

PLANNING AND EXECUTION OF RAIDS AND SEARCH WARRANTS

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DAY 1

Administration & Introduction
Course Overview
Receiving Warrant/ Warrant History
Warrant Work - Up
Diagramming (Preliminary)
Surveillance
Suspect Intelligence
Lunch
Equipment Needs
Personnel: Line-up and Deployment
Diagramming (After Action)
Debriefing
Work - Up F.T.X.

DAY 2

Forced Entry
- Doors
- Windows
- Fortified Locations
- Dynamic Clearing - Immediate Threat Concept
- Diversions
Lunch
Active Countermeasures

DAY 3

Range: Pistol
Intro Fire and Sight - In
Double Taps
Reloads
Stoppages
Drug & Body Armor
Lunch
Multiple Targets
Static Turns
Moving Turns
Firing on the Move
Round Robin Drills

DAY 4

Safety Brief
Live Fire Entries
Practical Exercises
Forced Entry
Dynamic Clearing

DAY 5

Safety Brief
F.T.X.
Simulation Exercises
Debrief, Critiques, Certificate

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 Astop@ is announced.
7. Students will immediately cease actions upon a role player announcing AStop@ AOut 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.

A perfect plan is like a unicorn.

**Everyone can tell you what one
looks like...**

**But no one has ever actually
seen one!**

WARRANT RECEPTION & HISTORY

- A. Read It!!**

- B. Specific Details**

- C. Case History**

- D. I/O Verify Information**

- E. Is Warrant Signed**

- F. Expiration Date and Time**

WARRANT WORK - UP

A. Description of Location

B. Drive By

1. Photo
2. Video

C. Photo Flight

D. Walk Throughs

E. Diagraming (Preliminaries)

F. Surveillance

**THE BEST IDEAS
ARE SIMPLE
ENOUGH TO BE
SCRIBBLED ON
NAPKINS!!!**

SUSPECT INTELLIGENCE

A. Complete Description

B. Criminal History

C. Weapons Check

D. Cross Reference

1. Other Arrests
2. Patrol

EQUIPMENT NEEDS

A. Weapons

B. Forced Entry

C. Misc. Items

D. Radios & Frequencies

E. Personal Equipment

HOSPITAL PREPARATIONS

- A. Notified for L.E.**

- B. Notified for Suspects**

- C. Paramedics/Ambulance Stand By**

- D. Route from Location to Hospital**

- E. Team Members EMT Qualified**

- F. ER Physician as a Reserve**

PERSONNEL LINE-UP

A. Team

B. Command

C. Other Jurisdictions

DEPLOYMENT OF PERSONNEL

- A. Convoy Order**

- B. Route From Staging C.P.**

- C. Route from C.P. to Location**

- D. Deployment of Containment**

- E. Deployment of Patrol**

- F. E/T Deployment**

BRIEFING

- A. Roll Call**

- B. History (brief)**

- C. Suspect Description**

- D. Location Description**

- E. Deliberate Plan and Contingency Plans**

DIAGRAMING (After Action)

A. Damage Assessment

B. Exact Drawing

1. Interior
2. Exterior

DEBRIEFING

A. Original Plan

B. Last Minute Intel Changes

C. How Warrant Was Finally Executed

D. Individual Input From The Team

**IF IT'S
STUPID, BUT
WORKS...
IT ISN'T
STUPID!!!**

HIGH RISK WARRANTS VS. CALL-OUTS

A. High Risk Warrants

1. Operations is Pre-planned
2. Planning is detailed
3. Planning is completed prior to deployment
4. Personnel are thoroughly briefed prior to deployment
5. Crisis entry is likely
6. Containment is complete and immediate
7. Preparation lies with team
 - a. Choice of weapons
 - b. Ability to exploit terrain features
 - c. Ability to gain surprise
 - d. Equipment
8. Team chooses deployment tactics
9. Suspect likely to be taken by surprise
10. Operation completed in 60 seconds to 10 minutes

B. Call-Outs

1. Operation is planned based on the particular incident
2. Planning is never complete
 - a. Dependant on dynamic situation
 - b. Immediate deployment may aggravate planning briefing of personnel
3. Planning is simultaneous with deployment
4. Personnel are never completely briefed
5. Covert entry is most likely
6. Containment is gradual and lengthy (except during immediate deployments)
7. Preparation lies with the suspect:
 - a. Choice of weapons
 - b. Ability to exploit terrain features
 - c. Ability to gain surprise
 - d. Equipment
8. Suspect often dictates type of deployment

9. Suspect is prepared
10. Operation may take hours or even days

FORCED ENTRY TECHNIQUES

A. Introduction and History

B. Ram & Titan

C. Sledge & Go Bar

D. Shotloks or TKO

E. Rip Ram

F. Hydra - Force

DYNAMIC CLEARING

A. Introduction

1. Immediate Threat Concept
2. Dynamic Clearing Principle
3. Room Entry and Movement
4. Dynamic Clearing of Multiple Rooms
5. Apprehension of Suspects

B. Practical Exercises

1. 2,3, & 4 Man Teams
2. Multiple Teams
3. Multiple Entries
4. Multiple Level Entries

ACTIVE COUNTERMEASURES

A. Introduction

1. History
2. Intro to Defensive Tactics

B. Theory

1. Control Theory
2. How the program will be taught
3. Safety Rules

C. Psycho-Motor Skills Development

1. Mental Conditioning
2. Body Mechanics
3. Power Development
4. Transfer of Force

D. Technique Development

1. Focused Strikes
 - a. forearm
 - b. knee
 - c. angle kick
2. Stunning Techniques

E. Simulation Training

1. Low Level - Training Bag
2. Middle Level - Relative Positioning Drills
3. High Level - Structural Simulations

PISTOL STANDARDS DRILLS

RANGE		DRILL RDS
		HOLSTER TIME
7M	TAP	DBL 2 UN 1.5
7M		RELOAD 2+2 UN 6.0
7M		STPGE 2 UN 5.0
7M		ARMOR 3 UN 2.5
7M		MITPL 2 UN 2.5
7M	HAND 1	1 UN 1.5

7M

TAP 2
H

DBL

2.5

7M

HAND 1
H

1

2.0

7M

MLTPL
1RD EA.
H

3.0

START READY POSITION

MP5 STANDARDS DRILLS

<u>RANGE</u>		<u>DRILL</u>	<u>RDS</u>	<u>TIME</u>
Semi				10M
			Dbltap	
			2rds	
				1.5
				sec
10m				
			Reload	
			2rds, reload, 2	
			rds	
				7.0
				sec
10m				
		Stoppage		
		Dry fire, Backup		
			Fire 2rds	
				4.0
				sec
10m				
			Body	

			armor
			2rds
			Body, 1rd
			Head 2.5
			sec
10m			
			Multiple (2)
			2rds
			Body each
			Trgt 2.5
			sec
Auto			10m
			Auto
			3rd
			burst Body
			1.5
			sec
10m			
			Body
			Armor
			3rds
			Body, 1 rd
			Head 2.5
			sec
10m			
			Multiple (2)
			3rds
			Body each
			Trgt 2.5

			sec
Semi		15m	
			Dbtpt
			2 rds
			2.0
			sec
25m	25m		Dbtpt
			Kneeling
			2 rds
			2.5
			sec
50m	50m		Dbtpt
			prone
			2 rds
			3.0
			sec
Start "Ready Position			