

SURVIVAL SKILLS FOR THE MOTOR OFFICER



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SURVIVAL SKILLS FOR THE MOTOR OFFICER.

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DAY 1 ADMIN AND INTRODUCTION

MOTOR SAFETY/RANGE
SAFETY
OFFICER SURVIVAL MIND SET
FUNDAMENTALS OF SHOOTING
5 POINT DRAW
DOUBLE TAPS
RELOADS & STOPPAGES
MOTORCYCLE NOMENCLATURE
BASIC MOTORCYCLE
TECHNIQUES
 - Mounting and dismounting
 - Raising down motorcycle
ASSIGNMENT OF MOTORS AND
MAINTENANCE
STRAIGHT LINE START OFFS
FIGURE EIGHTS
FORMATION PARKING
BREEZE OUT AND DIRT RIDING
OFFSET SLOW CONE WEAVE

DAY 2

DRUG & BODY
ARMOR
MULTIPLE TARGETS
STATIC TURNS
FIRING ON THE MOVE
WARM UP DRILLS
COLUMN RIDING
REAR WHEEL SKIDS
BROAD SLIDES
BRAKING

DAY 3 USE OF COVER

FIRING POSITIONS
DISMOUNTING:
 - Use of cover
 - Moving Targets
PRE-RIDE CHECKS
WARM UP DRILLS
EFFECTIVE/ EMERGENCY
BRAKING
CURVE NEGOTIATION
CURB/OBSTACLE NEGOTIATION
MOTOR OBSTACLE COURSE

DAY 4 ONE HAND FIRING

RELATIVE POSITIONING
POST ENCOUNTER ACTIONS
PRE-RIDE CHECKS AND
MAINTENANCE
WARM UP & REVIEW
RIDING DISMOUNTS
VEHICLE STOPS
BACK-UP
PAIRED SHOOTING
USE OF MP5
LOW LIGHT FIRING

DAY 5

STANDARD DRILLS
PRACTICAL EXERCISES
WRITTEN TEST
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 - Donut 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.

MOTOR TRAINING RULES AND INFORMATION

- A. Safety equipment will be worn at all times when under power
 1. Helmet (securely fastened)
 2. Eye protection

3. Gloves
4. Boots (covering the ankle)
- B. "Hot dogging" will not be tolerated
- C. Do not "lag" or "tailgate" when in line
- D. Don't fall out of line or ride out of exercise unless directed by an instructor
- E. Mounting and dismounting will always be done to the right of the machine. Handlebar to left lock.
(Explanation later)
- F. When stopped on motorcycle, one foot will be used for balance, not two. (Explanation later)
- G. Signals by instructors
 1. "Follow me" - siren blip, horn, or finger rotation
 2. "Shut off engine" - finger across throat.
 3. "Immediately stop all movement and shut off engine" - waiving arms.
- H. Be present and on time for all training. Absence necessitates an "incomplete" and release from class.
No exceptions will be made.
- I. The equipment that we have must be used by your fellow officer, so please take care of it.

SURVIVAL SKILLS FOR THE MOTOR OFFICER

Description: Through lecture, demonstrations practical exercises and live fire exercises students will be able to effectively and efficiently control motorcycles in various road conditions. Demonstrate safe accurate fire from sidearms, and utilize driving skills with firearm proficiency for survival.

Objectives: Student will be able to:

1. Control motor during rear wheel skids..
2. Control motor while performing broad slides working order
3. Perform putting motor down
4. Perform effective emergency braking
5. Use motor for cover
6. Complete firearms range obstacle course
7. Negotiate curb/obstacle
8. Demonstrate proper range safety discipline
9. Accurately fire at single and multiple targets
10. Demonstrate proper stance positioning and accurately fire at single and multiple targets

WINNING MINDSET

A. Attitude

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.

NOTES

NOTES

**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

BASIC MOTORCYCLE

TECHNIQUES

NOTES

MOUNTING

1. High Side
2. Head and Eyes
3. Hand Placement
4. Starting Motor

DISMOUNTING

1. High Side (sometimes lowside)
2. Head and Eyes
3. Hand Placement (Lefties and Righties)
4. Shutting Motor Down

RAISING DOWN

MOTORCYCLE

1. Left or Right Side
2. Shut Motor Off
3. Wheel lock
4. Hand Placement
5. Lift with Legs, Butt in Seat
6. Second Officer Assist



PREVENTIVE MAINTENANCE

NOTES

A. OIL

B. TIRES

C. BATTERY

SURVIVAL SKILLS FOR THE MOUNTAIN BIKE OFFICER

SURVIVAL SKILLS FOR THE MOUNTAIN BIKE OFFICER.

READY POSITION

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

OPERATIONAL THREAT READY

- 1. Always dependent on Threat/area

- 2. Always ready to fire immediately

- 3. Takes into consideration weapons retention

NOTES

**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 MUST BE OFF TRIGGER
UNTIL READY TO FIRE**

NOTES

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.

NOTES

LOAD/UNLOAD

LOAD

- 1. Point 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
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

NOTES

RELOADS

- A. SPEED
 - 1. Keep eyes on the threat and/or threat area as much as possible

2. Tilt magazine well towards support side and tuck arm in
3. Find fresh magazine and remove (indexing finger)
4. Depress magazine release (*finger or thumb*) fresh magazine is inserted while used magazine falls.

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

NOTES

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

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

NOTES

Horizontal lines for notes.

Horizontal lines for notes.

CLEARING STOPPAGES

TAP, RACK, READY Method

1. Failure to fire/Bad Ammunition.

2. Stove Pipe/Failure to Extract or Eject

BRAKING

A. REAR WHEEL BRAKING ONLY

B. FRONT WHEEL BRAKING

C. EFFECTIVE/EMERGENCY BRAKING

D. REAR WHEEL SKIDS

- 1. Grass
- 2. Gravel
- 3. Pavement

E. BROAD SLIDES.

- 1. Left and Right
- 2. To a Stop
- 3. Drive Out

NOTES

SPREAD FIRE

A. ONE TARGET AT A TIME

B. STOP PISTOL ON EACH TARGET

C. SMOOTH WEAPONS MOVEMENT CONTROL SWING/DO NOT SWING OVER

NOTES

Horizontal lines for writing notes, with a hyphen and a line at the end of one line.

RIDING UP AND DOWN GRADES

CURVE NEGOTIATION

A. BRAKE PRIOR TO CURB *if needed*

B. HEAD AND EYES

C. HIT THE APEX

D. ACCELERATE OUT OF CURVE

NOTES

FIRING POSITIONS

A. Standing

1. Supported - Not Recommended

2. Unsupported

B. Kneeling

1. Supported (low)

Unsupported (high)

3. Double Knee

C. Squatting

1. Feet position

2. Lock in

D. Prone

1. Angle from behind

2. Hugging

Horizontal lines for notes or diagrams.

NOTES

Horizontal line for notes.

USE OF COVER

COVER VS. CONCEALMENT

USE OF COVER

1. Quick Peeks

2. Distance from cover

3. Cutting the pie

4. Rolling out

5. Stepping out

NOTES

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

NOTES

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

NOTES

BACKING OUT

A. Firearm held at the Ready

B. Legs become shock absorbers

C. Roll your feet

D. Step and Drag or Drag & Step

E. Full Step

F. Keep weight forward

NOTES

1. Seek cover

2. Reload

3. Maintain visual

4. Maintain cover of suspect

5. Get assistance

CHECK INDIVIDUALS INVOLVED

1. Yourself

2. Others

NOTES

MOVING TARGET

STATIONARY HOLD

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

TRACKING

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

OVERTAKING

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

NOTES

ONE HAND FIRING

A. STEP IN

B. CONSISTENT STANCE

C. CLOSE IN

D. SUPPORT HAND FIRING

1. DRAW

2. RELOAD

NOTES

RELATIVE POSITIONING

**A. OFFICER HAS GONE TO
GROUND/ENTANGLED IN
MOTOR/MUST FIRE
IMMEDIATELY**

**B. LIVE FIRE FROM VARIOUS
CLOCK POSITIONS**

C. DRAWING THE FIREARM

D. LASER RULE

NOTES

PAIRED SHOOTING DRILLS

A. CONTACT / COVER OFFICER

B. MOTOR AT SIDE - DRAW AND FIRE

C. MOTOR IN FRONT - DRAW AND FIRE

D. VARIOUS DISMOUNTS - MOVE TO COVER - DRAW AND FIRE

NOTES

LOW LIGHT FIRING

A. EYES

1. The Retina

2. The Pupil

3. Photoreceptor Cells - Rods and Cones

4. 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.

NOTES

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. **GENERAL RULES**

NOTES

STANDARDS DRILLS

RANGE

DRIL
L
RDS
HOLS
TER
TIME

7M

DISM
OUNT
- DBL
TAP

2

H

3.5

7M

RELO
AD

2+2

UN

6.0

7M

STOP
PAGE

2

UN

5.0

7M

DISM
OUNT
-
ARMO
R

3

H

4.5

7M

			MULTI PLE
			2
			H
			2.5
7M			1 HAND
			1
			UN
			1.5
50 - 7M			RIDE - DISMO UNT- DBL TAP
			2
			H
			15.0
50 - 7M			RIDE - DISMO UNT - 1 HAND

50 - 7M

1

H

17.0

RIDE -
DISMO
UNT
-MULT
IPLE

1RD
EA.

H

18.0

PRACTICAL EXERCISES

VEHICLE STOP:

- 1. DISMOUNTED - Suspect exits with weapon
- 2. DISMOUNTED - Suspect exits No Weapon
 - A. Mounted

VEHICLE STOP. BACK-UP

- 1. DISMOUNTED - Two Suspects exit w/weapons

VEHICLE STOP - Emergency escape/broad side

- 1. Mounted - Suspect w/weapon

SUSPECT ON FOOT UNEVEN TERRAIN

- 1. Mounted Stop - Drop/slide/escape

MULTIPLE SUSPECTS

- 1. Dismount use of cover handgun
- 2. Dismount use of cover MP5

NOTES
