

# **SURVIVAL SKILLS FOR THE PATROL OFFICER**



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2000



## **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.**



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**DRAWING  
THE PISTOL**

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

1. **GRIP** (*Grip Pistol/Release Security Device*)

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2. **DRAW** (*Pistol Is Drawn, Stiffen Wrist, Rotate Towards Target*)

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3. **READY** (*Hands Come Together, Presentation*)

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4. **SIGHTING** (*Finding Front Sight, Locked In, Sights Aligned*)

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5. **FIRE IF NECESSARY** (*Press Trigger, Trigger Control*)

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**DOUBLE TAPS**

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**A. Presentation Time and Set Time**

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**B. Hammer vs. controlled pair**

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**C. Control recoil**

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**D. Locked in**

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**E. Good stance**

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**F. Why double tap?**

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**C. TACTICAL**

NOTES

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





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**MULTIPLE TARGETS**

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**PRIORITIZATION**

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**SPREAD FIRE**

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**A. ONE TARGET AT A TIME**

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**B. STOP PISTOL ON EACH TARGET**

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

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**USE OF COVER**

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1. **Cover Dictates Firing Position**

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2. **From around side, over top, step out; roll out, left and right**

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3. **Angle provides depth**

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4. **Protect your computer, motor, and wheels**

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5. **Maintain visual of threat and threat areas**

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6. **Vehicle as cover**

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**ONE HAND FIRING**

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A. STEP IN

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B. CONSISTENT STANCE

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C. CLOSE IN

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D. SUPPORT HAND FIRING

1. DRAW

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2. RELOAD

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NOTES

**BACKING OUT**

**A. Firearm held at the Ready**

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**B. Legs become shock absorbers**

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**C. Roll your feet**

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**D. Step and Drag or Drag & Step**

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**E. Full Step**

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**F. Keep weight forward**

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**MOVING TARGET**

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**STATIONARY HOLD**

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

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**TRACKING**

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

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**OVERTAKING**

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

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# STANDARDS DRILLS

RANGE	DRILL
7yd	RDS HOLSTER TIME  DBL TAP N 2 UN  1.5
7yd	RELOAD N 2+2  UN  6.0
7yd	STOPPAGE 2 UN  5.0
7yd	ARMOR 3 UN  2.5

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7yd MULTIPLE  
N 2  
UN

2.5

7yd 1 HAND  
1  
UN

1.5

7yd DBL TAP  
N 2  
H

2.5

7yd 1 HAND  
1  
H

2.0

7yd MULTIPLE  
1RD  
EA. H 3.0

START READY POSITION







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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**

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6. **Pupils are sympathetic**

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7. **High or Low Firing**

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a. **"Don't fight or out think your body"**

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8. **Eye Glasses**

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9. **Dark objects**

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10. **Available light**

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**C. ACCESSORIES**

1. **Flashlight**

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2. **Lasers**

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3. **Nights Sights**

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4. **Car lights**

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5. **Flares**

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6. **Chemical lights**

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7. **Strobes**

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8. **Night vision goggles**

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**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**

NOTES









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**BATON TACTICS**

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1. STANCE

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2. MOVEMENT

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3. STRIKES

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4. POWER GENERATION

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5. FOLLOW THROUGH

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6. VERBALIZATION

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7. TRANSITIONING

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- and response
5. Assign containment personnel (numbering system)

**BUILDING SEARCHES**

NOTES

**A. INTEL**

1. What type of complaint
2. Suspect info
3. Number of officers initially responding
4. Type of location

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**B. INITIAL RESPONSE THROUGH COMMUNICATION**

1. Coordinate response
2. Possible staging area or command post
3. Consider use of K-9
4. Consider immediate containment
5. Awareness of police monitors (don't compromise response)

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**C. OPERATIONAL PLANNING**

1. Gather available resources
2. Basic written plan if possible
3. Obtain floor plans if possible
4. Coordinate movement

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**PAIR PRACTICAL EXERCISES**

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DOMESTIC

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BUILDING SEARCHES

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PARTY

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FELONY STOP

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