

Police Firearms, Tactics, Weaponless Defense and Impact Weapons Course

I. Firearms and Weaponless Defense: Course Overviews

A. Purpose

1. To enhance the skills of the student in the following areas:
 - a. Making appropriate decisions as to the type of force, weapon system, and ammunition to be used in various situations;
 - b. Reassessing threats during any use of force incident when tactically safe and appropriate to do so and adjusting to the situation accordingly;
 - c. Functioning as both a “contact” and “cover” officer;
 - d. Differentiating between cover and concealment and using it while firing the shotgun, issued sidearm and if applicable, their back-up weapon;
 - e. Performing two and/or three person takedown techniques on suspects;
 - f. Defending against attacks from suspects including knife/edged weapon attacks;
 - g. Preventing suspects from taking your sidearm from you (handgun retention techniques) as well as developing a proficiency in taking away handguns from suspects who are in close proximity to you (handgun take away techniques);
 - h. Fighting suspects using a punches, open hand strikes, kicks, knee and elbow strikes, and bumping and hitting techniques;
 - i. Manipulating and accurately firing the shotgun, the AR-15, their issued sidearm and if applicable, their back-up weapons;
 - j. Transitioning smoothly from one weapon system to another;

B. Performance expectations (Weaponless Defense & Firearms)

1. By the conclusion of this course, the student must demonstrate the following:
 - a. The ability to make appropriate decisions as to the type of force, weapon system, and ammunition to be used in various situations;
 - b. The ability to reassess threats during any use of force incident when tactically safe and appropriate to do so and adjust to the situation accordingly;
 - c. The ability to effectively function as both a “contact” and “cover” officer;
 - d. The ability to differentiate between cover and concealment and use it effectively while firing the shotgun, issued sidearm and if applicable, their back-up weapon;
 - e. The ability to properly perform two and/or three person take down techniques;
 - f. The ability to defend themselves against attacks from others including simulated knife/edged weapon attacks;
 - g. The ability to preventing others from taking their sidearm (handgun retention techniques) as well as to take away handguns from others who are in close proximity to them (handgun take away techniques);
 - h. The ability to fight others using punches, open hand strikes, kicks, knee and elbow strikes, and bumping and hitting techniques;
 - i. The ability to manipulate and accurately fire the shotgun, the AR-15, their issued sidearm and if applicable, their back-up weapon;
 - j. The ability to transition smoothly from one weapon system to another;

II. Defensive Tactics

A. Use of Force Considerations **Cat.3(j)**

1. Departmental Policy
2. Case law and other legal issues
3. Reasonable Force **Cat.3(g)**

A. Warm up (stretching exercises) **Cat.3(a)**

1. Safety briefing

B. OODA Loop

1. Reaction to an ambush attack
2. Training is essential

C. Review of Stance

1. Balanced stance **Cat.3(i)**
 - a. Proper movement

- (1) Maintaining balance while striking, diverting, and avoiding strikes

D. Stand-up Fighting Review

1. Punches, Open Hand, Elbows
2. Bump and Hit
3. Kicks, knees
 - a. Response to the force used **Cat.3(h)**
4. Baton strikes **Cat.3(l)**
 - a. Target areas
 - b. Balance during strikes

- c. Movement
 - d. Retention
 - (1) Crowd control
 - 5. Verbal Commands **Cat.3(f)**
 - a. Specific Instructions
 - b. “Stop Resisting”
 - 5. Providing needed medical aid after the incident **Cat.3(k)**
 - a. The importance of documenting injuries and/or the lack of injuries
- E. Stand-up Defenses
 - 1. Startle Defense
 - a. Hands up, elbows at side
 - b. Krav Maga 360/Inside Defense
 - c. Getting Off-line
 - d. Sword Defense
 - (1) Diving through the window
 - e. Grab/Push suspect into Others
- F. Takedowns
 - 1. Two person
 - 2. Three person
- G. Searches **Cat.3(c)**
 - 1. High profile
 - 2. Low profile

3. Felony

- a. Control holds utilized while searching and preparing to handcuff **Cat.3(d)**
- b. Handcuffing **Cat.3(e)**
 - (1) Double locking

III. Knife attacks

- A. Review of offensive knife techniques
- B. Defenses against knife attacks

IV. Defensive tactics related to handguns

- A. Handgun position
- B. Handgun takeaways techniques **Cat.1(l) Cat.3(m)**
- C. Handgun retention techniques **Cat.3(m)**

V. Review of techniques and testing **Cat.3(b)**

VI. Range Safety

- A. Firearms Safety Rules
 - 1. All guns should be handled as if they are always loaded
 - 2. Never let the muzzle cover anything you are not willing to destroy
 - 3. Keep your finger off the trigger until you are on target
 - 4. Always be sure of your target and be aware of what is beyond it
- B. Inter-limb interaction (Finger off trigger until on target)
 - 1. Sympathetic squeeze response
 - 2. Startle response

3. Loss of balance response
- C. Classroom safety rules
1. No ammunition or loaded magazines allowed in the classroom
- D. Simulator and simmunitions training rules
1. No ammunition, loaded magazines, chemical agents or weapons are allowed while participating in these exercises
 2. Head, face, neck, and groin protection are mandatory for all participants and observers participating in the Simunitions training.

VII. Fundamentals of Pistol Shooting

- A. Principles of good marksmanship
1. Stance
 2. Grip
 3. Breath control
 4. Sight alignment/sight picture **Cat.1(d)**
 5. Trigger control
 6. Follow through
- B. Weapon manipulation
1. Semi-automatic pistol
 - a. Malfunctions/clearance drills **Cat.1(f)**
 - (1) Standard malfunction
 - (2) Double feed
 - (3) Stove pipe
 - b. Loading and unloading
 - (1) Tactical reloads

(2) Speed reloads

2. Revolver

- a. Loading and unloading

3. Transitioning to back-up weapon

- a. Position where you carry your back-up weapon

4. Tactics

- a. Use of cover/concealment
- b. Use of flashlight in low light and darkness
- c. Shooting from different positions

(1) Kneeling

- (a) Muscular support

- (b) Skeletal

- d. Reassessing the threat when tactically safe and appropriate to do so

C. Handgun Course of Fire

- 1. Refer to page 16 for the handgun course of fire description

VIII. Shotgun (Remington 870)

A. Shooting stance

- 1. Placement of feet (shoulder width)
- 2. Bladed stance (position of interrogation)
- 3. Bend weak knee and lean forward slightly
- 4. Shifting of bodyweight (60% front / 40% rear)
- 5. Comb of weapon brought up to face
- 6. Cheek weld

7. Butt placement (full contact with shoulder hollow)
8. Heel placement (even with or slightly below top of shoulder)
9. Weak hand on forearm (elbow down)

B. Shooting positions

1. Offhand/Shoulder (See shooting stance)
2. Hip shooting (Search mode – unobstructed view)
 - a. Ready gun position (same as combat loading position)
 - b. Strong hand on pistol grip
 - c. Weak hand on forearm
 - d. Butt of stock along midline of body
 - e. Comb is parallel to strong side forearm
 - f. Strong side elbow hooked behind butt
3. Port arms (Search mode – advantage for elevated targets)
 - a. Ready gun position
 - b. Strong hand on pistol grip
 - c. Weak hand on forearm
 - d. Front site of weapon at eye level
 - e. Butt of weapon at strong side hip level
4. Low ready
 - a. Ready gun position
 - b. Strong hand on pistol grip
 - c. Weak hand on forearm
 - d. Butt of stock against shoulder hollow

e. Muzzle pointed towards the ground at approx. 45 degree angle

5. Kneeling

a. Supported (skeletal)

- (1) Sit back on heel of strong foot
- (2) Weak elbow supported on weak, upright knee
- (3) Weak elbow extended slightly beyond knee to avoid bone to bone contact
- (4) Body weight shifted slightly forward

b. Unsupported (muscular)

- (1) Sit back on heel of strong foot
- (2) Torso is upright
- (3) Body weight shifted slightly forward

C. Weapon manipulation

1. Assembly area loading
2. Assembly area unloading
3. Combat loading
4. Weapon clearing

D. Sighting the weapon (Bead sights)

1. Sight alignment

- a. Lay the side of your face on the stock of the shotgun (cheek weld).
- b. Both eyes should either be open or the shooter should close the eye that is furthest from the weapon.

- c. Look along the grooves, (rear sight), and raise or lower the barrel until you see the bead (front sight), centered in the middle of the grooves.
- d. The front bead should be in focus and the rear sight should be fuzzy.
- e. The tip of the bead should be placed at the base of the area that you want to impact with the projectile(s). A good point of aim for this weapon is the lower chest/upper abdomen.

2. Point shooting

E. Shotgun ammunition

1. Deploying the appropriate ammunition

- a. 00 Buck
- b. Slug

F. Shotgun Course of Fire

1. Refer to page 15 for the Shotgun Course of Fire Description

IX. AR-15

A. Shooting Positions

1. Offhand/shoulder

- a. Placement of feet (shoulder width)
- b. Bladed stance (position of interrogation)
- c. Bend weak knee and lean forward slightly
- d. Shifting of bodyweight (60% front / 40% rear)
- e. Comb of weapon brought up to face
- f. Cheek weld

- E. AR-15 Course of Fire
 - 1. Refer to page 15 for the AR-15 course of fire description.

- X. Firearms Training Simulator
 - A. Use of Force Considerations
 - 1. Departmental Policy **Cat.1(h)**
 - 2. Case law and other legal issues **Cat.1(h)**
 - 3. Reasonable Force **Cat.1(i)**
 - a. Lethal and less lethal force options **Cat.1(k)**
 - b. Reassessing threats during any use of force incident when tactically safe and appropriate to do so and adjusting to the situation accordingly
 - 4. Moral Obligations **Cat.1(j)**
 - B. Tactics
 - 1. Contact Officer/Cover Officer
 - a. Threat identification **Cat.1(e)**
(Target recognition and analysis)
 - b. Communication
 - 2. Cover versus Concealment
 - a. Caliber of suspect's weapon
 - b. High ground
 - C. Simulator Scenarios
 - 1. Safety guidelines/Orientation
 - a. No weapons, live ammunition or chemical agents
 - 2. Sight alignment, trigger control, accuracy drill

- a. Playback of the drill results
- 3. Scenario One
 - a. Review of students' performance and decision making
- 4. Scenario Two
 - a. Review of students' performance and decision making
- 5. Scenario Three
 - a. Review of students' performance and decision making

XII. Simunitions scenarios

- A. Safety guidelines/Orientation
 - 1. Students will be equipped with their Sam Browne rig containing a Simunitions weapon, an additional magazine loaded with Simunitions, a portable radio, inert pepper spray, an inert Taser and the appropriate protective equipment (Head, face, neck/throat, and groin protective gear).
 - 2. No live ammunition or any weapons will be allowed
- B. Refer to page 18 & 19 for Simunitions scenario descriptions.
- C. The purpose of the Simunitions scenarios is for the officers to engage critical thinking skills and marksmanship at the same time while under stressful conditions (Stress inoculation + Decision Making).

2016 AOT Range Qualification

HANDGUN COURSE TRAINING GOALS

- ◆ The goal for range qualification is for the students to undergo a combat style course of fire with precision shooting and decision making.
 - ◆ The course of fire will involve the rifle, shotgun, and handgun.
 - ◆ The course of fire will be scored based on points. Each hit will be a total of four points for a total of 100 points. Penalties will be discussed below.
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AOT COURSE OF FIRE

Procedure:

All stages will start with the weapon on safe or holstered

Ammunition

- Handgun (fully loaded)
- Rifle (magazine loaded with three rounds, plus additional magazine loaded with twelve rounds)
- Shotgun (four buckshot rounds in the tube, plus slug round on side saddle)

Target Type

- Paper target (x1)
- Paper target (x1) with numbered paper plates stapled to the target (numbered 1-6)
- Bowling pins (x4)
- Multicolored painted bowling pins (x4)
- Sniper Steel silhouette
- Steel silhouette with steel hostage swivel

Accessories

- Tall barricade (could be cardboard target on stand)
- Wilson wall
- Two balance beams
- Wood stands (x4)
- Orange cones for shooting stages (x5)

- Paper target stands (x2)
- 8” paper plates (at least 6 plus numerous more to change out)

Course of Fire:

1. STAGE 1: 50 yard line (Rifle - any shooting position)

- Load rifle with magazine that has the three rounds
- Shoot 3 rounds CBM
- Rifle will go empty
- Drop magazine and weapon on safe
- Shooter will carry slung rifle and traverse balance beams down range to stage two

2. STAGE 2: (Rifle)

- Load rifle with second magazine
- Shoot 2 rounds from position number one on the Wilson wall at paper plate number one
- Shoot 2 rounds from position number two on the Wilson wall at paper plate number two
- Shoot 2 rounds from position number three on the Wilson wall at paper plate number three
- Shoot 2 rounds from position number four on the Wilson wall at paper plate number four
- Shoot 2 rounds from position number five on the Wilson wall at paper plate number five
- Shoot 2 rounds from position number six on the Wilson wall at paper plate number six
- Rifle will go empty. Shooter will make weapon safe.
- Shooter will leave rifle at stage 2

3. STAGE 3: (Shotgun – standing position only; Shotgun already Patrol Ready)

- Shooter will fire one round buckshot at each steel plate (alternating target)
- Shooter will combat load one slug round and fire at paper target (CBM)
- Shooter will show safe weapon (weapon on safe, bolt locked to the rear)
- Shooter will leave shotgun at stage 3.
- Once the entire course of fire is complete, the shooter will return and make the shotgun patrol ready for the next shooter.

4. **STAGE 4: (Handgun)**

- Shooter will draw handgun from behind the barricade. Range Master will call out a colored steel plate. Shooter must engage and hit the steel plate the Range Master calls out without striking the “no shoot” targets positioned in between each steel plate. The process will repeat until all steel plates have been struck.
- Shooter will holster handgun

5. **STAGE 5: (Handgun)**

- Shooter will draw handgun and fire one round at the steel hostage target (hit or miss).
- Shooter will show a safe weapon (magazine out, slide locked to the rear).
- Shooter will holster weapon once the weapon has been cleared as safe.

***See below for course design and distance**

SCORING:

Scoring is based on Points. Each target hit is worth 4 points for a total of 100 points.

Passing score is 70 points

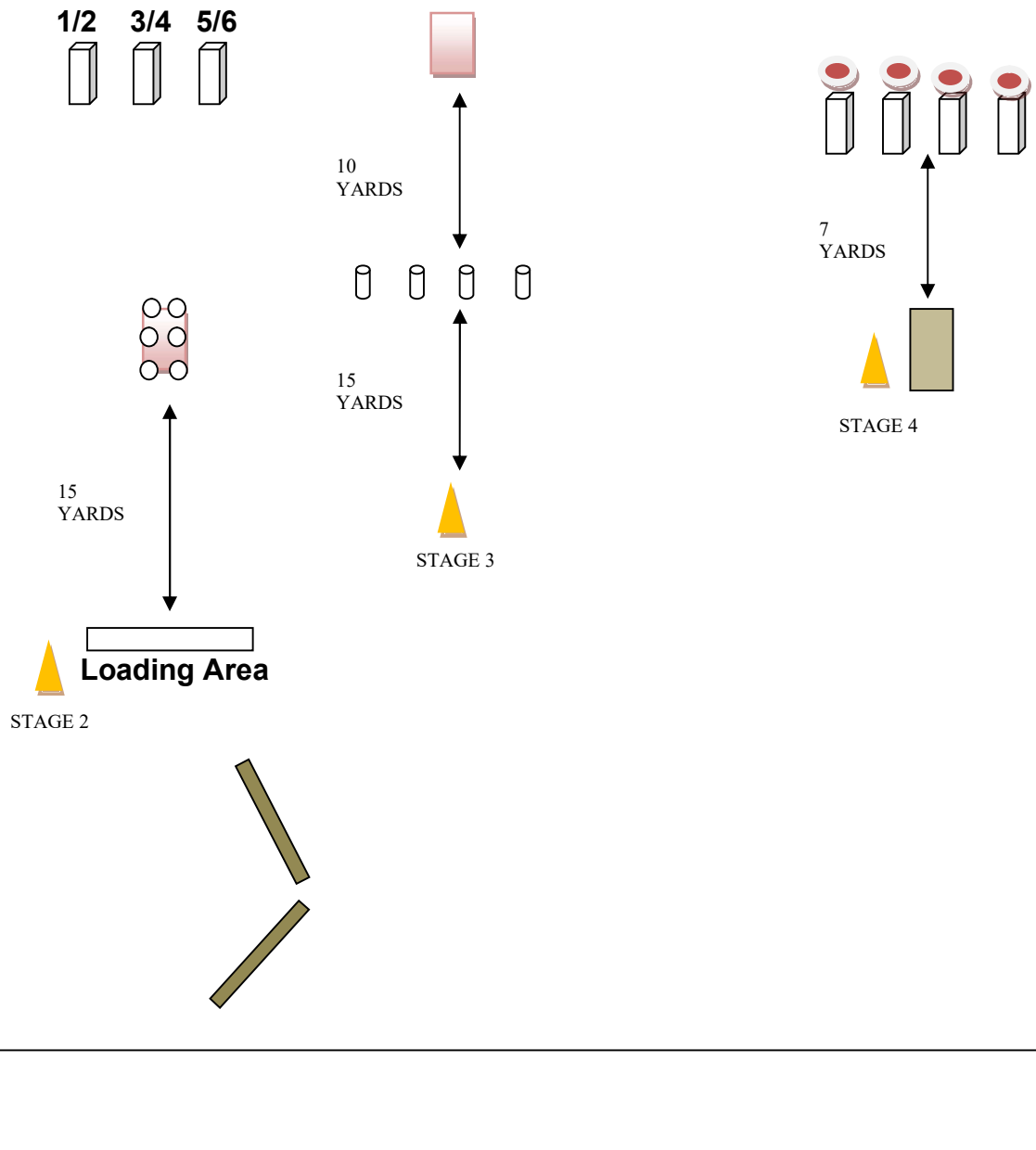
Failure to qualify (obtain minimum 70 points) will require remediation and training.

PENALTIES:

- Misses on paper – 4 points
- Target left standing – 4 points
- Hostage hit – 16 points
- Major Safety Violation – 40 points

Course of Fire Diagram

0 yard line



50 yard line

STAGE 1

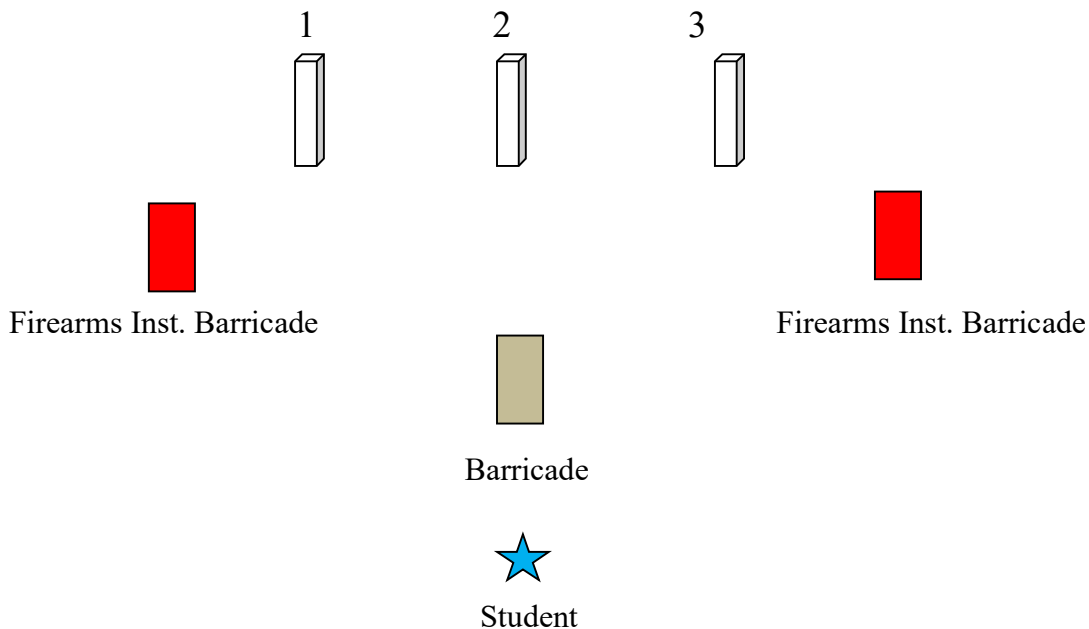
SIMUNITIONS COURSE OF FIRE

Scenario #1: Critical Thinking in High Stress

The officer will start with his/her back to five different targets. Upon the command of “threat,” the officer will turn around and compute a simple math problem in their head, shouting the answer, drawing his/her Simunitions handgun, and firing upon the target labeled with the same number as the answer to the mathematical problem.

If the officer is unable to compute the answer and engage the target within a designated period of time, instructors placed behind barricades will engage the officer, forcing him/her to move to a barricade of choice to seek cover. From behind cover, the officer must compute the original mathematical problem and engage the correct target. The scenario ends when the correct target is engaged.

The purpose of this drill is to create an atmosphere of natural stress (Stress inoculation) that forces the officer to work through the tunnel vision created and make accurate, quick decisions. Officers are also afforded cover to work through the problem should it be necessary. The officers will complete this drill three times. This drill will be completed one officer at a time.



Example: The student will be told “Threat,” causing him/her to turn around and draw their weapon while simultaneously computing the math problem “3-2.” The student should fire their Simunitions weapon at target number # 1, because the answer to the problem is “1.” If the student fails to engage target # 1 in a designated period of time, two firearms instructors placed behind barricades (Red barricades shown above) will engage the student until he/she engages target #1 from behind cover (Gold barricade shown above). The student will have to engage the instructors and the correct target.

Scenario #2: Mentally Ill Homeless Person

This scenario will be completed with two officers at a time (partners). The officers will be dispatched to a call of a mentally ill homeless person sleeping in front of a business that has an active trespass letter against him. The officers will be told to confront the mentally ill homeless person and affect an arrest of him pursuant to PC 602, trespassing.

The officers will confront the homeless person while he is covered by a blanket. The homeless suspect will not fully cooperate with the officers due to his mental illness. The homeless person will also have access to a fixed blade knife kept with him under the blanket. The officers may utilize verbalization, command presence, less lethal options, and/or lethal force in taking the suspect into custody.

Scenario #3: Ambush

This scenario will be completed with two officers at a time (partners). The officers will be dispatched to a group of subjects gambling. The officers will arrive in a police vehicle, exit and tactically contact the group for gambling in public. During their contact the group will reluctantly cooperate with the officers. Shortly after contacting the group, an unknown suspect will ambush the two officers from a separate area nearby, but not affiliated with the group. The officers must neutralize the ambush suspect while maintaining vigilance of the initial group they contacted.