one (1) round into each of the three targets, follow through, scan and breathe, seek cover, and radio for assistance.

Comments _____

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STAGE 3

10 yard line, 3 rounds, 1 target, 3 seconds total time.

Begin from the holstered position, with a ticket book in the officers dominate hand and a pencil in the officers support hand. On command to move forward the officer will move to the target to issue a traffic citation. The signal from the instructor alerts the officer that the driver has exited the vehicle with a firearm. The officer should **move and challenge** the driver and observe a threat while drawing his firearm. The officer should fire two (2) rounds center mass, observe a failure of the threat to stop and fire one (1) round to the head of the threat. The officer should follow through, low scan the target area, seek cover, and radio for assistance.

Comments _____

Stage 4

7 yard line, 3 rounds, 2 targets, 7 seconds total time.

Begin from the holstered position facing sideways from the targets. On signal from the instructor the officer will turn towards the targets announce GUN!, Move to cover and fire two (2) rounds at into the first target. The officer should perform a speed reload utilizing cover and then fire one (1) round into the second target. The officer should then follow through, scan and breathe, seek cover, and radio for assistance.

Comments _____

STAGE 5

10 yard line, 3 rounds, 1 target, 6 seconds total time.

Begin from the ready position. The officer is facing an armed suspect from behind cover and issuing a challenge. On signal from the instructor the officer observes a threatening action and fires two (2) rounds into the suspect, performs a malfunction drill from behind cover and then fires one (1) round into the target. The officer should follow through, scan and breathe, seek cover, and radio for assistance.

Comments _____

STAGE 6

15 yard line, 6 rounds, 3 targets, 6 seconds total time.

Begin from the ready position. On signal from the instructor the officer will move forward to cover position #1 while engaging two targets with two rounds each. Immediately upon arrival at cover position #1 the officer will move towards cover position #2 while firing two rounds at the third target. The officer should then follow through, scan and breathe, seek cover, and radio for assistance.

Comments _____

PISTOL STANDARDS DRILLS

RANGE	DRILL	RDS	HOLSTER	TIME
7yd	DBL TAP	2	UN	1.5
7yd	RELOAD	2+2	UN	6.0
7yd	STOPPAGE	2	UN	5.0
7yd	ARMOR	3	H	3.5
7yd	MULTIPLE	2	UN	2.5
7yd	1 HAND	1	UN	1.5
7yd	DBL TAP	2	H	2.5
7yd	1 HAND	1	H	2.0
7yd	MULTIPLE	1RD EA.	H	3.0

START READY POSITION

SHOTGUN STANDARDS DRILLS

<u>RANGE</u>	<u>DRILL</u>	<u>RDS</u>	<u>TIME</u>
10yd	Single Rds	1 Rd	1.0 sec
10yd	Double Tap	2 Rds	1.5 sec
10yd	Reload	2 Rds	5.0 sec
10yd	Stoppage	1 Rd Handgun	4.0 sec
10yd	Multiple	1 Rd 2 Targets	2.0 sec
10yd	Changeover	1 Rd	5.0 sec

START "LOW READY POSITION

BUILDING CLEARING FUNDAMENTALS

A. APPROACH

B. STOP, LOOK, LISTEN

1. Target Indicators

Key in on the threat areas. Observe and cover those areas that are uncleared, blind, or where a person could be hiding. It does an officer no good to keep his weapon pointed at a blank wall or move into a blank corner if there are doors, furniture, corners, windows, etc. in the room. The threat areas will determine your movements and actions. If there is nothing to do, stick a gun towards a threat area and cover.

A. Sound - Radio, Keys

B. Movement - Deletes Camo: Move in shade and shadows

C. Reflection or shine

D. Contrast with your environment

E. Outline - Standing in a doorway, peeking in a window, Fatal Funnel

C. WEAPONS POSITIONS (holstered, ready position)

D. ROOM ENTRY METHODS

1. CRISSCROSS

2. BUTTON HOOK

3. QUICK PEEK

4. CUTTING THE PIE

5. LIMITED PENETRATION

6. SIDE STEP

E. THREAT ENCOUNTER OPTIONS

1. ESCALATE

AND/OR

2. DISENGAGE

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