

TACTICAL TEAM INSTRUCTOR DEVELOPMENT



TACTICAL TEAM INST DEVELOPMENT

- DAY ONE** Administration and Introduction
Responsibilities of the Instructor
ORGANIZATION
- . sop's
 - . Planning
 - . Divisions
 - . Scheduling/Time Management
 - . Training vs Equipment
- Lunch
Standards
Documentation
- DAY TWO** **Range Operations**
- Safety
Range vs Operations
Static To Moving
Dynamic vs Covert
Range Programs
Range & Equipment
Target Systems
Lunch
Range Drills
Shooting Houses
- DAY THREE** **Realistic Simulations**
- Safety
Utilization of Training Equipment
Conducting Simulations & Exercises
Overall Review

RESPONSIBILITIES
OF
THE
INSTRUCTOR

RESPONSIBILITIES OF THE INSTRUCTOR

1. Improve Attitude, Skill and Knowledge
3. Build Morale and Confidence
4. Increase Awareness, Options and Tactics

METHODS OF INSTRUCTION

A. Explanation

1. Lecture
2. Reading
3. Class Discussion

B. Demonstrations

1. By the Numbers
2. Slow for Form
3. Full Speed

C. Imitation

1. By the Numbers
2. Slow for Form
3. Full Speed

D. Practice

1. Repetition
2. Dry Fire
3. Live Fire

TITLE _____

DESCRIPTION:

OBJECTIVES:

REFERENCES:

TRAINING AIDS:

TOTAL TIME:

NOMENCLATURE

Description: Through lecture, demonstrations, class discussion and live fire range exercises, the student will be able to demonstrate the knowledge and ability to safely handle, load, unload and accurately fire the universal self-loading pistol.

Objectives: The student will be able to:

1. Accurately identify/know/describe the following: Firearm nomenclature, function, sight adjustment, safe handling and accessories, proper cleaning and.
2. Demonstrate proper range safety discipline.
3. Accurately fire at single and multiple targets from double action and single action modes from stationary and moving positions.
4. Properly demonstrate drawing and holstering techniques.
5. Demonstrate basic fundamentals including stance, grip, clearing, loading, unloading, sight alignment, trigger control procedures.

References: Heckler & Koch Operators Manual for USP Pistols
Heckler & Koch Armorers Course
Study Book for the USP Transition Course

Training Aids: USP Pistol
#1 Assembly groups pp25
Exploded View Chart
USP View, Both Sides
Accessories for the USP

Each Student Will Have:

	1	USP
	1	Holster, 2 mag pouches and duty belt
	3	- Magazines
	650	Rounds of Ammunition
	1	Cleaning Kit
	1	Usp Operators Manual

Total Time: 24 hours

ORGANIZATION

STANDARD OPERATING PROCEDURES

1. Tactical Team Concept
2. Objective
3. Responsibilities

- 4. Procedures
- 5. Selection
- 6. Basic Training
- 7. Advanced Training
- 8. Standards

SPECIAL REACTION TEAM (SRT)

	Paragraph
Purpose	1
Objective	2
Responsibilities	3
Procedures	4
Training	5

- 1 **Purpose.** The SRT Concept of operations is as follows:
 - a. **Primary Missions**
 - (1) **Anti-Sniper Action**

- (2) **Barricaded Suspect Apprehension**
- (3) **Hostage Rescue**
- (4) **Counter Terrorist Tactics**
- (5) **Special Event Operations (Response Force)**
- b. **Ancillary Missions**
 - (1) **Perimeter and Apprehension support for "Stake Outs"**
 - (2) **Mass apprehensions**
 - (3) **Apprehension of extremely dangerous suspects**
 - (4) **VIP Protection (FBI and US Secret Service Argumentation)**
 - (5) **Threatened suicide rescue**
- c. **SRT responds to High Risk Situation (an incident involving an act of violence in which a security Police Officer is at a distinct disadvantage and subject to extreme danger).**

2 Objective.

- a. **Release of hostages unharmed**
- b. **Protection of by-standers**
- c. **Prevention of injury to responding forces**
- d. **Apprehension of suspects unharmed**
- e. **Restoration of normal operations with a minimum of property damage**

3. Responsibilities. SRT capability for this Jurisdiction is based on a 24 hour recall.

- a. **Number of SRTs based on threat, terrain, and types of buildings (suggested 15 officers).**
- b. **Basic SRT is structured similar to the Tactical Fire Team:**
 - (1) **Team Leader - The team leader is responsible to Provost Marshal (PM) for all matters pertaining to the SRT. Duties include, but are not limited to, the following:**
 - (a) **Organizing a SRT**
 - (b) **Planning/implementation and training**

- (c) **Establishing SRT SOP's**
- (d) **Recording and logging all training that the team conducts**
- (e) **Acquiring needed SRT equipment**
- (f) **Planning assaults**
- (g) **Coordinating as necessary**
- (h) **Determining any special needs**
- (i) **Executing assaults**
- (j) **Ensuring all team weapons and equipment are accounted for and properly maintained**
- (k) **Preparing after-action reports**
- (l) **Requesting blueprints of the building(s) or involved.**
- (m) **Performing other duties as directed by the PM**

(2) Point man duties include -

- (a) **Conducting reconnaissance and selecting primary and alternate routes of approach**
- (b) **Leading the team during approach**
- (c) **Serving as second in command to the Team Leader**
- (d) **Assisting the defenseman in the security role**
- (e) **Carrying any special entry equipment**
- (f) **Employing pyrotechnics at the command of the Team Leader**

(3) Marksman duties include -

- (a) **Maintaining surveillance on the subject area from a fixed position, if not involved in the assault**
- (b) **Providing intelligence/information to the team leader while in the surveillance role**
- (c) **Neutralizing hostile fire with well-placed shots upon command of the team leader**
- (d) **Providing cover for the team during an assault, if not involved in the assault**
- (e) **Assisting in the assault when needed**

(4) Observer duties include -

- (a) **Recording all events prior to, during, and after the incident for use as evidence and information in the after-action report**
- (b) **Providing security for the marksman**
- (c) **Assisting the marksman in locating hostile personnel**
- (d) **Assisting in the assault as directed by Team Leader**
- (e) **Acting as alternate marksman**
- (f) **Relieving marksman as necessary**
- (g) **Employing Pyrotechnics at the command of the team leader**

(5) Defense man duties include -

- (a) Providing security for the point-man during movement**
- (b) Acting as point-man when necessary**
- (c) Protecting the team from ambush during approach at the command of the Team Leader**
- (d) Covering the team during withdrawal**
- (e) Employing pyrotechnics at the command of the Team Leader**
- (f) Carrying demolitions as necessary**

(6) Team member selection -

- (a) Law Enforcement/Security Specialist and has completed probationary period**
- (b) Pass Army PT Test with score of 180 or more, annually**
- (c) Be a volunteer**
- (d) Have no history of disciplinary action**
- (e) Written recommendation from supervisor**
- (f) Be able to qualify 90% with 38 cal, 45 cal, 12 GA shotgun, M-16, 308 scoped rifle, and M-79 grenade launcher quarterly.**
- (g) Be able to repel from 60', annually**
- (h) Complete 70 hour basic SRT course and score a minimum of 80 on written exam**
- (i) Conduct a rescue repel**
- (j) Ascend 30'**
- (k) Complete obstacle course**
- (l) Complete multiple weapons stress course**
- (m) Mentally stable - It is recommended that all volunteers considered for selection to the SRT be psychologically screened prior to assuming duties.**

4. Procedures. Command, Control and Supervision.

- (1) The Installation Commander is the ultimate authority during high risk operations. There are four basic options:**
 - (a) Negotiation**
 - (b) Refuse Negotiation**
 - (c) Isolate and demand surrender**
 - (d) Assault or raid**
- (2) The Provost Marshal controls all responding police forces and augmenters.**
- (3) SRT Team Leader**
 - (a) Coordinates SRT elements**

- (b) **Supervises and conducts SRT training**
 - (c) **Tactical program manager**
 - (d) **Planner and tactical advisor**
- (4) **Weapons are military issue and obtained through supply channels. Privately owned weapons or ammunition are unauthorized..**

5. Training.

- (1) **SRT personnel will train twice a month, a minimum of 8 hour each day with a minimum of one recall a quarter.**
- (2) **SRT personnel will assist in conducting Mock Scenarios for installation security training.**
- (3) **SRT training will consist of the following subjects:**
 - a. **Concepts and principles of the Special Reaction Team.**
 - b. **SRT weapons employment**
 - c. **Protective equipment**
 - d. **Fire SRT courses of fire with:**
 - (1) **38 Cal Revolver**
 - (2) **40MM Grenade Launcher**
 - (3) **12 Gauge shotgun**
 - (4) **M16 rifle**
 - (5) **GAU5A submachine gun**
 - (6) **308 Cal Scoped Rifle**
 - (7) **45 Cal Pistol**
 - (8) **MP-5 Submachine**
 - e. **Leading and participation in SRT built-up area operations**
 - (1) **Perform tactical movement**
 - (2) **Perform building approach**
 - (3) **Perform entry at the highest level**
 - (4) **Perform entry at middle levels**
 - (5) **Perform entry at ground level**
 - (6) **Perform building search techniques**
 - (7) **Perform repelling--tie off--belay (top and bottom)**
 - f. **Apprehension and Restraint**
 - (1) **Apply temporary restraining devices**
 - (2) **Apply come-alongs**
 - (3) **Perform self-defense against motion and contact attacks**
 - g. **Suspect search**

- (1) Perform kneeling search
- (2) Perform ground search

h. Participate in physical conditioning

NOTE:

1. Weapon safety/ground safety are taught, emphasized, and evaluated throughout the course of instruction.

2. All members train and qualify in each position.

- 6. Due to the nature of the duties the team is made up of volunteers. SRT members serve at the discretion of the Provost Marshal.**

TACTICAL TEAM PLANNING

- WARNING ORDER

- RECON MISSION

- BUILDING INTELLIGENCE

- SUSPECT/HOSTAGE INTELLIGENCE

- OPERATION ORDER

- DEBRIEF

WARNING ORDER

SITUATION

MISSION

ORGANIZATION

TEAM LEADER

TEAM MEMBERS

RECON TEAM

APPREHENSION TEAM

PERIMETER TEAM

MARKSMAN

OBSERVER

UNIFORMS

EQUIPMENT

SPECIAL EQUIPMENT

WEAPONS

AMMO

CHAIN OF COMMAND

TIME SCHEDULE

RECON OUT

RECON IN

DETAILED PLANNING

DETAILED BRIEF

EQUIPMENT

MOVE TO STAGING

FINAL INSPECTION

MOVE FROM STAGING

ENTRY

END OF MISSION

RECON - MISSION

1. ADDRESS of building and surrounding streets.
2. AVENUES OF APPROACH from staging area to objective and type of terrain.
3. OBSTACLES - streams, bridges, fences.
4. COVER & CONCEALMENT- shadows, trees, surrounding buildings, vehicles shrubs, storm drains (also may be used for avenue approach)
5. FIELD OF FIRE - lanes of fire for team on avenue of approach.
6. VANTAGE POINTS - lane of fire for marksman (as high as possible)
7. LIGHTING LOCATIONS - street lights, outdoor building lights, party lights, lights from neighboring buildings.
8. OPEN AREAS -grass, fields, roads, parking lots.
9. LANDSCAPE OF AREA - hills, berms, woods, shrubs, streams, stone or gravel areas, paved areas.
10. STRUCTURAL SHAPE OF BUILDING - doors, windows, steps, fire escapes, railings, ground and upper level entry points, type of roof.

11. VEHICLES - list of vehicles and locations in areas and all plate numbers.
12. UTILITIES - all connections from outside of building for possible shut-offs, gas, oil. electric. water.
13. PERSONS OBSERVED - description of all people in or around objective heard or seen, male or female, etc. sounds coming from objective, voices, TV, radio.
14. STAGING AREA - best possible location out of sight and sound of objective and still has best avenue of approach.
15. MARK ALL AREAS ON BLOWN UP DRAWING OF AREA, ALSO SHOW OUTER PERIMETER.

BUILDING INTELLIGENCE

1. ASK FOR BLUE PRINTS, IF AVAILABLE.
 - Engineer or anyone who knows inside of building.

2. ANY PHONES OR OTHER TYPES OF COMMUNICATION (LOCATION)?
 - Any weapons or explosives (location)?
 - What is in the building and the use of the building?

3. INFO ON LIGHT, HEATING SYSTEM, AIR CONDITION VENT, WATER, TYPE GAS OR ELECTRIC (LOCATION)?
 - Possible mean for gassing building?

4. WINDOWS - TYPE SCREENS, LOCKS, HOW THEY OPEN UP OR OUT IN, HOWEVER?

5. WHAT TYPE OF ROOF, ANY ENTRANCE FROM ROOF?
 - Type of floor if carpet, what type?
 - Type of wall thickness, what are they made of?

6. STAIRWAY IN BUILDING AND OUTSIDE BUILDING AS FIRE ESCAPE.

7. DOORS WHAT TYPE, WHAT ARE THEY MADE OF, WINDOWS IN THEM, ALSO WHAT TYPE OF LOCKS AND KEYS (LOCATION)?

8. BASEMENT ENTRIES, CRAWL SPACES. LOCATIONS?

SUSPECT INTELLIGENCE

DATE TIME LOCATION

OFFENSE

COMPLAINANT

OVERVIEW

SUSPECT #

SUSPECT #

NAME

NAME

DESCRIPTION:

DESCRIPTION:

HT WT AGE

HT WT AGE

RACE HAIR EYES

RACE HAIR EYES

COLOR OF CLOTHES

COLOR OF CLOTHES

SHIRT PANTS

SHIRT PANTS

MEDICAL PROBLEMS

MEDICAL PROBLEMS

RELATIVES OR FRIENDS

RELATIVES OR FRIENDS

VEHICLE#
LICENSE #
OWNER
DESCRIPTION

VEHICLE #
LICENSE #
OWNER
DESCRIPTION

Intelligence Sources

LOCAL NAME

#

STATE NAME

#

FBI NAME

#

HOSTAGE INTELLIGENCE

HOSTAGE #

NAME

DESCRIPTION:

HT WT AGE

RACE HAIR EYES

COLOR OF CLOTHES

SHIRT PANTS

MEDICAL PROBLEMS

RELATIVES OR FRIENDS

VEHICLE#

LICENSE #

OWNER

DESCRIPTION

HOSTAGE #

NAME

DESCRIPTION:

HT WT AGE

RACE HAIR EYES

COLOR OF CLOTHES

SHIRT PANTS

MEDICAL PROBLEMS

RELATIVES OR FRIENDS

VEHICLE #

LICENSE #

OWNER

DESCRIPTION

Intelligence Sources

LOCAL NAME

#

STATE NAME

#

FBI NAME

#

OPERATION ORDER

SITUATION

LOCATION

SUSPECTS

NUMBER OF SUSPECTS

PHYSICAL DESCRIPTION

MISSION

WARRANTS

EXECUTION

RECON REPORT

DANGER AREAS

MOVEMENT PLAN

ENTRY PLAN

ALTERNATE ENTRY PLAN

SPECIFIC DUTIES

TEAM LEADER

TEAM MEMBERS

RECON TEAM

APPREHENSION TEAM

PERIMETER TEAM

MARKSMAN

OBSERVER

TIME SCHEDULE

CONTROL BETWEEN UNITS

RADIO

CHANNEL

INSPECTIONS

SERVICE SUPPORT

WEAPONS

AMMO

UNIFORMS

SPECIAL EQUIPMENT

BREAKS

COMMAND & SIGNAL

COMMAND

CP LOCATION

ALTERNATE OF LOCATION

SUB UNIT

SIGNALS

HOT RADIOS

TYPE

FREQUENCIES

CALL SIGNS

CHANNEL

HAND SIGNALS

TELEPHONES

TACTICAL TEAM DEBRIEF

ALL PERSONNEL ACCOUNTED FOR

ALL WEAPONS ACCOUNTED FOR

ALL EQUIPMENT ACCOUNTED FOR

ANY INJURIES

ANY SHOTS FIRED

ALL AMMO ACCOUNTED FOR

TIME MISSION COMPLETE

PROBLEMS

*

*

*

DIVISIONS

1. SWAT
2. Firearms
3. Defensive Tactics
4. EMT
5. Detectives
6. Negotiators
7. Command Staff
8. Patrol Officers
9. Field Training Officers
10. Dispatchers

SCHEDULING/TIME MANAGEMENT

1. Daily/Monthly/Yearly Requirements
2. Team Members Requirements
3. Advance Schedules
4. Division Schedules
5. Recalls

TEAM EQUIPMENT

- BASIC EQUIPMENT
- SPECIAL EQUIPMENT
- WEAPONS
- AMMO
- BODY ARMOR
- COMMO
- VISION
- RESCUE
- SUPPORT
- INDIVIDUAL
- ENTRY TOOLS
- UNIFORM

BASIC EQUIPMENT

<p><u>Entry Tools</u> Pry bar Battering Ram Sledge Hammer Rope with hook Stop Blocks Ladder</p>	<p><u>Weapons</u> Handgun Shotguns Rifle w/scope Submachine gun Assault rifle Smoke and chemical agent gun</p>
<p><u>Vision</u> Binoculars Mirrors Spotting Scopes Spotlights Night Vision Periscope Strobe Light Chemical Light</p>	<p><u>Special</u> Distraction devices Smoke Chemical agents</p>
<p><u>Individual</u> Handgun Body Armor Flashlight Gloves Ear & Eye Protection Handcuffs Holster Gas Mask Knife Flexcuffs Knee & elbow pads</p>	<p><u>Uniform</u> Two piece fatigue with x/pockets Lightweight boots Ski cap Hooded sweatshirt</p>
<p><u>Armor</u> Level 4 vests Body Bunker/Shields Kevlar Helmets Kevlar Blankets</p>	<p><u>Support</u> Duct tape Spray paint Police tape Vehicles Rain gear X-batteries Generator</p>
<p><u>Rescue</u> Ropes 1" Tube Locking D rings Stokes Basket First Aid Kit Fire Extinguisher Scott Air Pack Hurst Tools</p>	<p><u>Ammo</u> Duty Shot-loks Rubber Armor piercing Ferrets</p>
<p><u>Commo</u> Portable radios with ear mic * (secure channels) Hostage phones and tape recorders Throw phones Bullhorn</p>	

STANDARDS

AND

DOCUMENTATION

PHYSICAL

1. PT Test
2. Obstacle Course
3. Officer Down Drills

FIREARMS

1. Handgun
2. Shotgun
3. Rifle
4. Subgun
5. Special Weapons Gas gun, taser, etc.
6. Exotic Weapons Familiarization

TACTICAL PISTOL STANDARDS DRILLS

RANGE

DRILL

RDS
HOLSTER
TIME

7M

DBL TAP
2
UN

1.5

7M

RELOAD
2+2
UN

6.0

7M

STOPPAGE

2
UN

5.0

7M

ARMOR
3
UN

2.5

7M

MULTIPLE

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

START READY POSITION

MP5

STANDARDS DRILLS

	RANGE		DRILL	RDS	TIME
Semi	10M	N	Dbltap	2rds	1.5 sec
	10m	N	Reload	2rds,reload,2rds	7.0 sec
	10m		Stoppage	Dry fire, Backup Fire 2rds	4.0 sec
	10m		Body armor	2rds Body, 1rd Head	2.5 sec
	10m		Multiple (2)	2rds Body each Trgt	2.5 sec
Auto	10m	N	Auto	3rd burst Body	1.5 sec
	10m		Body Armor	3rds Body, 1 rd Head	2.5 sec
	10m	N	Multiple (2)	3rds Body each Trgt	2.5 sec
Semi	15m		Dbltap	2 rds	2.0 sec
	25m		Dbltap kneeling	2 rds	2.5 sec
	50m		Dbltap prone	2 rds	3.0 sec

TACTICAL SHOTGUN STANDARDS DRILLS

RANGE	DRILL	RDS	TIME
10m	Single Rds	1 Rd	1.0 sec
10m	Double Tap	2 Rds	1.5 sec
10m	Reload	2 Rds	5.0 sec
10m	Stoppage	1 Rd Handgun	4.0 sec
10m	Multiple		1 Rd 2 Targets 2.0 sec
10m	Changeover		1 Rd 5.0 sec

START "LOW READY POSITION

KNOWLEDGE OF TACTICAL OPERATIONS

1. Setting up Perimeter
2. Planning Operations
3. Command Post Operations
4. Standard Operating Procedures
5. Utilization of Equipment

PERFORMANCE EVALUATION

1. Dynamic Entry
2. Slow and Deliberate
3. Rappel and Rope Work
4. Suspect Apprehension
5. Use of Available Cover
6. Use of Chemical Agents
7. Use of Distraction Devices
8. Use of Force Options

TACTICAL TEAM TRAINING RECORD

Year_____

Name_____

Phone _____ Address _____

Date of Birth _____ Weight _____ Height _____

Date of Dept. _____ Date on Tactical Team _____

DESCRIPTION	DATE	INSTRUCTOR	PASS/FAIL
Standards/Qualifications			
Knowledge of SOPs			
Command Post OPs			
Planning Ops			
Setting Perimeters			
Recon Mission			
Building Intelligence			
Suspect\Hostage Intelligence			
Utilization of Equipment			
Dynamic Entry			
Slow & Deliberate			
Rappel & Rope Work			
Suspect Apprehension			
Use of Available Cover			
Use of Chemical Agents			
Use of Distraction Devices			
Use of Force Options			
Obstacle Course			
Officer Down Drills			
Exotic Weapons Fam.			
Vehicle Operation			
PT Test			

**TACTICAL TEAM TRAINING RECORD
FIREARMS**

YR _____

HANDGUN Serial# _____

DESCRIPTION	DATE	INSTRUCTOR	PASS/FAIL
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Standards			
Qualification			
Moving Target			
Firing on the Move			
Low Light			
Decision Targets			

SHOTGUN Serial# _____

DESCRIPTION	DATE	INSTRUCTOR	PASS/FAIL
Standards			
Qualification			
Moving Target			
Firing on the Move			
Low Light			
Decision Targets			

SUBGUN Serial# _____

DESCRIPTION	DATE	INSTRUCTOR	PASS/FAIL
Standards			
Qualification			
Moving Target			
Firing on the Move			
Low Light			
Decision Targets			

TACTICAL TEAM TRAINING RECORD FIREARMS

YR_____

RIFLE Serial#_____

DESCRIPTION	DATE	INSTRUCTOR	PASS/FAIL
Standards			
Qualification			
Moving Target			
Firing on the Move			
Low Light			
Decision Targets			

SPECIAL WEAPONS Serial#_____

DESCRIPTION	DATE	INSTRUCTOR	PASS/FAIL
Standards			
Qualification			
Moving Target			
Firing on the Move			
Low Light			
Decision Targets			

TACTICAL TEAM TRAINING REPORT

DATE: _____ TIME: _____ LOCATION: _____

Instructor: _____

Type of Training: _____

Personnel in Attendance: _____

TACTICAL
TEAM
DEVELOPMENT

RANGE

OPERATIONS

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. Faceshields, 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 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.

SLOW & DELIBERATE BUILDING ENTRY

1. Slow & deliberate search control

- A. 360 Protection
- B. Invisible Deployment
- C. Noise Discipline
- D. Cover & Concealment
- E. Taking Away Property

2. Doorway Entry

- A. 7m side step-cutting the pie
- B. Mirrors
- C. Quick Peek
- D. Immediate Threat
- E. Limited Penetration
- F. X-Pattern
- G. Buttonhook
- H. Combination
- I. Fatal Funnel

3. Stairways & Windows

- A. Angles
- B. Area of responsibility

DYNAMIC CLEARING

1. Introduction

A. Immediate Threat Concept

B. Dynamic Clearing Principle

C. Room Entry and Movement

D. Apprehension of Hostages & Suspects

2. Practical Exercises

A. 2, 3, & 4 Man Teams

B. Multiple Teams

C. Multiple Entries

RANGE PROGRAMS

Building Block Approach

Basics, Basics, Basics, & Basics

Weapon Control, Finger & Barrel

Line Drills

Position Drills

Multiple

Turning

Moving

Fatigue & Stress Courses

Decision

Low Light

Use of Cover

Entry Tactics

Handcuffing

Covering

Weapon Retention

Officer Down

360 House

RANGE & 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

6. Distraction Devices

7. Scopes

8. Lights

9. Low Light

10. Gloves & Goggles

TARGET SYSTEMS

1. Paper
2. Steel
3. 3-D Targets
4. Reactionary
5. Mover
6. Air Systems
7. Gravity
8. Pop-ups

INTRODUCTION FIRE AND ZERO

3 Inch Dot Drill

- A.** 3 ,7 yard lines, from the ready position
- B.** Each shooter gets 4 dots
- C.** 3 rounds in each dot
- D.** 1 shot at a time, sighted firing
- E.** Follow through, scan, breathe, and decock after each shot
- F.** No time limit, shooters' own pace
- G.** Holster after each dot
- H.** Objective is to "Key Hole" each dot

RELOAD DRILLS

- A. From the Ready
- B. Speed Reload
- C. Emergency Reload
- D. Tactical Reload
- E. 7 Yard Line
- F. Count Rounds

STOPPAGE DRILLS

- A. 7 Yard Line at Chest or Belly
- B. Load 5 Dummies in each Magazine
- C. Tap, Rack, Ready
- D. Multiple Dry Fire Drills first
- E. Double Tap
- F. Communication

MULTIPLE TARGETS

- A. PRIORITIZATION
- B. SPREAD FIRE
- C. ONE TARGET AT A TIME
- D. STOP PISTOL ON EACH TARGET
- E. SMOOTH WEAPONS MOVEMENT/ CONTROL SWING/DO NOT SWING OVER
- F. 10 Yard Line
- G. 1, then 2 then 3 Targets Double Tap
- H. 1 Target dbl tap, 1 Step, Then 2 Targets dbl tap and 2 Steps, Then 3 Targets dbl tap and 3 Steps.
- I. Stress Stance, Counting rounds, Zero Misses

INTRODUCTION TO AUTOMATIC FIRING

- A. Stress Stance

- B. 3 rd group

- C. Zero misses

- D. Counting rounds
 - 1. 3 round bursts from 3, 5, 7, 10

- E. 2 - 30 round mags

DRUG AND ARMOR AUTO

- A. Aiming point is Center mass
- B. Head and Pelvic
- C. Margin of error
- D. Objective is to stop
- E. Same as multiple targets, smooth firearm movement
- F. Trigger control
- G. 2 - 30 round mags

FIRING ON THE MOVE - Shoulder

FORWARD:

- A. Firearm pulled tight into shoulder

- B. Consistent Upper body Platform

- C. Legs become shock absorbers

- D. Roll your feet

- E. Walking

- F. Speeds
 - 1. Covert
 - 2. Warrant
 - 3. Rescue

- G. Commands
 - 1. Move
 - 2. Threat
 - 3. Up

BACKING OUT:

- A. Firearm pulled tight into shoulder

B. Maintain weight transfer forward

C. Legs become shock absorbers

D. Roll your feet

E. Step and Drag/Drag & Step

F. Reverse Step

G. Speeds

1. Covert
2. Warrant
3. Rescue

H. Commands

1. Move
2. Threat
3. Up

SHOOTING HOUSES

Finger off Trigger

Safety Position

Weapons Loads

Equipment Ready

Han 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, of Covering

Laser Rule

Immediate Threat Concept

Accuracy

Questions--

Why?

What was the Threat?

Where did you Shoot?

Sight Picture?

How Many Rds?

CONDUCTING REALISTIC SIMULATIONS

UTILIZATION OF TRAINING EQUIPMENT

1. Simunition
2. Macho
3. Fist
4. Complete Tactical Gear

5. Shields
6. Distraction Devices
7. Chemical Agents
8. Ladders
9. Methods of Entry
10. Communications
11. Lighting
12. Protection
 - A. Ear & Eye
 - B. Body Armor
 - C. Gloves & Balaclava
 - D. Knee & Elbow Pads
 - E. Shin Guards

SIMULATIONS/EXERCISES

- A. Safety

- B. Realistic

C. Post Operational Procedures

D. Documentation