MP5 MASTER INSTRUCTOR



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1999

"NOT THE WAY, JUST A WAY!"

HK SUBMACHINE GUN MASTER INSTRUCTOR

DAY ONE Administration and Safety Brief

Principles of Tactical Shooting Immediate Threat Concept

Winning Mindset ACM – Blue Bag Drills

Sight - In

MP5 Operator Standard Drills (Pass\Fail)

Timed Fatigue Course

Trigger Control

FOTM - Forward and Backing Out W/Mask

DAY TWO Weapons Maintenance & Safety Brief

FOTM Stoppages W/Mask FOTM Lateral Movement FOTM – Reduced Target Area

FOTM Multiples (Reduced) ½ w/Mask

Run & Gun

FOTM Moving Threats W/Mask

Live Fire Entries 1&2 man 1 rooms ½ W/Mask

Low Light/Night vision lecture Night Firing Drills – NVG's

DAY THREE Weapons Maintenance & Safety Brief

Running Man

CQB Firing - W/Mask FOTM - CQB w/Mask

Live Fire Entries 3&4 man 2 rooms ½ W/Mask

Night Firing Drills

FOTM Multiples (Reduced) ½ w/Mask

Night Live Fire Entries 3&4 man 2 rooms ½ W/Mask

Master Instructor Night Standards Drills (Pass/Fail)

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DAY FOUR Weapons Maintenance & Safety Brief

Master Instructor Standards Drills (Pass/Fail)

Timed Fatigue Course Emergency Evacuation

Review Responsibilities of the Firearms Instructor Review Master Instructor & MP5 Instructor Course Student Assignments Day & Night courses of Fire

DAY FIVE Weapons Maintenance & Safety Brief

Range Presentations – Daytime Conducting Live Fire Entry Training

Range Presentations - Night

DAY SIX Weapons Maintenance & Safety Brief

Written Test

Live Fire Entry Presentations

30 Round Burst

Range and Weapons Maintenance Debrief, Critiques and 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

- 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

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- 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/Simunition training until directed otherwise by the Instructor.
- 5. When using Simunition rounds, **No Intentional** Groin or head shots will be allowed and shots within two feet of a roleplayer 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 roleplayer 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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PRINCIPLES OF TACTICAL SHOOTING	
CHOOTING	<u> </u>
1. Assess and Discriminate Threats	
2. Shoot and HIT On The Move	
3. Shooting Fast	
4. Shooting Accurate	
NOTES	

"FAST IS FINE, BUT ACCURACY IS FINAL. YOU MUST LEARN TO BE SLOW IN A HURRY...."

Wyatt Earp

FUNDAMENTALS OF SHOOTING	
Primary Objectives	
A. Reduce Motion	
B. Consistency	
1. Grip	
2. Stance	
2. Starrot	
3. Sight Alignment/Sight Picture	
	;
4. Trigger Control	
	;
5. Follow Through	
6. Scan and Breathe	
NOTES	
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INTRODUCTION TO ROOM CLEARING

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... is used when you don't want your presence or exact location known to the suspect. It is a very slow, methodical style of movement for clearing/searching or for movement to contact.

B. Dynamic Clearing

... is used to dominate and saturate a location quickly but most importantly SAFELY! Mostly used during the execution of a warrant service or a hostage rescue, in which the immediate control of a suspect(s) is critical.

C. Immediate Threat Concept

... Plain and simply speaking "Find something to control, and go control it". Continue movement directly to the threat attempting to gain one/all forms of control; Visual, Verbal, Physical.

Hierarchy of threats

D. Room Entry and Movement

It does not matter which method of entry is used, However certain rules apply; Do not stop in the doorway, Do not "Juke" your partner, and be DECISIVE with your direction, continuing to "Find something to control, and go control it"

E. Dynamic Clearing Multiple Rooms

Verbalization is critical and patience is necessary so that one entry team member does not enter a room alone. Flexability and the operators ability to make a decision is imperative!

F. Apprehension of Unknowns and Suspects

Two schools of thought exist; SEGREGATION and/or CONSOLIDATION. What are the Pro's and Con's?

NOTES	

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MENTAL TRAINING	
A. VISUALIZATION	
1. See yourselfa. In the fight	
b. Winning the fight	
* World Class and Professional	-
athletes do this all the time	
B. MASTERY OF YOUR WEAPONS (TOOLS)	
1. You are the weapon* The firearm is just a tool	
2 Complete/absolute control and	
2. Complete/ absolute control and confidence in your abilities and	
With your tools	
C. VISUAL CONTROL 1. Constantly aware of your	
environment - ALERTNESS!	
2. Scan & Breathe	
* Looking- left, right, front, behind, up, down (360)	
D. DOMINATE YOUR ADVERSARY	
1. Aggressiveness!	
2. Without Hesitation- DECISIVENESS!	
When the fight is on - "THE FIGHT IS ON!" and it a'int	
over 'til YOU say it's over.	-
4. Be SURPRISING!5. Mentally and Physically	-
E. COMMAND OF THE SITUATION 1. KEEP COOL!	
2. 100% of the time, 100% of the	
time ₋ 3. <u>Perfect</u> practice makes Perfect!	
4. Performance is a direct Result of Preperation!	
NOTES	

Victory at all cost, victory in spite of all terror, victory however long and hard the road may be; for without victory there is no survival.....

Sir Winston Churchill

ACTIVE COUNTER MEASURES	
1. Introduction	
- History	
 Intro to Defensive Tactics 	
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2. Psycho-Motor Skill Development - Mental Conditioning	
- Body Mechanics	
- Power Development	
- Transfer of Force	
2. Talahuinus Basalannant	
3. Technique Development - Focused Strikes	
*Forearm	-
*Knee	
*Angle Kick	
- Stunning Techniques	
4. Verbalization - Announcement	
- Challenge	
- Surrender Ritual	
5. Simulation Training _	•
 Low Level Training Bag NOTES 	
INOTES	

PRE TEST MP5 OPERATOR STANDARDS DRILLS

<u>RANGE</u>	<u>DRILL</u>	<u>RDS</u>	<u>TIME</u>
Semi 10 yds	Double tap	2	1.5 sec
10 yds	Reload	2 reload 2	7.0 sec
Auto 10 yds	Burst	3	1.5 sec
10 yds	Multiples (2)	3 rd bursts ea. 2.5	sec

TIMED FATIGUE COURSE

Description: Shooter begins at the 25 yard loaded/ready. Shoots knockdown targets (two). Then Runs diagonally to 20 yd line to engage three multiple targets on the move. Next move parallel along 10 yd line to next station and shoot three steel targets 1rd, 5rd, 3rd bursts. Next two targets O.T.M. "Armor/Drug" 3&1,5&2. Last while moving Parallel on 3 yd line Engage 4 targets O.T.M. - 3rd, 4 rd, 5rd, and a Hostage shot.

During the Reload, the shooter must also put on Gas Mask and Finish the course with it.

- A. 2 30 Round Magazines
- **B. Zero Misses, Count Rounds**
- C. Time 90 Seconds

SUP	PORT SIDE SHOOTING		
	-		
1.	Shift Stance (feet)		
••			
2.	Maintain Weight Transfer		
3.	Sling Under Buttstock	•	
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		•	
4.	Trust Your Support Side Eye	•	
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	NOTES		
	NOTES		

TRIGGER CONTROL	
A. Trigger Manipulation Dexterous control of the trigger finger.	
This, once mastered, provides the operator with the ability to discriminately fire controlled bursts in the application of deadly force.	
D 1:4 0.5 1	
B. Listen & Feel The operator can determine how many rounds	
they fired by hearing their bursts and feeling the impulse energy from recoil	
C. Slap vs. Press	
Two ways the operator can achieve firing single rounds while in the Auto mode	
D. Counting Rounds Combining the above, this enhances the	
combining the above, this enhances the operators awareness of magazine configuration. Count the bursts, not the individual rounds fired.	
NOTES	
110120	

TRIGGER CONTROL

Ammo: Four 30 Rd Mags Range: 3, 5 Target: Paper

Demo: Live fire demo firing various successive bursts from both the shooting and support side mounts.

Fire from Shooting (strong) Side mount

- 1. 3 yard line Fire bursts at <u>symbols</u> Fire **5**rd burst, Then on another "up" command Fire a **1**rd burst. **Fire 2 times**.
- 2. 3 yard line Fire bursts at <u>symbols</u> Fire **6**rd burst, Then on another "up" command, Fire a **1**rd burst. **Fire 2 times**.
- 5 yard line Fire bursts at <u>body</u> Fire the following round bursts in quick succession, instructor calls each burst with an "up" command 3rds, 4rds, 5rds, 5rds, 2rds, 7rds, 1rd, 1rd, 2rds.

TOP OFF MAGAZINES

Fire from Support (weak) Side mounts

- **4.** 3 yard line Fire bursts at <u>symbols</u> Fire **5**rd burst, Then on another "up" command Fire a **1**rd burst. **Fire 2 times**.
- 5. 3 yard line Fire bursts at <u>symbols</u> Fire **6**rd burst, Then on another "up" command, Fire a **1**rd burst. **Fire 2 times**.
- 6. 5 yard line Fire bursts at <u>body</u> Fire the following round bursts in quick succession, instructor calls each burst with an "up" command 3rds, 4rds, 5rds, 5rds, 2rds, 7rds, 1rd, 1rd, 2rds.

MAS	SK SHOOTING	
1.	Mount Slightly Higher	
2.	Cant Firearm into the Mask	
3.	Drive Buttstock into Mask	
4	A	
4.	Accommodate Filter with the Sling	
	NOTES	
	NOTES	

FIRING ON THE MOVE – FORWARD & BACKING OUT

Ammo: FOUR 30 Rd Mags Range: start @ 15 Target: Paper

Demo: Yes, Demo F.O.T.M. with mask and FOTM support side at WARRANT SPEED.

Ensure that you demo **Verbalization**

NOTE: After receiving the "Move" command, shooters' must announce their

presence. Then offer a challenge after the "Threat" command. The shooter must continue verbalization skills with a "surrender ritual" after engaging the

threat.

Students must don their gas masks

1. COVERT SPEED - On command of "Move" shooters begin moving towards targets @ the ready position scanning, and <u>announcing their presence</u>. On the command of "Threat" the shooters <u>challenge</u> and lock-in on the target bringing the firearm up to the threat position (not a firing position). On the command "UP" the shooters fire a designated (3-5 rounds) burst, center mass of the target while moving. They should continue moving towards the target until approx. 4 feet from the target then stop, cover the down subject, initiate their <u>surrender ritual</u>, and look left and right.

THEN, on the command of "BACK OUT, BACK OUT", the shooters will move rearward, firing designated (3-5 rounds) bursts following the "UP" commands. *Continue this procedure for 1 entire magazine*

2. WARRANT SERVICE SPEED - Same as prior except add a "no shoot" situation for active countermeasures. **Continue this procedure for 1 entire magazine.**

TOP OFF MAGAZINES (remain masked)

- 3. COVERT SPEED Same as prior except from SUPPORT side. **Continue this procedure for** ½ **magazine**.
- **4.** WARRANT SERVICE SPEED Same as prior. **Continue this procedure for** ½ **magazine.**
- **5.** HOSTAGE RESCUE SPEED Return to **SHOOTING SIDE** and fire same course of fire. **Continue this procedure for 1 entire magazine.**

FIRING ON THE MOVE - STOPPAGES

Ammo: FOUR 30 Rd Mags Range: start @ 15 Target: Paper

Demo: Yes, after lecture live fire demo the three different speeds firing a 3rd burst on the up command. Also, do one active countermeasures during the warrant service speed demo.

NOTE: Have the students perform multiple dry drills so the instructor can observe and critique their performance of the technique.

- 1. COVERT SPEED On command of "Move" shooters begin moving towards targets @ the ready position and scanning. On the command of "Threat" the shooters lock-in on the target and bring the firearm up to the threat position (not a firing position). On the command "UP" the shooters fire a 3rd burst center mass of the target while moving. They should continue moving towards the target until approx. 4 feet from the target then stop, cover the down subject, look left and right. Fire 3 times.
- **2.** WARRANT SERVICE SPEED Same as prior except add a "no shoot" situation for active countermeasures. **Fire 3 times, and 1 active countermeasures**.
- 3. HOSTAGE RESCUE SPEED Same as previous without an active countermeasure. **Fire** 3 times

After receiving the "Move" command, shooters' must announce their presence. Then offer a challenge after the "Threat" command. The shooter must continue verbalization skills with a "surrender ritual" after engaging the threat.

FIRING ON THE MOVE LATERAL MOVEMENT

LATERAL MOVEMENT	
A. Consistent Movement Techniques	<u></u>
B. Consistent Upper Body Platform	
C. Control Firearms Movement	
D. Fire Ahead (if possible)	
E. One Target at Time	
	·
F. Eyes/Sights	
G. Side step and Reverse Step	
H. Verbalization NOTES	

FIRING ON THE MOVE – Lateral Movement

Ammo: Three 15 Rd Mags Range: Start @ 7 Target: Paper

Demo: Yes, after lecture and dry demo of techniques

NOTE: Shooters will parallel the targets at the 7 yard line both right and left firing at each of six

metal targets.

1. WARRANT SPEED - Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the left.

- 2. WARRANT SPEED Shooters begin at the 7 yard line facing their targets. The shooters will fire 2 rounds at each target as they move straight and shoot back to the left.
- WARRANT SPEED Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the Right.
- 4. WARRANT SPEED Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the Right.

FIRING ON THE MOVE – Reduced Target Area

Ammo: Three 15 Rd Mags Range: Start @ 7 Target: Paper

Demo: Yes, after lecture and dry demo of techniques

NOTE: Shooters will parallel the targets at the 7 yard line both right and left firing at each of six

metal targets.

1. WARRANT SPEED - Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the left.

- 2. WARRANT SPEED Shooters begin at the 7 yard line facing their targets. The shooters will fire 2 rounds at each target as they move straight and shoot back to the left.
- WARRANT SPEED Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the Right.
- 4. WARRANT SPEED Shooters begin at the 7 yard line facing their targets. The shooters will fire 1 round at each target as they move straight and shoot back to the Right.

FIRING ON THE MOVE - Multiples (reduced)

Ammo: Two 30 Rd Mags **Range**: **Target**: 8 Paper

Demo: No.

This is a course of fire that is shot one student at a time. Two lanes are created so two groups can be run at the same time. One group fires from the shoulder, the other CQB and then they rotate. The 4 targets are placed off set and deep to create a lane for the shooter to move through. The shooter will load and assume the appropriate ready position. On the command of "Move" the shooter will advance at a warrant service speed through the lane. As the shooter encounters a target he will fire a 3rd burst as he is moving. Once the last target is engaged the shooter will cover that target as the downed subject, look left and right.

When firing the CQB lane, the shooter can remain in the locked out position once he has punched out on the first target or he can bring the firearm back in to the ready as he moves. Regardless, the shooter should be required to "punch out" at least twice during this movement. No command to fire is given. Only the command to "Move". The shooter fires when he feels he needs too.

Note: This course of fire is a requirement for successful completion of the course. The shooters must put three rounds on each target, zero misses.

<u>Caution</u>: Do not allow the shooters to shoot back towards the targets if they get ahead of their firing with their pace. They should move directly at each target.

COURSE OF FIRE RUN & GUN

Ammo: Two 30 rd Mags Range: Start 25 Target: Steel, Plate Rack and

Two Peppers

Demo: No

NOTE: Set plate rack up and place one pepper popper on the left and one on the

right. Students should be in two columns. This course of fire is man against

man. No time limit.

1. At the "GO" announcement, the Two shooters will run from the 25 yard line to the 10 yard line WITH WEAPONS ON SAFE. Once at the 10 yard line the shooters will activate their safety select levers and fire 2 round burst on the designated plate rack targets. Once their plate rack targets are down they will fire at the Pepper Popper. First shooter completed will advance in the elimination tournament.

F.O.T.	M. MOVING THREATS	
ı		
LATER	ALLY MOVING THREATS	
A. Cut C		
7 t. Out C	· · ·	-
B. Direc	t to Threat	
		-
C. Pacin	g	-
Threats	Directly Approaching	
	<u> </u>	
A. Imme	ediate Threat	
B. Get Off The Tracks		
1.	Maintain weapon tight in	
	shoulder	
2.	Utilize legs as shock absorbers	
		·
 Smooth consistent upper body platform 		
	NOTES	
	NOTES	

COURSE OF FIRE RUNNING MAN

Ammo: Two 30 rd Mags Range: Start 20 Target: Paper

Demo: No

NOTE: This course of fire is done by relay.

1. At the "Move" announcement, the shooters will sprint from the 20 yard line towards the targets with safeties on. When given the "Threat" command they will rapidly slow down but continue to move and engage the threats on the "UP" command with 5 round bursts. Once the shooters stop 3' to 4' from the targets they will place their firearms ON SAFE and IMMEDIATELY run back to the 20 yard line and be prepared to resume the drill again. FIRE xxx TIMES

COURSE OF FIRE CQB FIRING

Ammo: Two 30 Rd Mags **Range**: 3,5,7,10 yds **Target**: Paper

Demo: Yes. Live fire demo **1.** a good locked out position, **2.** Sweeping firearm up rather than straight out, 3. Not giving a pause, and 4. Loosening up as soon as the trigger is pulled.

1. 3 yard line - From the CQB Ready, on the fire command of "Up", punch out, pause, and fire a 3rd burst at the symbol. **Fire 4 times**.

Note: The first round or two the students fire, have them lock out and focus on the symbol prior to the up command. No Punch out

- 2. 5 yard line Same. Fire 4 times.
- **3.** 7 yard line Same except shoot at Chest or Belly. **Fire 4 times**.
- **4.** 10 yard line Same except shoot at Chest or Belly. **Fire 4 times**

CQB FIRING	
4. Oliver Timbé en Deska	
1. Sling Tight on Body	
2. Support Arm Fully Locked Out	
3. MP5 Centered, Chin Level	
4. Both Eyes open Referencing across	
the top of Front Sight Ring	
A. 3rd & 5rd from 3, 7, 10	
B. Shoulder Ready Position - Finger	
Indexed	
C. Emergency - Close In	
o. Emergency Globe in	
D. Count Rounds, Zero Misses	
	
E. 2 - 30 Round Magazines	
F. ½ with mask	
NOTES	

COD FOTM W/Mask	
CQB - FOTM W/Mask	
A. From Shoulder Ready Position	
B. Sling Tight on Body	
C. Support Arm Fully Locked Out	
D. MP5 Centered, Chin Level	
E. Both Eyes Open Referencing Across	
Top of Front Sight Ring	
F. Utilize Legs as Shock Absorbers	
G. 2 -30 Round Magazines	
H. Gas Mask	
I. 5 - 7 Round Burst - Zero Misses,	
Count Rounds	

NOTES

NIGHT FIRING

Ammo: Two 30 Rd Mags **Range**: 3,5,7,10 yds **Target**: Paper

Demo: Yes. Live fire demo **1.** a good locked out position, **2.** Sweeping firearm up rather than straight out, 3. Not giving a pause, and 4. Loosening up as soon as the trigger is pulled.

1. 3 yard line - From the CQB Ready, on the fire command of "Up", punch out, pause, and fire a 3rd burst at the symbol. **Fire 4 times**.

Note: The first round or two the students fire, have them lock out and focus on the symbol prior to the up command. No Punch out

- 2. 5 yard line Same. Fire 4 times.
- **3.** 7 yard line Same except shoot at Chest or Belly. **Fire 4 times**.
- **4.** 10 yard line Same except shoot at Chest or Belly. **Fire 4 times**

COURSE OF FIRE CQB FIRING

Ammo: Two 30 Rd Mags **Range**: 3,5,7,10 yds **Target**: Paper

Demo: Yes. Live fire demo **1.** a good locked out position, **2.** Sweeping firearm up rather than straight out, 3. Not giving a pause, and 4. Loosening up as soon as the trigger is pulled.

1. 3 yard line - From the CQB Ready, on the fire command of "Up", punch out, pause, and fire a 3rd burst at the symbol. **Fire 4 times**.

Note: The first round or two the students fire, have them lock out and focus on the symbol prior to the up command. No Punch out

- 2. 5 yard line Same. Fire 4 times.
- **3.** 7 yard line Same except shoot at Chest or Belly. **Fire 4 times**.
- **4.** 10 yard line Same except shoot at Chest or Belly. **Fire 4 times**

EMERGENCY EVACUATION	
A. Communication	
B. Immediate Action Drill	
B. Illinediate Action Billi	
C. Man Down	
1. Cover Fire (2-3 Round Bursts)	
2. Rescue 3. Back Out	
o. Back Gut	
D. Overwhelming Firepower	
1. Cutback/Peel	
 Sustained Fire (3-5 Round Bursts) Use of Distraction Devices, Smoke, 	
Gas	
E. 4 - 30 Round Magazines	
F. Zana Missas	
F. Zero Misses	

NOTES

STANDARDS DRILLS MP5 MASTER INSTRUCTOR

<u>RANGE</u>	<u>DRILL</u>		RDS	<u>TIME</u>
10yds	Auto	N	3rd Burst	1.0 sec
10yds	Reload		3rd Burst, Reload, 3rd Burst	5.0 sec
10yds	Stoppage		Dry fire, Backup Fire 1rd	2.5 sec
10yds	Body armor	N	3rd Burst Body, 1 rd Head	2.0 sec
10yds	Multiple (3)		3rds Burst each	2.5 sec
10yds	CQB		3rd Burst	2.0 sec
10yds	Auto W/Mask N	٧	3rd Burst	1.5 sec
10yds	Reload W/Mask	N	3rd Burst, Reload, 3rd Burst	6.0 sec
10yds	CQB W/Mask	N	3rd Burst	2.0 sec
20yds	Auto		1 rd	1.75 sec
7yds	Auto FOTM		5rd Body, 2 head	2.5 sec

"YEA, THOUGH I **WALK IN THE VALLEY OF THE** SHADOW OF DEATH, I SHALL FEAR NO MAN.... FOR I'M THE MEANEST **SONOFABITCH IN** THE VALLEY!!!!!"

T	RAINING PROGRAMS	NOTES
A.	Training vs. Equipment	
В.	Range vs. Operations	
C.	Dynamic vs. Slow Deliberate	
D.	Static to Moving	
E.	Active Countermeasurers Gym vs. Street	
F.	Verbalizations vs. Grunt Speak	

NOTES

UTILIZATION OF TRAINING EQUIPMENT

	EQUIPMENT		
	<u> </u>]	
1.	Simunition		
2.	Macho		
3.	Fist		
4.	Complete Tactical Gear		
5.	Shields		
6.	Distraction Devices		
7.	Chemical Agents		
8.	Ladders		
9.	Method of Entry		
10.	Communications		
11.	Lighting		
12.	Protection		
	A. Ear & Eye B. Body Armor		
	C. Gloves & Balaclava		
	D. Knee & Elbow Pads E. Shin Guards		
	• • • • • • • • • • • • • • • •		

R/	ANGE & EQUIPMENT	
1.	Body Armor	
2.	Tactical Gear	
	A. Holsters B. Position	
	C. Secure	
	D. Amount	
_		
3.	Shields	
_		
4.	Gas Masks & Agents	
_		
5.	Slings & Carrying Positions	
^	Distance Alica Descione	
6.	Distraction Devices	
-	Caanaa	
7.	Scopes	
•	Limba	
8.	Lights	
^	Low Links	
9.	Low Light	
10	Clayer & Goggles	
IU.	Gloves & Goggles	
	NOTES	

RANGE PROGRAMS	
Building Block Approach	
Basics, Basics, & Basics	
Weapon Control, Finger & Barrel	
Line Drills	
Position Drills	
Multiple Threats	
Turning Threats/and Moving Threats	
Fatigue & Stress Courses	
Decision Shooting	
Low Light	
Use of Cover	
Entry Tootion	
Entry Tactics	
Handcuffing	
Covering	
Weapon Retention	
Officer Down	
360 House	

SHOOTING HOUSES	
Finger off Trigger	
Safety Position	
Weapons Loaded	
Hand Position	
Laser Rule	
Areas of Responsibility	
Ready Position	
Eye Contact or Touch Up	
Move on Command	
Verbalization to Threat	
Verbalization to Partner & Eye Contact	
Proper Weapon Position During— Movement, Threat, Firing, Transitioning, or Covering	
_	
Laser Rule	
Immediate Threat Concept	
Accuracy	
Questions - Why?	
What was the Threat?	
Where Did you Shoot? Sight Picture?	
How Many Rds?	
NOTES	

RESPONSIBILITIES OF THE FIREARMS INSTRUCTOR

	I	TREARING INSTRUCTOR	
Α.	GO	AL - Winning the Encounter	
		7.1_ 1gee ae.	
	1.	Objectives - Improve A.S.K.	
	2.	Preparation of a Firearms Program	
		a Critical Accepta	
		a. Critical Aspects	
		1. Mindset	
		2. Threat Assessment	
		3. Tactics	
		b. Additional Points	·
	_		
	3.	Entry Level Training	
		Advance d Tostatoro	
	4.	Advanced Training	
	_	Parago va Operations	
	Э.	Range vs. Operations	
	c	Instructor Attitude	
	٥.	Instructor Attitude	
	7	To "Tooob	
	1.	To "Teach NOTES	

TITLE		
DESCRIPTION:		
OBJECTIVES:		
REFERENCES:		
TRAINING AIDS:		
TOTAL TIME:		

DEVELOPING A COURSE OF FIRE

It is important to control and develop live fire courses or drills. The course of fire should have a **specific objective**. For example, the three-inch dot drill will allow the instructors to evaluate students performance of sighted firing principles - Maintaining sight alignment throughout the trigger pull.

Range commands are very important and should be loud enough that the whole world can hear. Use a preparatory command to alert other instructors and the students to an upcoming action.

Safety on the range is paramount, where we as instructors make our money is by observing the students actions, body, and hands. This is where we can see the mistakes they are making as they occur. We can always look at the target later. The other thing that watching the firers does for us is to see potential safety problems e.g. Fingers on triggers, not decocking etc. The key to a safe course of fire is: **Plan it correctly, Construct it correctly, and Control it correctly.**

When establishing tactical courses of fire, the support requirements increase. For example, Patrol cars for the officers to emerge from, barricades to simulate cover, and moving target systems. However, the lack of equipment or target systems does not prevent you from developing viable courses of fire. Your only limitation is your imagination and ingenuity.

COURSE OF FIRE/DRILL DEVELOPMENT SHEET

Name of developer	Date
Objectives	
	_
Drill Summary	
	
# of Rounds	
	
# of Targets and Configuration	
Stress/Time requirements	
Support requirements	
Support requirements	
Range Commands	

Additional Instructions	