

# TACTICAL PISTOL



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**2000**

TACTICAL PISTOL

**TACTICAL PISTOL**

**DAY 1**

ADMINISTRATION AND INTRODUCTION  
SAFETY AND THE SEMI-AUTO PISTOL  
PRINCIPLES OF TACTICAL SHOOTING  
NOMENCLATURE  
BREAKDOWN AND ASSEMBLY  
ACCESSORIES  
FUNDAMENTALS OF SHOOTING  
DRAWING THE PISTOL  
LOAD/UNLOAD/RELOAD AND STOPPAGES  
INTRODUCTION FIRE AND ZERO  
SINGLE ROUNDS  
DOUBLE TAPS  
RELOAD DRILLS AND STOPPAGES  
DRUG AND BODY ARMOR  
MULTIPLE TARGETS

**DAY 2**

MAINTENANCE  
INTRODUCTION TO ROOM COMBAT  
DRY ROOM COMBAT EXERCISES  
WINDOWS AND STAIRS  
ACTIVE COUNTER MEASURES  
WEAPONS RETENTION  
FIRING POSITIONS / USE OF COVER  
SNAPPING IN

**DAY 3**

ONE HAND FIRING  
INDEX FIRING  
FIRING STATIC TURNS  
FIRING ON THE MOVE  
LIVE FIRE ROOM ENTRIES-SINGLE  
MOVING TARGETS  
MOVING TARGETS ON THE MOVE  
LOW LIGHT FIRING  
LIVE FIRE LOW LIGHT ROOM COMBAT

**DAY 4**

USE OF SHIELDS  
PAIRED SHIELD DRILLS  
HALLWAYS HI/LO  
TEAM EXERCISES  
STANDARDS DRILLS  
QUALIFICATION  
FORCED ENTRY  
LIVE FIRE ROOM COMBAT EXERCISES /PAIRED

**DAY 5**

WRITTEN TEST  
USE OF DISTRACTION DEVICES  
LIVE FIRE ROOM COMBAT EXERCISES

## **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.**

**PRINCIPLES OF TACTICAL SHOOTING**

**1. ASSESS THE THREAT AND DISCRIMINATE TARGETS**

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**2. SHOOT and HIT ON THE MOVE**

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**3. SHOOTING FAST**

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**4. SHOOTING ACCURATE**

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NOTES

**NOMENCLATURE**

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- 1. HAMMER
- 2. CONTROL LEVER/SAFETY/DECOCKER
- 3. REFERENCE LINE
- 4. REAR SIGHT
- 5. EJECTION PORT
- 6. CALIBER DESIGNATION
- 7. FRONT SIGHT
- 8. SERIAL NUMBER
- 9. SLIDE RELEASE
- 10. TRIGGER GUARD
- 11. TRIGGER
- 12. AMBIDEXTROUS MAGAZINE
- 13. FINGER RECESSES
- 14. FRAME EXTENSION
- 15. LANYARD LOOP
- 16. SLIDE
- 17. FRAME
- 18. UNIVERSAL MOUNTING GROOVES
- 19. FINISH

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**BREAKDOWN & ASSEMBLY**

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1. Slide

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2. Barrel

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3. Frame

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4. Magazine

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5. Function Check

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**ACCESSORIES**

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1. Laser

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2. Grips

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3. Night Sights

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4. Extended Magazines

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5. Cleaning Kits

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6. Light Mounts

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7. Scope Mounts

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**FUNDAMENTALS OF SHOOTING**

NOTES

**PRIMARY OBJECTIVES**

- A. Control Motion**
- B. Consistency**

**1. Stance**

**2. Grip**

**3. Sight Alignment**

**4. Trigger Control**

**5. Follow Through**

**6. Scan and Breathe**

Horizontal lines for taking notes, corresponding to the numbered sections on the left.

**READY POSITION**

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**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**

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**OPERATIONAL THREAT READY**

- 1. Always dependent on Threat/area**
- 2. Always ready to fire immediately**
- 3. Takes into consideration weapons retention**

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# **HOLSTERS**

NOTES

## **SELECTION**

- 1. Should Cover Trigger**
  
- 2. Should Hold Pistol Secure**
  
- 3. Nylon vs. Leather vs. Laminate**
  
- 4. Placement**
  - a. Holster
  - b. Magazine Pouches

## **USES**

- 1. Duty**
  
- 2. Special ops (Swat, Military, Etc.)**
  
- 3. Concealed**

**THE PISTOL MUST BE DECOCKED OR ON SAFE BEFORE HOLSTERING**



**DRAWING  
THE PISTOL**

NOTES

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

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**REHOLSTER**

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1. Follow through after firing.

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2. Scan and Breathe bringing the pistol to a ready position.

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3. Decock/or apply Safety if applicable (*finger out of the trigger guard*).

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4. Thumb on back of the slide, Index finger moving security strap.

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5. Secure pistol and activate the security device while maintaining observation of the threat and threat area.

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**LOAD/UNLOAD**

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**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**

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# RELOADS

NOTES

**A. SPEED**

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.

**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

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**C. TACTICAL**

**NOTES**

1. Pistol is loaded

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2. Keep eyes on the threat and/or threat area as much as possible

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3. Tilt magazine well towards support side and tuck arm in

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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*)

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6. Return to ready

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**D. ONE-HANDED**

1. Securing the firearm

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2. Activating Slide

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<b>STOPPAGES</b>
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NOTES

1. Failure to Fire

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2. Stove Pipe/Failure to Extract or Eject

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3. Double Feed/Bad magazine

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**CLEARING STOPPAGES**

NOTES

**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

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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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**DRUG AND ARMOR DRILL**

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A. HEAD OR PELVIC REGION

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B. CENTER MASS IS POINT OF AIM FOR HEAD SHOT

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C. HIP POINTS OR POCKETS ARE POINT OF AIM FOR PELVIC

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**MULTIPLE TARGETS**

NOTES

**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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**MAINTENANCE**

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**A. Barrel pull through**

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**B. Slide cleaning and inspection**

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**C. Frame cleaning and inspection**

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**D. Magazine cleaning and inspection**

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**E. Lubrication**

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**INTRODUCTION TO ROOM  
COMBAT**

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**COVERT ENTRY**

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**DYNAMIC CLEARING**

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**A. IMMEDIATE THREAT  
CONCEPT**

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**B. ROOM ENTRY AND  
MOVEMENT**

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**C. DYNAMIC CLEARING  
MULTIPLE ROOMS**

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**D. APPREHENSION OF  
UNKNOWN AND SUSPECTS  
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**LADDERS & WINDOWS**

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A. Team Responsibilities

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B. Ladder Placement

1. Single vs. Double

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C. Break & Rake

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D. Blanket

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E. Safety -WATCH FOOTING AND MUZZLE AWARENESS

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**ACTIVE COUNTER MEASURES**

**1. Introduction**

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**2. Verbalization Skills**

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Surrender Ritual

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**3. Strikes**

A. Forearm

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B. Knee

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C. Angle Kick

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D. Vertical Wall Stun

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**4. Low Level Simulation**

A. Training Bag

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TACTICAL PISTOL

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**WEAPON RETENTION**

NOTES

1. BEST WEAPONS DEFENSE

A. Proper Police Action

2. VERBALIZATION

3. MINDSET

4. STEP AND DRAG BACK

5. REVERSE "J"

6. POWER STEERING

7. KNEE STRIKES

8. DEADLY FORCE

A. Back up firearm

B. Partner

Lined area for notes, consisting of horizontal lines for writing.



**FIRING POSITIONS**

NOTES

**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

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**USE OF COVER**

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**COVER VS. CONCEALMENT**

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**USE OF COVER**

1. Quick Peeks

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2. Distance from cover

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3. Cutting the pie

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4. Rolling out

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4. Stepping out

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NOTES

**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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**INDEX FIRING**

NOTES

1. Focal Attention

2. Indexed Platform

3. Straight to target

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**STATIC TURNS**

NOTES

**A. Stress safety - don't break laser rule**

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**B. Stress stance**

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**C. Counting rounds**

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**D. Zero misses**

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**E. Always move into *known territory***

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**F. Pivot on foot in the direction that you want to turn**

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# FIRING ON THE MOVE

## NOTES

### 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

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**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

**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*

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**LOW LIGHT FIRING**

NOTES

**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

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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**  
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)*

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2. **HARRIES** *(or called the back of the hand to the back of the hand)*

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3. **AYOOB** *(or called the thumb to thumb)*

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4. **ROGERS**

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5. **SHOULDER**

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6. **GENERAL RULES**

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NOTES

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**USE OF SHIELDS**

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- 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*

NOTES



**C. SHIELD MAN SHOOTING**

**1. USE SHIELD AS COVER**

**2. WITH PISTOL**

**a. SIGHTED FIRING  
AROUND STRONG  
SIDE OF SHIELD  
LOOKING THROUGH  
THE WINDOW OF THE  
SHIELD AT THE  
SIGHTS**

**b. INDEX SHOOTING  
WITH LOCKED FIRING  
ELBOW MAYBE OFF  
CENTER WITH  
IMPACT TO THE  
STRONG SIDE**

**c. SHOOTING AS IF  
FROM BEHIND  
COVER**

**d. USE OF LASER**

NOTES

## PAIRED SHOOTING

NOTES

### A. HI/LO TECHNIQUE

1. High man stays **HIGH**,  
Low man stays **LOW**
  
2. High man overtop **BUT  
OFFSET** to the side of  
low man to prevent low  
man from coming up into  
muzzle
  
3. Low man controls  
direction
  
4. High man initiates  
movement
  
5. **HIGH MAN KEYS OFF  
AND READS LOW MAN**
  
6. Initial sectors of fire

### B. INITIAL SECTORS OF FIRE

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# QUALIFICATION COURSE

**RANGE      RDS   DRILL                      REPS                      TTL RDS      HOLSTER      TIME**

3yd

2

DBL  
TAP

3

6

H

2.0

5yd

2

DBL  
TAP

3

6

UN

1.5

7yd



TACTICAL PISTOL

		2
		STOP PAGE
		3
		6
		UN
		5.0
7yd	EMPTY CHAMBER	
		2+2
		RELO AD
		3
		12
		UN
		6.0
10yd		
		2
		KNEE LING
		3

TACTICAL PISTOL

		6
		H
		4.0
10yd		2+2
		STAN DING
		2
		8
		H
		7.0
25yd	-KNEELING	2
		STAN DING
		3
		6
		H



# STANDARDS DRILLS

RANGE	DRILL	RDS	HOLSTER	TIME
7yd				DBL TAP 2 UN 1.5
7yd				RELOAD 2+2 UN 6.0
7yd				STOPPAGE 2 UN 5.0
7yd				ARMOR 3 UN 2.5
7yd				MULTIPLE 2 UN 2.5
7yd				1 HAND

TACTICAL PISTOL

	1 UN	1.5
7yd	DBL TAP	
	2 H	2.5
7yd	1 HAND	
	1 H	2.0
7yd	MULTIPLE	
	1RD EA. H	3.0



**USE OF DISTRACTION  
DEVICES**

A. Lecture on uses/ reasons why

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B. Team Tactics

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C. Hand placement

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D. Area of deployment

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E. Different types of flashbangs

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