
SORT TRAINERS COURSE

STUDENT HANDOUT

FBOP SORT TRAINERS COURSE OUTLINE

DAY 1- ADMINISTRATION & INTRODUCTION

- TACTICAL TEAM CONCEPTS
- BASIC WEAPONS AND EQUIPMENT
- LUNCH
- USE OF FORCE & RED LIGHT/GREEN LIGHT
- COVERT CLEARING LECTURE
- USE OF SHIELDS LECTURE
- DINNER
- COVERT BUILDING SEARCHES Round Robins
 1. Open Areas
 2. Stairways
 3. Hallways & Rooms
 4. Approaches

DAY 2- SAFETY BRIEFING AND EQUIPMENT CHECK

- DYNAMIC CLEARING PRINCIPLE
- DYNAMIC CLEARING EXERCISES
 1. Ladder Entries
 2. Stairway
 3. Hallways & Rooms
 4. Approaches
- LUNCH
- ACTIVE COUNTERMEASURES

DAY 3- SAFETY BRIEFING AND EQUIPMENT CHECK

- TACTICAL PISTOL
- LUNCH
- SUBMACHINE GUN
- DINNER
- DYNAMIC CLEARING /EMERGENCY EVACUATION PRACTICALS

DAY 4- SAFETY BRIEFING AND EQUIPMENT CHECK

- TACTICAL TEAM PLANNING
- LUNCH
- BUS ASSAULTS
- PLANNING PRACTICALS

DAY 5- SAFETY BRIEFING AND EQUIPMENT CHECK

- FINAL PRACTICAL EXERCISES
- DEBRIEF AND CRITIQUE
- 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.

TACTICAL TEAM CONCEPTS

TACTICAL TEAM DEFINITION

- PURPOSE
- OBJECTIVE
- RESPONSIBILITIES
- TEAM MEMBER SELECTION
- PROCEDURES
- TRAINING
- 360 PROTECTION - TEAM CONCEPT
- INVISIBLE DEPLOYMENT
- NOISE DISCIPLINE
- COVER & CONCEALMENT - DEFINITIONS
- COMMUNICATIONS - RADIO, HAND & ARM
- NEGOTIATION TRAINING
- CHEMICAL AGENTS - TYPES

EQUIPMENT

Individual and team equipment should be tailored to the task at hand. If there is a good possibility that a piece of equipment may be needed, it is better to have it than not.

A. INDIVIDUAL It is recommended that each individual officer have specific uniform and equipment that is common to all and carried in a similar location on each person.

B. TEAM Team equipment should be divided among the officers as their specific tasks dictate and to not over burden one individual. The Breacher obviously needs the primary breaching tool. But, what about the alternate Breacher or tool? What about the possibility of breaching interior doors? **Personnel using special equipment must be *trained and proficient* in its use.**

C. NOISE ABATEMENT

D. EQUIPMENT AREAS

1. BASIC EQUIPMENT
2. SPECIAL EQUIPMENT
3. WEAPONS
4. AMMUNITION
5. BODY ARMOR
6. VISION
7. RESCUE
8. SUPPORT
9. ENTRY TOOLS
10. UNIFORM

TEAM EQUIPMENT

- BASIC EQUIPMENT

- SPECIAL EQUIPMENT

- WEAPON

- AMMO

- BODY ARMOR

- COMMO

- VISION

- RESCUE

- SUPPORT

- INDIVIDUAL

- ENTRY TOOLS

- UNIFORM

BASIC EQUIPMENT

<p><u>Entry Tools</u> Pry bar Battering Ram Sledge Hammer Rope with hook Stop Blocks Ladder</p>	<p><u>Weapons</u> Handgun Shotguns Rifle w/scope Submachine gun Assault rifle Smoke and chemical agent gun</p>
<p><u>Vision</u> Binoculars Minors Spotting Scopes Spotlights Night Vision Periscope Strobe Light Chemical Light</p>	<p><u>Special</u> Distraction devices Smoke Chemical agents</p>
<p><u>Individual</u> Handgun Body Armor Flashlight Gloves Ear & Eye Protection Handcuffs Holster Gas Mask Knife Flexcuffs Knee & elbow pads</p>	<p><u>Uniform</u> Two piece fatigue with x/pockets Lightweight boots Ski cap Hooded sweatshirt</p>
<p><u>Armor</u> Level 4 vests Body Bunker/Shields Kevlar Helmets Kevlar Blankets</p>	<p><u>Support</u> Duct tape Spray paint Police tape Vehicles Rain gear X-batteries Generator</p>
<p><u>Rescue</u> Ropes 1" Tube Locking D rings Stokes Basket First Aid Kit Fire Extinguisher Scott Air Pack Hurst Tools</p>	<p><u>Ammo</u> Duty Shot-loks Rubber Armor piercing Ferrets</p>
<p><u>Commo</u> Portable radios with ear mic (secure channels) Hostage phones and tape recorders Throw phones Bullhorn</p>	

USE OF FORCE

A. DEPARTMENTAL POLICY

1. Force Escalation and De-escalation

A. DEADLY FORCE

C. RED LIGHT/GREEN LIGHT

COVERT ENTRY/MOVEMENT

“The art of Stealth, combined with slow coordinated team movement utilized in searching for and/or neutralizing a suspect safely”

- A. USED WHEN YOU DO NOT WANT YOUR PRESENCE OR EXACT LOCATION KNOWN
 - 1. Entry
 - 2. Movement to Contact
 - 3. Room - by - room Clearing

- B. TECHNIQUE FOR SEARCHING
 - 1. Detailed and Systematic
 - 2. Speed is not Important
 - 3. Indoor Movement Problem

- C. REQUIRES THE UTMOST IN TEAMWORK
 - 1. Read (key) off another
 - 2. Anticipate Partners Needs
 - 3. Cat-like Movement
 - 4. Light Discipline

- D. SAFE GUARDS
 - 1. Don't lean against walls
 - 2. Rig for Silent Running
 - 3. Lead Man Illuminates
 - 4. Where your eyes go, so goes the Barrel

- E. ANGLES PROVIDE DEPTH

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

INTRODUCTION TO DYNAMIC ROOM COMBAT

A. DYNAMIC CLEARING

B. IMMEDIATE THREAT CONCEPT

C. ROOM ENTRY AND MOVEMENT

E. DYNAMIC CLEARING MULTIPLE ROOMS

OBJECTIVES OF A HOSTAGE RESCUE

1. SAFEGUARDING OF HOSTAGES
2. CONTROL & DOMINATE
3. PRECISE “*SURGICAL*” SHOOTING
4. KNOWING THE EFFECTS OF YOUR FIRE
5. COMPLETE YOUR ASSIGNMENT WITHOUT HINDERING OTHER TEAM MEMBERS

EXECUTION OF HOSTAGE RESCUE

A. ENTRY TEAM STAGED

B. DIVERSION PRECEEDS ACTUAL ENTRY (SOMETIMES)

C. CLEARANCE TECHNIQUES

1. Immediate Threat Concept
2. Running Walls
3. Flooding

APPREHENSION OF UNKNOWNNS AND SUSPECTS

A. CONTROL

1. Verbal

- a. Identification
- b. Entry vs. Threat
- c. Surrender Ritual

2. Physical

- a. Contact/Cover
 - Threats/areas
 - What ifs and I knows
 - Distance
 - Numbers of officers

3. Identification

LADDERS & WINDOWS

A. Team Responsibilities

B. Ladder Placement

1. Single vs. Double

C. Break & Rake

D. Blanket

E. Safety - WATCH FOOTING AND MUZZLE AWARENESS

STAIRWAYS

A. Threat Areas

1. Types of Staircases

B. Team Configuration

C. Dynamic

D. Slow & Deliberate

E. Use of Shield

F. Use of Distraction/Diversion

APPROACHES

A. COVERT

1. Covered and Concealed Route
2. Cover and Move Elements
 - a. Fields of fire and masking of fire
3. Move in mass
4. Stay away from “ducks in a file”
5. Move to corners if possible and move tight along building
 - a. Movement under windows

B. Dynamic

1. Time is essential
2. Covered and Concealed Route
3. Vehicles
4. Straight to entry point
5. In mass (no ducks)
6. Cover of threat areas

C. Individual Positioning

1. Leaders
2. Breachers
3. Entry team

USE OF SHIELDS

A. SHIELD TYPES

1. ROLLING BUNKER (PERIMETER CONTAINMENT)
2. 2 MAN (FITS 2 PERSONS)
3. 1 MAN FULL SIZE
4. 1 MAN SMALL OR 2 SIZE
5. GRIPS - HOW TO HOLD

B. USES

1. APPROACH
2. INITIAL ENTRY
3. STAIRS - 1& 2 MAN/ 1& 2 SHIELDS
4. WINDOW ENTRY/ GUN PORT
5. USE AFTER ENTRY WHILE CLEARING
 - a. Search or Slow & Deliberate
 - b. Dynamic
 - c. Room entry tech. - cut pie, limited penetration - every room-clearing behind the shield
 - d. Blast Shield
 - e. Perimeter - containment
 - f. Forced cell extraction
 - g. Active countermeasures
 - h. Attics

EMERGENCY EVACUATION

A. **Communication**

B. **Immediate Action Drills**

C. **Man Down**

1. Cover fire
2. Rescue
3. Back Out

D. **Overwhelming Firepower**

1. Cutback/Peel
2. Sustained Fire
3. Use of Distraction Devices, Smoke & Gas

ACTIVE COUNTERMEASURES

1. Introduction

- A. History
- B. Intro to Defensive Tactics

2. Theory

- A. Control Theory
- B. How the program will be taught
- C. Safety Rules

3. Psycho-Motor Skills Development

- A. Mental Conditioning
- B. Body Mechanics
- C. Power Development
- D. Transfer of Force

4. Technique Development

- A. Development of High Board
- B. Focused Strikes
 - 1. forearm
 - 2. knee
 - 3. ankle kick
- C. Stunning Techniques

5. Simulation Training

- A. Low level - Training Bag
- B. Middle level - Relative Position Drills
- C. High level - Structural Simulations

PRINCIPLES OF TACTICAL SHOOTING

1. ASSESS THE THREAT AND DISCRIMINATE TARGETS

2. SHOOTING ON THE MOVE

3. SHOOTING FAST

4. SHOOTING ACCURATE

PISTOL

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

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.

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

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. Same for Active countermeasures

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

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

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**

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

BACKING OUT

- A. Firearm held at the Ready**

- B. Legs become shock absorbers**

- C. Roll your feet**

- D. Reverse Step**

- E. Step and Drag or Drag & Step**

- F. Keep weight forward**

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

SUBMACHINE GUN

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

FUNDAMENTALS OF SHOOTING

PRIMARY OBJECTIVES

1. CONTROL MOTION

2. CONSISTENCY

A. Stance

B. Grip

C. Sighting

D. Trigger Control

E. Follow Through

F. Scan & Breathe

LOAD

- 1. Firearm pointed in a safe direction**
- 2. Safety on**
- 3. Lock Back**
- 4. Magazine on**
- 5. Tug Down on Mag**
- 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. Keep the subgun in the Shoulder**

- B. Get new magazine from pouch while going down on one knee**

- C. Drop old Magazine from subgun**

- D. Insert Fresh Magazine**

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

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 SUBGUN

- 1. Always press trigger twice to insure stoppage**
- 2. Lock The Charging handle to the Rear**
- 3. Mag off**
- 4. Shake from 4-8 o'clock.**
- 5. Rack Charging handle Back and Forth and Lock Back.**
- 6. Insert a fresh mag on, give a tug, then charging handle forward.**
- 7. Do not point firearm up or down, maintain the master grip and weapon in shoulder**

DOUBLE TAPS

A. Hammer

B. Controlled Pairs

C. Presenting the Firearm

- 1. Mounting**
- 2. Sighting**
- 3. Presentation Time vs. Set Time**

RELOAD DRILLS

1. Go down on one knee and/or announce "**Cover**" (Visual and verbal signal to teammates).
 2. Once teammate gives verbal "**Clear**" and/or **visual (tap)** signaling that he is covering you and your threat area, **retrieve fresh mag.**
 3. **Drop old Magazine.**
 4. **Insert a Fresh Magazine.**
 5. **Give a Tug** down on the magazine.
 6. Given the tactical situation it is the **Shooters Discretion** to either **Fire** or announce "**Ready**", **give a pause**, (to allow the cover officer opportunity to move and resume his duties then the shooter can return to his feet and continue operation).
- A. **Stress counting rounds**
 - B. **Keep firearm in the shoulder**

STOPPAGE DRILLS

TRANSITION TO THE BACK UP FIREARM

1. Once a stoppage occurs, **PRESS TRIGGER a second time** to confirm the stoppage.
2. Once stoppage is confirmed, the shooter then **TRANSITIONS** to his back up firearm by; **MAINTAINING GRIP OF THE SUBGUN WITH THE SUPPORT HAND, THEN LOWERING THE BACK OF THE SUPPORT HAND** (While holding MP5) **UNTIL IT COMES INTO CONTACT WITH THE SHOOTERS SUPPORT SIDE THIGH** thus maintaining the muzzle down and away.
3. As the support hand lowers to the thigh the **FIRING HAND RELEASES PISTOL GRIP OF THE SUBGUN AT THE SAME TIME.**
4. **THE FIRING HAND THEN GRIPS THE PISTOL AND IT IS DRAWN FROM HOLSTER** and the shooter either fires one-handed while holding subgun down and away, or once the pistol is drawn the shooter can release the subgun with the support hand and then obtain a two hand grip on the pistol to engage a threat.
***Remember with either option the shooter must always maintain muzzle awareness with the subgun.**
5. Then, **given the TACTICAL SITUATION**, it is the **shooter's discretion** to either continue the operation with the pistol or clear the subgun by:
 - A. **Go down on one knee and/or announce "Cover"** (Visual and verbal signal to teammates).
 - B. **Once teammate gives verbal "Clear" and visual (tap) signal** that he is covering you and your threat area, **decock and or place on safe and secure the pistol** back in the holster and activate the security device. **Then;**
 - C. **CLEAR subgun**, Lock Back, Mag off, Shake from 4-8 o'clock. Rack Bolt Back and Forth and Lock Back again, Fresh Mag on, Give Tug, Bolt Forward. (Do not point firearm up or down).
 - D. **Announce" READY"**, **pause**, (to allow the cover officer to resume his duties then shooter can return to his feet and continue

DRUG AND ARMOR DRILL

A. Head

1. Aiming point (center mass)
2. Margin of error

B. Pelvic

C. Zero misses

D. Objective is to stop suspect

MULTIPLE TARGETS

A. Prioritization

B. Spread Fire

C. Identifying Targets

D. Smooth Firearm Movement

E. Jerking

F. Tunnel Vision

G. One Target at a time

INTRO 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

DRUG AND ARMOR AUTO

A. Head

1. Aiming point is center mass
2. Margin of error

B. Pelvic

C. Objective is to stop

D. Same as multiple targets, smooth firearm movement

E. Trigger control

MULTIPLE TARGET AUTO

- A. Identifying targets**

- B. Smooth firearm movement**

- C. Jerking**

- D. Tunnel vision**

- E. One target at a time**

- F. Trigger control**

FIRING ON THE MOVE - Shoulder

FORWARD:

A. Firearm pulled tight into shoulder

B. Consistent Upper body Platform

C. Legs become shock absorbers

D. Roll your feet

E. Walking

F. Speeds

1. Covert
2. Warrant
3. Rescue

G. Commands

1. Move
2. Threat
3. Up

BACKING OUT:

A. Firearm pulled tight into shoulder

B. Maintain Weight Transfer Forward

C. Legs become shock absorbers

D. Roll your feet

E. Reverse Step

F. Step and Drag/Drag and Step

G. Speeds

1. Covert
2. Warrant
3. Rescue

H. Commands

1. Move
2. Threat
3. Up

MOVING TARGET (AUTO)

A. Tracking

B. Reload Drills

OPERATIONAL PLANNING

Planning the operation, and good solid written plans (IF the situation allows) that take all possibilities and eventualities into consideration is a must. Operational planning entails three segments: **Pre-Assault procedures, The Operations Order, and Post-Assault procedures.** A structure and process for the three segments is important so that all things are considered and all aspects of the operation are known to the officers involved.

A. Pre-Assault Procedures(Upon initial notification of the incident)

The pre-assault procedures include the intelligence required to conduct the operation and the notification/briefing of the individuals/elements involved of their duties and responsibilities for THE PLAN.

1. Collect information

- a. **Elicit information - ASK!**
- b. **Examine documents** - Maps, Photos, sketches
- c. **Observation and surveillance** - Recon may be necessary or it may be a requirement for sniper/observer team.

2. Target Considerations

- a. Geographical Location
- b. Interior and exterior layouts of the target to include landscaping
- c. Approach and egress routes
- d. Fire escapes or stairs
- e. Elevators, laundry chutes, air shafts
- f. Location of all doors, windows, skylights and their construction
- g. Access to and from adjoining buildings through roofs or basements.
- h. Construction and peculiarities of the target location
- i. Can it be penetrated by gunfire?
- j. Does the target pose a fire hazard?
- k. Are there underground parking facilities? An attached garage? Is it used?
- l. Are the windows barred? Doors reinforced? Complicated locking system? Which way do they open?
- m. Does the target site have an alarm system?

- n. Guard dog or other animals present?
- o. Location of all utility shut off points - Water, telephone, electricity, gas.
- p. Location of internal utilities: Sinks, toilets, drains.
- q. Lighting locations

3. Considerations about the Suspect(s)

- a. The number of subjects and persons involved to include physical and clothing description.
- b. The makeup of persons involved. Are they male or female? Are there children in the targeted site? What are the ages of the occupants? Descriptions?
- c. Number of subjects at the targeted site at any particular hour?
- d. The identity and background of the leader among the subjects.
- e. The capabilities of the subjects, considering the following:
Magnitude of their violations and the subjects' classifications.
- f. Their previous police records.
- g. Likelihood of resistance.
- h. The physical/mental conditions of the subjects
- i. Are they professionals, drug users, psychotics?
- j. Are they militants, trained in martial arts, known to assault police? What is their military background?
- k. Weapons backgrounds of the subjects (proficiency). Are they armed?
- l. Do they have access to weapons? If so, what types, how many, how much ammunition?
- m. Are they knowledgeable in the use of explosives?
- n. Access of subjects to modes of transportation.
- o. Obtain all registration numbers and descriptions of autos, planes, boats.

- p. Locate all vehicles for purpose of guard and containment during the operation.
- q. Anticipation of media reaction to arrest or to possible death of the subjects.

4. Considerations about Hostages

- a. Names
- b. Numbers and Physical Description to include clothing
- c. Length and type of captivity
- d. Medical problems to include pre-existing and those that may have occurred during captivity.
- e. Relationship to suspects and/or other hostages
- f. Occupational background and criminal history
- g. Family history and status including financial

HOSTAGE INTELLIGENCE

HOSTAGE #

NAME

DESCRIPTION:

HT WT AGE

RACE HAIR EYES

COLOR OF CLOTHES

SHIRT PANTS

MEDICAL PROBLEMS

RELATIVES OR FRIENDS

VEHICLE#

LICENSE #

OWNER

DESCRIPTION

HOSTAGE #

NAME

DESCRIPTION:

HT WT AGE

RACE HAIR EYES

COLOR OF CLOTHES

SHIRT PANTS

MEDICAL PROBLEMS

RELATIVES OR FRIENDS

VEHICLE #

LICENSE #

OWNER

DESCRIPTION

Intelligence Sources

LOCAL NAME #

STATE NAME #

FBI NAME #

5. Pre-Assault briefing (WARNING ORDER) should be conducted with all element leaders. The commander issues responsibilities for planning activities as well as information gathered to date. Information that **has not** been obtained is also identified. The brief does not have to wait for all information requirements to be obtained. As information comes in it is then plugged into the plan. It is a **Warning Order** of the impending actions. The **pre-assault brief** should include the following points:

a. Information gathered to date - Any maps, photos, sketches, mock-ups, informer/witness reports, videos should be used during the brief. Include the location and to-date description of the target location and subjects involved.

b. Time schedule - Should be given in a backwards sequence from operation execution time and date.

Include :

- Sniper/observer/**recon out and in**
- Detailed Planning
- Detailed final briefing time and location
- Equipment
- Inspections
- Rehearsals
- Arrival at and departing final staging area
- Entry
- End of mission

c. Assignments and Responsibilities - The commander assigns duties and responsibilities to individuals and elements and may include planning and operational requirements.

Include:

- Rehearsal site
- Movement and transportation
- Breaching and entry tactics to include Emergency Action Plans
- Logistics - Who will bring what
- Post-entry assignments such as; Custody and handling of subjects and hostages, wounded, etc.

d. Communications - Frequencies to be used, alternates, brevities, include the times and methods for radio checks. Ensure everyone has an operational radio.

e. Uniforms and Equipment

f. Weapons, special equipment, ammo

g. Chain of command

6. FORMULATE PLANS From the pre-assault brief the commander and the element leaders should collectively plan the operation. They may initially plan their

specific portion, however, they should come together to cement the entire plan. Keep in mind that the commander should have overall authority for the conduct of the operation. As the plan is brought together it should be written.

- A. Sop's** - Used in the formulation of plans and the execution thereof
- B. Emergency plan** - must be the first plan established usually with a smaller assault force that is immediately prepared to conduct a rescue.
- C. Deliberate plan** - This is the total plan. How **we** want to conduct the assault, taking into consideration every detail.
- D. Contingency plans** - These are those “**what if's**” and they must be planned for.

The OPERATIONS ORDER (OPORDER)

The following is a format for the written plan. It should also be a guide and possibly help in considering information requirements. **It is not a fill in the blank document. It is a format to follow. Information inserted into the format should address specifically “HOW IT WILL EFFECT THE OPERATION”.**

1. Situation:

A. Suspects

1. Numbers, personalities, description, clothing
2. Activity and location
3. Firearms, explosives, equipment
4. Habits and noticeable patterns
5. Rap sheets and background

B. Law enforcement elements (who)

1. Entry Team(s)
2. Arrest Team(s)
3. Containment Team(s)
4. Support elements
5. Other agencies
6. Attachments/assets

C. Location(s)

1. Geographical Location
2. Surrounding area
3. Drawings, maps, sketches, reports, photos, videos, etc.
4. Entrances
5. Alarms/early warning
6. Construction
7. Utilities
8. Vehicles

2. Mission Who, what, where, Why, and How

3. Execution:

A. Concept of the operation A statement setting forth the **general** plan to be used in accomplishing the mission. Indicate the principal responsibilities of each element. Plan for deliberate execution, emergency actions, and contingencies. Consider the following: *Final staging areas, LCC's, routes, movement, breaching, clearing, and handling of subjects and hostages.*

B. Sub-element actions This is the **specific - in detail - actions** of each element

1. **Surveillance**
2. **Entry Team(s)**
3. **Arrest Team(s)**
4. **Perimeter Team(s)**
5. **Support elements**
6. **Other Agencies**

C. Emergency Actions - Emergency situations must be considered as possible situations and specific courses of actions (plans) must be instituted to deal with them.

1. **Compromised or fired upon at the LCC**
2. **Compromised or fired upon at entry point**
3. **Compromised or fired upon from adjacent or nearby buildings**
4. **Fire**
5. **I.E.D's**
6. **Downed Officer**
7. **Wounded subjects and/or hostages**

D. Contingency Plans Contingency plans must also be planned for and rehearsed to prepare the teams to react to other situations.

1. **Activities in another building**
2. **Subjects go mobile**
3. **Negotiated actions**
4. **Murphy's**

E. Coordinating instructions This is information that pertains to the coordination and control of two or more elements, such as inspections, rehearsals, post-assault procedures, and debriefings

4. Service and support

- A. General** - Units and departments in support e.g. fire, eod etc.
- B. Material** - weapons, ammo, uniforms, breaks, chow
- C. Medical evacuation**
- D. Crime scene preservation**
- E. Transportation**

5. Communications

- A. Signal**
 - 1. Commo procedures
 - 2. Frequencies
 - 3. Call signs
 - 4. Alternate signals
 - 5. Additional coordination's (contact points, phase lines)
 - 6. Telephones

B. Location of leaders

- 1. CP Location
- 2. Alternate Location
- 3. Perimeters
- 4. Sub and support unit Locations

C. Control

- 1. Personnel should be readily identifiable as law enforcement
- 2. Fields of fire
- 3. Sectors of fire
- 4. Compromise Authority

KEYS TO SUCCESSFUL ASSAULT PLANNING

Plan completely and in sufficient detail but don't over complicate it. WRITE IT DOWN! Brief the plan to everyone. Everyone should have a job.

Remember, floor plans are skeletal information; combine it with other information. Obtain photos of the assault objective

All equipment requirements should be identified and assigned to an individual

Formulate sound and comprehensive contingency and emergency plans. And conduct rehearsals.

Use a final coordination point. This could be very important when more than one entry element is used.

Use proper entry/breaching methods and tools. Breaching should afford **positive and rapid entry**.

Arrest and custody team should be staffed with the needed numbers. Make sure there are enough officers on the teams. Consider the occupants and the size of the structure. Cuff and restrain all suspects **prior to search**.

One agency should have primary responsibility for the assault and should have **One Commander**. This agency should then be fully supported by all other agencies involved.

Keep the edge in total manpower, but do not use too many. Keep extra personnel in a ready reserve and use team capabilities to the best advantage.

REHEARSALS

- A. ALL ASPECTS OF OPERATION (If possible)**
- B. DUPLICATE CRISIS POINT**
- C. REHEARSE WITH ALL EQUIPMENT**
- D. ROUTES TO LCC, ENTRY POINT**
- E. REHEARSE COMMUNICATIONS**
- F. EVACUATION**
- G. ALL CONTINGENCIES**

E. Post Assault Procedures

1. Crisis point is not secured until the threat is eliminated

2. Maintain security and conduct an accountability of:

- a. officers (good guys)
- b. hostages (they should be secured, ID'ed and searched)
- c. adversaries (suspects)
- d. injured (they should receive treatment as soon as possible)
- e. unknowns

Along with accountability, give status and requests for support with a location and specific instructions.

3. Hostage handling The handling of people who have been held captive.

- a. It begins as soon as the crisis point is entered and continues throughout the assault.
- b. It includes gaining rapid and firm control of the hostages, conducting a search, medical treatment as necessary, evacuation to a secured area.

4. Command and control element:

- a. Duties of the C&C include but are not limited to :
 1. dispatch of E.O.D., medical and other support personnel to needed areas in response to requests from assault teams.
 2. dispatch of back-up assault teams
 3. pass on reports to higher
 4. ensure only authorized personnel enter crisis area
 5. give orders to assault team leaders to begin evacuation
 6. reassemble the force
 7. account for personnel and equipment
 8. preserve the crime scene
 9. maintain security
 10. debrief; get facts straight and lessons learned

5. Evacuation

A. Deliberate evacuation The orderly evacuation of hostages from the crisis point which would start on command from the Command element

- 1. This evacuation would be carefully planned and rehearsed and provides the assault element the advantage of maintaining total control over hostage movements and actions.**
- 2. Time would not necessarily be a factor**

B. Emergency evacuation An evacuation which is made in the fastest method possible in the case of unexpected turn of events.

- 1. The emergency evacuation must be well planned and rehearsed to ensure everyone knows what must be done.**
- 2. However, the assault element must be able to modify plans as necessary due to situations within the crisis point, e.g. Hasty or partial evacuation.**

TACTICAL TEAM DEBRIEF

- 1. ALL PERSONNEL ACCOUNTED FOR**
- 2. ALL WEAPONS ACCOUNTED FOR**
- 3. ALL EQUIPMENT ACCOUNTED FOR**
- 4. ANY INJURIES**
- 5. ANY SHOTS FIRED**
- 6. ALL AMMO ACCOUNTED FOR**
- 7. OTHER USES OF FORCE**
- 8. WHAT HAPPENED**
- 9. TIME MISSION COMPLETE**
- 10. PROBLEMS**

BREACHING

Four things that are a must for a successful breach.

1. Good intelligence on the structure and operation of the breach point.
2. Always plan for an alternate breach point as well as possible requirements for interior breaching.
3. Have the necessary tools required to effect the breach; initial, alternate, and interior.
4. Rehearse all aspects of the breach to include entry following the breach.

A. Mechanical

B. Explosive

C. Shotgun

D. Stealth

BUS ASSAULTS

I. PRE OPERATION PROCEDURES

A. Elicit Information

1. Plans
2. Drawings
3. Technical Specs
4. Interviews
5. Data
6. Etc.

II. PLANNING

A. Emergency Assault

1. Personnel
2. Equipment Taken/Needed
3. Routes
4. Method of Entry
5. Teams/Element Actions (Clearing Method)
6. Evacuation
7. Contingency Plans
8. Always Alternates!
9. People Ready To Go!

B. Deliberate Plan

1. More Comprehensive
2. Builds Off of Emergency Plan
3. Your Time Schedule
4. Rehearsals

III. ASSAULT PROCESS

A. Movement

1. Last Covered and Concealed Position
2. Assault Position(s)
3. Compromise Authority

B. Initiation

1. Sniper
2. Chemicals
3. Diversion

C. Execution

1. Entry
2. Clearing
3. Cover (IDF, Pull & Hold, Sniper)

IV. POST OPERATION PROCEDURES

A. Search

B. Evacuation (arrest, hostage holding)

1. Emergency
2. Deliberate

C. Subject/Hostage Handling

SORT TRAINERS COURSE

DAY ONE

Time	Location	Subject	Equipment
0830-1000	Classroom	-Admin & Intros -Paperwork 1. Registration 2. HK Waiver -Intro All Instructors -Safety -Overview and Books -House Cleaning and Parking -Map	Handouts 1. Books 2. Hats 3. ID Badges
1000-1100	Classroom	-TAC TEAM Concepts	Slides and Boards
1100-1200	Classroom	-Weapons and Equipment	
1200-1300	Lunch		
1300-1400	Classroom	-Use of force red/green light	
1400-1530	Classroom	-Covert clearing lecture	
1530-1600	Classroom	- Shields lecture	Mirrors and Shields
1600 - 1730	Dinner	- Movement to HK	
1730 - 1800	HK	- Covert Demo	
1800 - 2100	HK	- 45 min Round Robins 1. Open Areas 2. Stairways w/shields 3. Hallways & Rooms 4. Approaches	Cord w/hooks Shields Mirrors

DAY TWO

Time	Location	Subject	Equipment
0730-0900	Classroom	-Dynamic Clearing -Safety Briefing	Slides
0930-1000	Shoot house	-Dynamic Clearing Demo	
1000-1300	Shoot house	-30 Minute Round Robins 1. Ladder & Stairs 2. Open areas 3. Hallways & Rooms 4. Approaches	Ladders Water/Cups
1300-1400		-Lunch	
1400-1900	Armory	-Active Countermeasures	Blue Bags Macho Fist Video Water/Cups Ice Packs Clorox Mouthguards Tape Player/Tape

DAY 3

Time	Location	Subject	Equipment
0730-0830	Classroom	Pistol -Safety & Equipment 1. Range Rules -Basic Principles -Drawing	Water/Cups,Ear, Eye
0830-1100	Range	- Sight In,3 rd Grps - Double Taps - Reloads - Multiples - F.O.T.M.	2 mags 3 mags 3 mags 3 mags 3 mags
1100-1230	Range	-20 minute Round Robins 1. House 2. House 3. Moving Target 4. Static Turns	
1230-1330		-Lunch	
1330-1430	Classroom	-Subgun 1. Safety & Handling 2. Range Rules	Water/Cups Eye, Ear
1430-1630	Range	-Sight In -Auto -Reload -Stoppages -FOTM	1 mag 2 mags 2 mags 2 mags 1 mag
1630-1800	Range	-20 minute Round Robins 1. House 3. Moving Target 4. House 5. Shield Shooting	
1800-1900		-Dinner	
1900-2100	Range	-Dynamic Clearing Practicals/emerg evac	

DAY four

Time	Location	Subject	Equipment
0730-1100	range	Planning Lecture	
1100-1200	Lunch		
1200-1430	Range	Planning Exercise	
1200-1430	Bus	Bus Assaults	
1430-1700	Range	Planning Exercise	
1430-1700	Bus	Bus Assaults	
1700 -U/C	Range	Planning for final exercise	

DAY FIVE

Time	Location	Subject	Equipment
0730-0800	Classroom	-Safety Brief	Water/Cups Flash bangs Fist
0800-1000	range	- Final Round Robins - house - Bus - Emerg Evac - Classroom	Macho Scott Goggles Rams FX Flash bangs Shields Radios
1345-1500	Classroom	-Classroom Debrief	