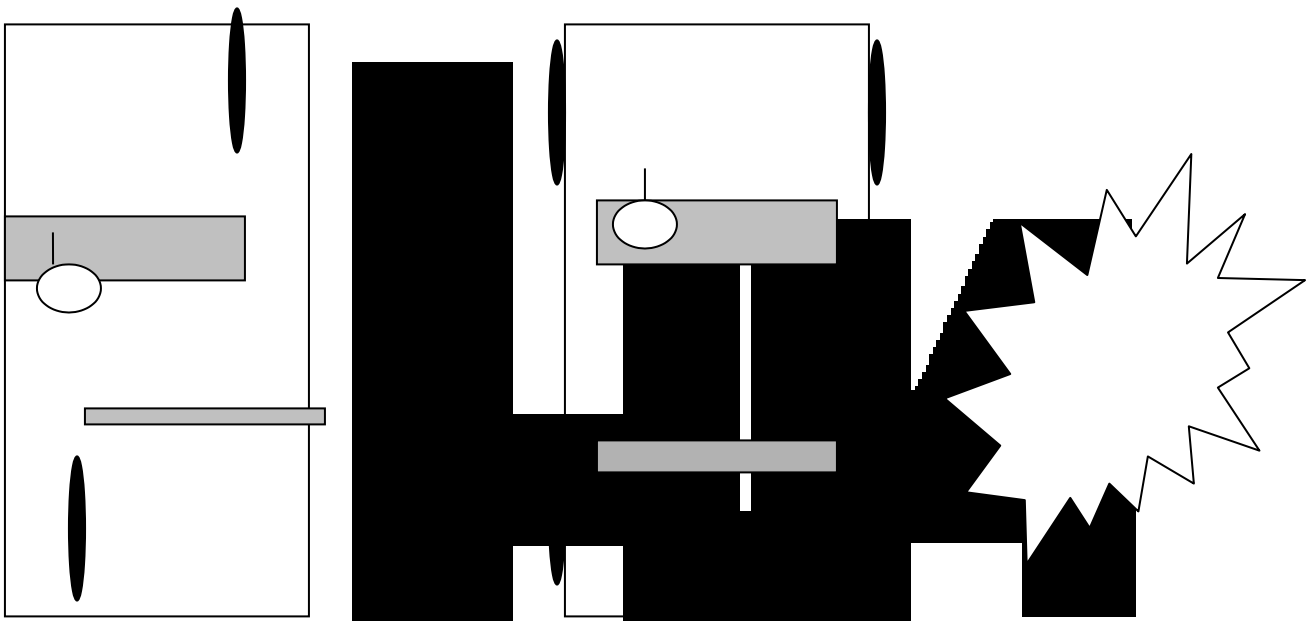


FIREARMS DEPLOYMENT DURING VEHICLE OPERATIONS



**INTERNATIONAL
TRAINING
DIVISION**

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2000

FIREARMS DEPLOYMENT DURING VEHICLE OPERATIONS

DAY 1 Introduction to Defensive Vehicle Tactics
Intro to Concealed Carry

PISTOL

Fundamentals of Shooting
Nomenclature
Load, Unload, & Reload
Concealed Draw
Double Taps
Reloads
Stoppages
Drug & Armor
Multiple Threats
One Hand Firing
Static Turns
Firing on the Move

DAY 2 **SUBGUN**
Nomenclature
Load, Unload, Reload, Stoppages
Double Taps
Reloads/Stoppages
Concealed Draw
Intro to Auto Fire
Trigger Control
Use of Cover and Concealment
Vehicle Positioning
Vehicle Exits
Firing through Glass

DAY 3 Vehicle Dynamics
Technical Driving and Mental Aspects
Night Driving

DAY 4 Evasive Driving
Attack Recognition
Barricades

DAY 5 Standard Drills Pistol and Subgun
Counter Attack Scenarios
Critique and Graduation

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.



INTRO TO CONCEALED CARRY

A. WHY CONCEALED CARRY?

- 1. Personal and Family Protection**
- 2. Duty Requirement**

B. THREAT CONSIDERATIONS

- 1. Direct**
- 2. Assumed**

C. GOVERNING ISSUES

- 1. Safety**
- 2. Laws**
- 3. Departmental Regulations and Guidelines**
- 4. Personal Moral Code**

D. FIREARM SELECTION

E. ENVIRONMENTAL AND CLOTHING

- 1. Weather changes**
- 2. Job or Duty requirements**

F. HOLSTER SELECTION

- 1. Job Duty**
- 2. Clothing Type**
- 3. Firearms Compatibility**

G. ACCESSORIES

- 1. Reloads**
- 2. Light**
- 3. Handcuffs**

H. REQUIREMENTS TO ACT

- 1. Duty Requirement**

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

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

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**

* Remember, the five-point draw process must not always be performed in its entirety. The process may stop at any point in the process as determined by the shooter to meet a given situation.

METHODS OF DRAWING

A. 5 POINT DRAW

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

B. HOLSTER SPECIFIC DRAWS

1. **Shoulder**
2. **Hips**
3. **Ankle**
4. **Fanny packs**
5. **Bags**
6. **Others**

INTRODUCTION FIRE AND ZERO

3 Inch Dot Drill

- A. 3, 7 yard lines, from the ready position
- B. Each shooter gets 4 symbols
- C. 3 rounds each in first 2 symbols
- D. 1 shot at a time, sighted firing
- E. Follow through, scan, breathe, and decock after each shot
- F. No time limit, shooters' own pace
- G. Holster after each dot
- H. Objective is to "Key Hole" each dot
- I. Then 6 rounds rapid fire in each of 2nd two symbols
- J. Eye Discipline, No Eye Sprints

DOUBLE TAPS

A. Presentation Time and Set Time

B. Hammer vs. controlled pair

C. Control recoil

D. Locked in

E. Good stance

F. Why double tap?

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

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

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

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

A. STEP IN



ONE HAND FIRING

B. CONSISTENT STANCE

C. CLOSE IN

D. SUPPORT HAND FIRING

1. DRAW
2. RELOAD

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**

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**
 - 1. Move
 - 2. Threat
 - 3. Up

SUBGUN

NOMENCLATURE

- A. **Buttstock with Sling Attachment and Rear Take Down Pin**
- B. **Rotary Rear Sight**
- C. **Scope Mounts**
- D. **Cocking Lever and Tube**
- E. **Front Sight**
- F. **Barrel and Lugs**
- G. **Front Sling Mount and Take Down Pin**
- H. **Forearm**
- I. **Magazine Release/Butterfly and Button**
- J. **Magazine Well**
- K. **Center Sling Mount**
- L. **Center Take Down Pin**
- M. **Trigger, Trigger Guard and Pistol Grip**
- N. **Safety Select Lever**

BREAKDOWN & ASSEMBLY

A. Assemblies

1. Receiver with Barrel, Cocking Mechanism and Sights
2. Bolt Assembly
3. Pistol Grip with Trigger Mechanism
4. Buttstock
5. Forearm
6. Magazine
7. Sling

B. Trigger

1. Pistol Grip
2. Trigger Mechanism
3. Safety Select Lever

C. Bolt

1. Bolt Head Carrier and Recoil Spring Tube & Guide Rod
2. Bolt Head
3. Locking Piece
4. Firing Pin
5. Firing Pin Spring

D. Function Check

1. Bolt Movement
2. Safety
3. Semi
4. Auto/burst
5. Buttstock (Retractable)

READY POSITION

- A. **Weapon in shoulder**

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

- C. **Finger off the trigger and indexed**

- D. **Manipulation of the Safety Select Lever**

LOAD

- 1. Firearm pointed in a safe direction**
- 2. Safety on**
- 3. Lock Back**
- 4. Magazine on**
 - a. Seat and lock**
 - b. Two stages**
- 5. Try to pull off**
- 6. Bolt forward**

UNLOAD

- 1. Firearm pointed in a safe direction**
- 2. Safety**
- 3. Magazine off**
- 4. Lock Back**
- 5. Visually and Physically inspect chamber**

RELOAD

- A. Lock back while going down on one knee**

- B. Remove Magazine**

- C. Insert Fresh Magazine**

- D. Give a tug down on fresh magazine**

- E. Bolt forward**

- F. Single stack - get new magazine before locking back**

STOPPAGES

- A. Empty Magazine
- B. Magazine not seated.
- C. Stove Pipe
- D. Double Feed
- E. Rounds stuck behind ejector
- F. Rounds behind bolt
- G. Bad Ammo

CLEARING STOPPAGES ON MP5

- 1. Always press trigger twice to insure stoppage**
- 2. Lock back**
- 3. Mag off**
- 4. Rock from 4-8 o'clock.**
- 5. Rack bolt back and forth and lock back.**
- 6. Insert a fresh mag on, then bolt forward.**
- 7. Do not point firearm up or down, maintain the master grip and weapon in shoulder**

MP5 CONCEALED CARRY

A. HARNESS

- 1. Proper Wear of Harness**
- 2. Securing the MP5**
- 3. Draw**

B. BAG

- 1. Placement**
- 2. Draw**

C. CONFIGURATION

- 1. On Safe**

INTRODUCTION TO AUTOMATIC FIRING

A. Stress Stance

B. 3 rd group

C. Zero misses

D. Counting rounds

TRIGGER CONTROL

A. Trigger Manipulation

B. Listen & Feel

C. Different Trigger Break

D. Counting Rounds

USE OF COVER

A. Cover vs. Concealment

B. Use of Cover

1. Quick Peeks
2. Distance from cover
3. Cutting the pie
4. Rolling out
5. Stepping out

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

VEHICLE POSITIONING

1. Where is the attack?
2. Where do we go?
3. How do we get there?
4. What do we do when we get there?

VEHICLE EXITS

- A. Do not unholster until out of vehicle
- B. Do not break laser rule
- C. 2 & 4 man need to produce suppressive fire ASAP.
- D. A team should use a flanking movement ASAP while a team produces suppressive fire.

1 Man

- Position vehicle & place in park
- Turn car off, remove seat belt, & remove keys
- Exits out either #1 or # door, depending on threat
- Takes Fire position

2 Man

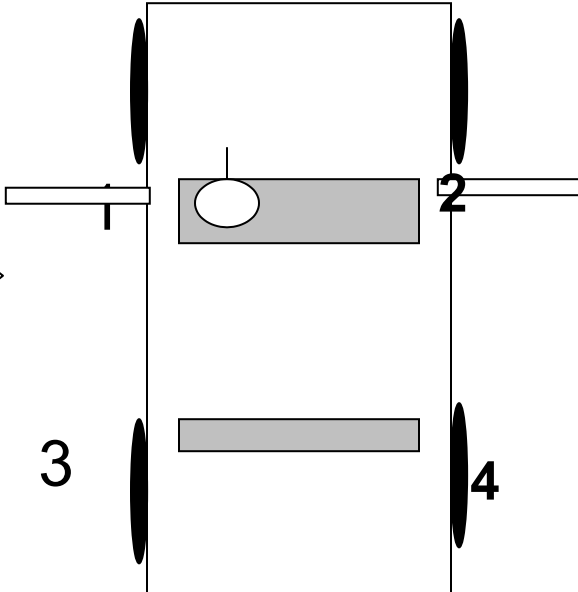
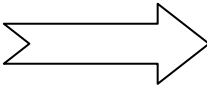
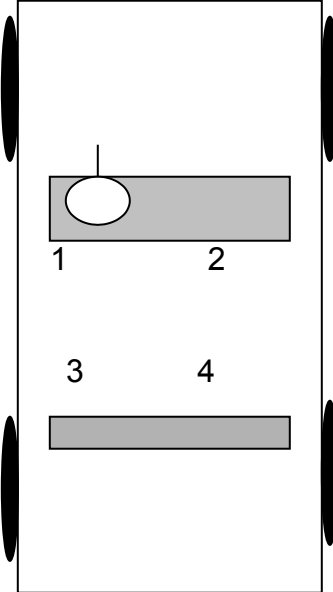
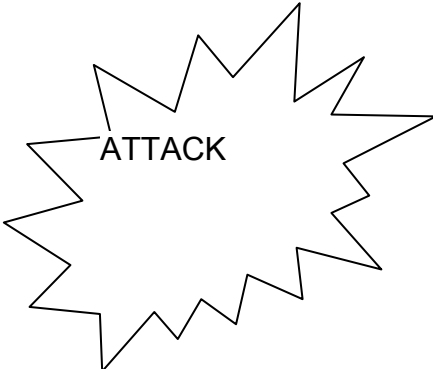
- Unlocks doors & removes seat belt
- Exits #2 door or #1 depending on threat
- Takes fire position
- Commands Movement

3 Man

- Removes seat belt
- Exits #4 or #3 door
- Takes rear fire position

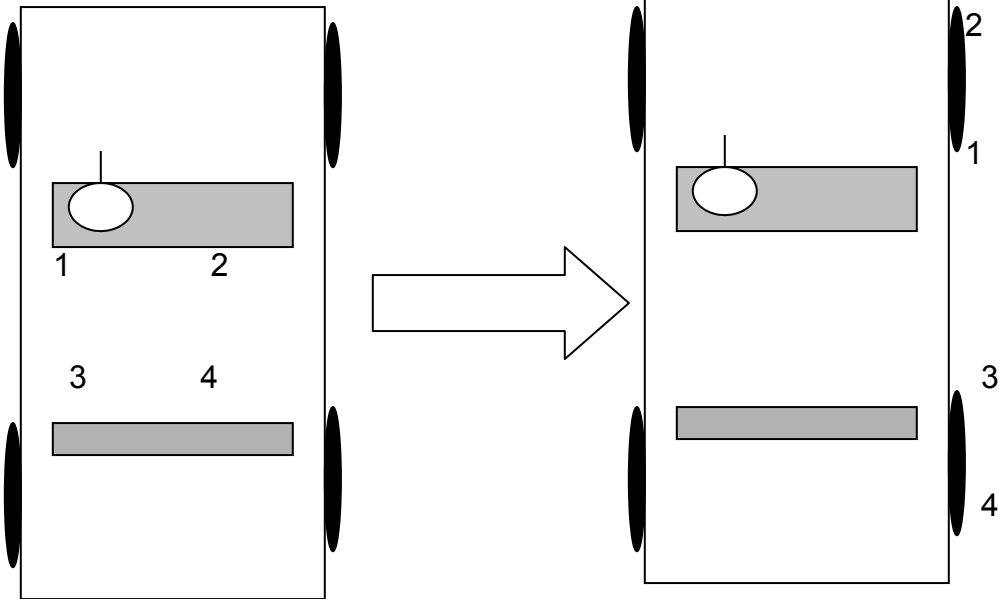
4 Man

- Unlock door & remove seat belt
- Exits #4 or #3 door
- Takes fire position towards rear
- Alternate to command movement



EXIT RIGHT SIDE OF VEHICLE AWAY FROM ATTACK AND
TAKE THE DESIGNATED POSITIONS

Attack



FIRING THROUGH GLASS

A. Types of glass

B. Reduction in Mass

C. Cone shape pattern of glass

D. Deflection

MP5 STANDARDS DRILLS

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

START "LOW READY POSITION

PISTOL STANDARDS DRILLS

<u>RANGE</u>	<u>DRILL</u>	<u>RDS</u>	<u>TIME</u>
7m	Double Tap	2 Rds	3.5 sec
7m	Reload	2 Rds	7.0 sec
7m	Stoppage	2 Rd	5.0 sec
7m	Multiple	2 Rd 2 Targets	4.5 sec
7m	Drug & body	3 Rd	4.0 sec

- All from the holster