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INTRODUCTION

• This course will highlight the following:
  – Deadly force review
  – Basic handgun operation
  – Safety
  – Gun Handling
  – Marksmanship
  – Combat
  – Care and cleaning
OBJECTIVES

• Identify the important principles of firearms training
  – Draw
  – Marksmanship
  – Combat
  – Human Body
  – Ammunition
  – Safety Rules (lead exposures)
OBJECTIVES

• Identify the important principles of firearms training (continued)
  – Case law
  – Warnings
  – Warning Shots
  – Low profile positions
  – Multiple targets
  – Scanning
OBJECTIVES

• Identify appropriate Personal Protective Equipment (PPE) on the range
  – Eye protection
  – Ear protection
  – Body armor
  – Appropriate range clothing (weather/environment)
  – Pants
  – Closed toe boots/shoes
OBJECTIVES

- Identify critical aspects of firearms maintenance
  - Weapons clearing
  - Inspection
  - Functionality
  - Reload
  - Safe storage
OBJECTIVES

• Identify tactical considerations for low light firearms deployment
  – Ambient light
  – Flashlight
  – Backlight (Silhouette)
  – Reflection
  – Splash and move
OBJECTIVES

• Identify difference between cover & concealment
  – Cover (define)
  – Concealment (define)
OBJECTIVES

• Identify legal justifications for use of deadly force
  – Imminent danger to self or others
  – Idaho State Code
OBJECTIVES

• Identify various positions of carry
  – Low ready
  – Point
  – Safety Circle
OBJECTIVES

• Identify render safe procedure for primary handgun
  – Semi-automatic
  – Revolver
OBJECTIVES

• Identify general render safe procedures for handgun and long gun
  – Semi-automatic
  – Revolver
  – Rifle
  – Shotgun
OBJECTIVES

• Identify three (3) types of firearms malfunctions
  – Type 1
  – Type 2
  – Type 3
OBJECTIVES

• Identify techniques for loading a firearms
  – Speed loading
  – Tactical loading
  – Administrative loading
OBJECTIVES

• Identify importance of movement and shooting while moving
  – Moving to cover
  – Moving to aggression
  – Self-extraction
  – OODA Loop
OBJECTIVES

• Identify reasons for one hand shooting
  – Injury
  – Dragging/carrying/holding object
  – Close quarter shooting
OBJECTIVES

• Demonstrate
  – principals of safe and proper firearms operation
  – appropriate low light shooting techniques
  – the proper use of cover and concealment
  – detaining a person at low ready
OBJECTIVES

• Demonstrate
  – proper render safe procedures for primary handgun
  – general render safe procedures for handgun/long gun
  – proper malfunction clearance procedure for handgun
    • Type 1
    • Type 2
    • Type 3
OBJECTIVES

• Demonstrate
  – ability to reload a firearm under combat conditions
    • Tactical loading
    • Speed loading
  – the ability to use proper and safe gun handling skills while moving and engaging a target on the range
    • Safely shoot while moving
OBJECTIVES

• Demonstrate
  – ability to draw, holster, and apply a tourniquet with strong hand
  – ability to draw, holster, and apply a tourniquet with support hand
  – proper gun handling techniques after strenuous physical activity (running, pursuit, fighting, defending, etc.)
• You are entrusted with immense authority
  – To use deadly force
  – With taking someone’s freedom
  – Trusted with:
    • Honesty
    • Integrity
    • Courage
    • Compassion
    • Intelligence
    • Fairness
DEADLY FORCE

• Force used must be objectively reasonable
  – Totality of Circumstances
• Remember- there is at least one gun in every situation- YOURS
• The application of Deadly Force is not restricted to firearms
• You must have a survival mentality- WINNING
DEADLY FORCE

• DETERMINITIVE ISSUE
  – Was the suspect an immediate threat of death or serious physical injury to you, or another?
  – Was the suspect an imminent threat of death or serious physical injury to others if not stopped?

• Force that carries with it a substantial risk of causing death or serious physical injury
  – Refer to your Use of Force course materials
DEADLY FORCE

• OBJECTIVE REASONABLENESS STANDARD
  – Nature of the intrusion
  – Governmental interest
  – Apply the facts to the Graham Factors
  – Graham establishes the test

• No rigid pre-conditions (facts) that must exist
  – The court must wade through the facts in each case
• Using deadly force at the wrong time is disastrous
• Failing to use deadly force at the right time is equally disastrous
PROCEDURES

• We do not shoot “to kill”
  – We use force to stop a suspect’s actions
  – Warning shots are not permitted

• Hollywood v. Reality
  – Unrealistic Expectations
  – “Shooting to wound”
  – “Shooting to disarm”
PROCEDURES

• Fatally wounded suspects can still fight
  – Continue force application until suspect stops

• Tactical Control-
  – Shoot
  – Move
  – Communicate
  – Assess
PROCEDURES

• Do not rush up to a downed suspect
• With a cover officer- move to handcuff
  – Quickly check for weapons
  – Not a detailed evidentiary level search
  – Find one- may be more
• Start first aid
• Refer to your Use of Force training materials
• Idaho Code 18-4011 Justifiable Homicide by Officer
  – When reasonably necessary in overcoming actual resistance
  – Poses a threat of death or serious physical injury to the officer or other persons
CASE LAW

• Graham v Connor
  – Objectively reasonable
  – Totality of circumstances

• Tennessee v Garner
  – Shooting any fleeing felon unconstitutional
  – Deadly force may be used in defense of self, or others
  – Prevent escape and officer has PC to believe suspect is a threat of death, serious injury to others
  – If feasible, issue warning before using deadly force
• FIREARMS
• Tuttle v Oklahoma  728 F.2d 456 (10th Cir. 1984)

  - In order for Firearms training to be valid it must incorporate-

  Stress  Shoot-Don’t Shoot
  Decision Making  Moving Targets
  Attitude  Officer Movement
  Knowledge  Low Light/Adverse Light
  Skill  Shooting
  In-Service Training  Shotgun (If issued)
FEDERAL CASE LAW
TRAINING ISSUES

• Popow v City of Margate 476 F Supp. 1237 (DNJ 1979)
  – Reaffirmed low light and moving target training
  – Add training about firing in residential areas
  – Training should also include-
    • State & City laws
    • Policies on shooting and its application
    • Firearms training must be given on a continual basis
    • Judgment or Decisional training in deadly force
FEDERAL CASE LAW
TRAINING ISSUES

• Zuchel v City & County of Denver 997 f.2d 730 (10th Cir.)
  – Movie & lecture on deadly force inadequate
  – Deliberate indifference to training
  – Qualifications are insufficient for purpose of deadly force training
    • ID POST does not consider qualifications training

• What happens to you if your agency does not provide continual training?
PRACTICAL ASPECTS OF DEADLY FORCE

• Where do you aim?
  – Must affect the body to stop the action

• Natural body armors
  – Skull, sternum/ribs, pelvis

• Head
  – Most effective place
  – Primary nervous system control of the body
  – Hard to hit, small, moving target
PRACTICAL ASPECTS OF DEADLY FORCE

• Chest
  – Largest target area
  – Heart, lungs, spleen, liver
  – Want to rapidly drop blood pressure
  – Best chance to stop action

• Pelvis
  – May stop movement, but not their ability to continue fighting
PRACTICAL ASPECTS OF DEADLY FORCE

• Center of available mass
  – Aim at whatever the suspect gives you, until they give you something better

• Remember your objective
  – Stop the suspect’s action
  – Killing is not our intent
  – However, death may occur
Because it can happen to anyone
* at home
* on duty
* at the range
HOME SAFETY

• Store guns out of reach of Children
• Store magazines & ammunition separate from the gun itself
• LOCK YOUR GUNS UP
  – Gun Safe
  – Lock Box
  – Trigger Lock
  – Padlock
  – Handcuffs (Revolvers only)
• Education
WHERE THE GUN SHOULD BE

• Stored

• Low Ready/Safety Circle
WHERE THE GUN SHOULD BE

• Pointed in

• Continuity of Fire
WHERE THE GUN SHOULD NEVER BE

- Unsecured
- Dangling
WHERE THE GUN SHOULD NEVER BE

- Brandishing

- Hollywood Ready
FIREARMS SAFETY RULES

• 1. Treat all guns as if they are loaded
  – Even if they are “unloaded”
  – Treat inert training guns as if they are real

• 2. Never point the muzzle at anything you’re not willing to shoot
  – Muzzle awareness
  – Covering your body parts when drawing
  – Most important rule
• 3. Keep your finger off the trigger until your sights are on the target and you’ve decided to shoot
  – On target- on trigger
• Three causes of unintentional discharge
  – Unintentional discharge is negligence
  – Negligence is liability
• Can occur when your finger is inappropriately on the trigger
  – Involuntary action
  – Trigger search article
• Postural Instability
  – Falling, loss of balance
  – Involuntary closing of the hands
  – Grasping
• Overflow Effect
  – Person grasping with one hand
  – Squeeze as much as 100 pounds of force
  – Opposite hand will close
  – Exert 20% of the force of grasping hand
• Startle Response
  – Sudden, unexpected action
  – Muscles contract
  – Clinching of hands
LIABILITY

• Challenge from Low Ready
• “Police, Don’t MOVE!”
  – Do not use “Show me your hands”
• Only point in if you’ve decided to shoot
  – Civil Liability if you shoot someone who is not a threat Stamps v Town of Framingham #15-1141, (2016, US App (1st Cir))

• It’s not an accident- IT’S NEGLIGENCE
4. Be sure of your target and its surroundings
   – What’s behind your target
   – What’s in front of your target
   – Misses in qualification courses?
   – You are liable for every bullet fired
   – Consider changing position- bullet flight path
UNLOADING FIREARMS

- Unloading common law enforcement firearms
- Unfamiliar weapons
  - Call an armor, firearms instructor
  - Call the manufacturer
- Internet search the manufacturer’s operations manual
• Unloading common law enforcement firearms
• Semi-automatic handgun
  – You will receive specific training later in this course
• Double action revolver
UNLOADING FIREARMS

- AR-15 Style Rifle
- Bolt Action Rifle
• Pump action shotgun

• Semi-automatic shotgun
• Horseplay and guns don’t mix
  – You are liable if someone gets hurt

• Alcohol, drugs, and guns don’t mix
  – Prescription medications that affect performance and judgement
RANGE SAFETY

• Eye & Ear Protection are mandatory during live fire

• Ballistic vests will be worn at all times

• Billed caps will be worn on the firing line
  – Protection from hot brass in your eyes
  – Hot brass in clothing- **MUZZLE AWARENESS**

• Never hang anything on your gun or equipment
RANGE SAFETY

• Appropriate range clothing
  – Collared shirt may trap hot brass
• Weather related
• Pants
• Closed toe boots/shoes
LEAD INGESTION

• Don’t shoot on indoor range, or wear mask
• Do not put fired brass into your hat
• Before eating, wash thoroughly with soap and water
  – Especially facial hair
LEAD INGESTION

• Consider range attire that can be taken off when you leave the range
  – Don’t wear it into your house
• Shower when you get home
• WOMEN – If you are pregnant, don’t be around firing guns
RANGE SAFETY & COMMANDS

- Cold range- Unloaded guns, no live fire
- Hot range- Loaded guns, live fire

- Range day will start as a COLD RANGE
  - Unload all weapons before entering range
  - All weapons will remain holstered until you are told otherwise
• Clear your own Malfunctions
  – You will be taught how to clear them
  – Keep weapon pointed downrange

• If instructor is needed, raise your hand
• Anyone may call CEASE FIRE if something is unsafe
• Never anticipate range commands
• Do not pick anything off the ground until directed to do so
  – Dropped magazines, cartridges, equipment, etc.
  – Pick items up in a safe & tactical manner
RANGE COMMANDS

• “SHOOTERS MAKE READY”
  – Prepare for a firing drill
  – Eye and ear protection on
  – Making weapons hot:
    • Admin load a magazine
    • Draw to the guard/low ready
    • Charge them (Using overhand grip)
    • Tac loads can be done at this time if students wish
    • Safe the line
RANGE COMMANDS

• “UNLOAD AND PREPARE FOR DRY PRACTICE”
  – Clear the chamber
  – Remove and store the magazine
RANGE COMMANDS

• “MAKE THE LINE SAFE”
  – Go to guard
  – Safety Scan
  – Tac load weapon if needed
  – Holster

• “IS THE LINE SAFE”
  – Confirmation command to ensure the line is holstered
  – Pay attention to follow up commands
  – NO TALKING
RANGE COMMANDS

• “IS THE LINE SAFE, YOU MAY NOW PICK UP ANYTHING YOU NEED TO”

• Recover items in a tactically sound manner
  – Step near the item
  – Crouch- do not bend
  – Keep head up, looking around
  – Recover item(s) and secure them
• “DOWN RANGE”
  – After the line is made safe
  – Everyone echoes the command
  – Will be called prior to anyone stepping in front of the line
RANGE COMMANDS

- "DRAW TO LOW READY"
  - You may also be directed to draw to "Safety Circle"

- This is a FIGHTING POSITION
  - Do not relax
  - Muzzle depressed
  - Vision is downrange
RANGE COMMANDS

• “FIRE”
  – Direction for you to engage your target
  – Alternate commands-
  – Go, Up, Shoot, Now, Knife, Gun, etc.

• **Listen for the specific fire command**
  – Ammo management is **YOUR RESPONSIBILITY**
• “STANDBY:
  – Preparatory command to a fire command
  – Informs the line that a firing drill is commencing

• “STAND EASY”
  – Informs the line of a delay in the fire command
  – Do not relax from the guard position
RANGE COMMANDS

• “CLEAR FOR THE BREAK”
  – Given at the end of training session
  – Put the weapon in the condition you want it to be in- prior to leaving the range
  – Change from training to duty ammo
  – You may be directed to clear the weapon
SAFETY PLAN

• First Aid kit
  – In POST Vehicle- unload at range

• Communications
  – Radio- POST Vehicle
  – Cell phones

• EMS is not on standby Call 911 or use radio
SAFETY PLAN

• Evacuation Route

• Site Supervisors
  – POST Training Coordinators, Firearms Instructors

• Site Rules
  – Four Firearms Safety Rules

• Emergency Contact Person(s)
SAFETY PLAN

• Other safety issues
  – Lead ingestion
  – Heat/Cold injury potential
  – Fluid intake
  – Soap and Water provided (IDOC Ranges)

• No live ammunition in any classroom
TRAIN WITH THE SAME INTENSITY THAT YOU FIGHT
Basic Gun Handling

• Nomenclature and Function
• Proper Grip on the Gun
• Drawing and Holstering
• Magazine Exchanges
• Malfunctions
• Care and Cleaning
Nomenclature

Single action revolver

Double action Revolver
Semi-automatic Pistol

Nomenclature
Nomenclature

De-cocking Lever
De-cocking procedures

Double action weapons are always de-cocked before holstersing!
De-cocking procedures

The de-cocking lever is kept in the “off” position
Nomenclature

“Safety”

Mechanical device which reduces the chance of accidental discharge
Function

- Double and single:
- First shot is double action
- Subsequent shots are single action
SINGLE ACTION SEMI-AUTO

Thumb Safety
Nomenclature:
Glock Semi-auto

No external hammer
No external de-cocker
Slide stop lever
Nomenclature

No external hammer

No external de-cocker

Magazine release
Slide

Nomenclature

Receiver “frame”
Function

g17_IMTTT.exe
Semi-automatic pistol:
Gun reloads another bullet each time the trigger is pulled

As the gun is fired:
Slide is forced back by escaping gases

As slide moves forward a bullet is stripped off of the magazine and chambered
Function

Automatic pistol:
Gun reloads and keeps firing as long as the trigger is pulled

This is generally called a machine pistol or sub-machine gun
Loading

✓ The magazines placed in pouches so they come out the same way every time

✓ Front of the bullet by the index finger

✓ Horizontal or Vertical carry

✓ Where on the belt?
Loading

✓ Indexing
Loading

✓ The top front of the magazine is indexed into the magazine well then pushed firmly into place by the heel of the non-gun hand

DONE IN ONE MOTION
Loading

✓ Inserting:
Loading

✓ Charging:

✓ Grip the slide with the support hand, over hand grip to the rear of the ejection port

✓ Pull the slide back vigorously and let it go forward on its own
Loading

✓ Charging methods:
1. Pulling back the slide and letting go
2. Slamming the butt of the gun
3. Depressing the slide stop lever
Loading

Press check
USE THE RIGHT AMMO FOR YOUR GUN
Proper grip

✓ The weapon should be properly gripped in the holster so that no adjustment need be made in the hand
Proper grip

✓ Consistent grip on the gun will increase consistent accuracy
Proper grip from the holster
Proper one handed grip
Proper grip:

The tang of the receiver is deep into the web of the hand.

There is no gap.
Proper grip

Fingers are wrapped tightly around the grip
Proper grip:

From the Holster

Trigger finger is outside of the trigger guard
Proper grip

Thumb is down and out of the way
Proper two handed grip
Proper grip

Fingers over fingers
Proper grip

Thumbs over thumbs
Or...thumbs parallel and on frame
SIX STEP PRESENTATION

• Process to draw weapon from holster
• Defeat retention devices
• Develop a critical life-saving skill
• You must practice this often
  – Purposeful, Dedicated Practice
STEP 1

✓ Both hands are in front of body above belt level
✓ Shooter does not look at holster
✓ Non-gun hand moves to center of body in the chest area
✓ Gun hand breaks snaps as grip is attained
1. Grip is attained in the holster

Holster safety mechanisms are defeated

Support hand on chest

Move
Off centerline
Oblique or lateral movement
2. Gun comes straight up to clear the holster
3. Gun points in to the target with magazine well locked into ribs

Shooter should be able to affectively engage at this stage
4. Support hand meets gun hand as gun punches forward to target
5. Pointed in – sights on target, finger on trigger.
6. Low ready position to begin safety scan. Look behind you

This is the fastest ready position to be in if you have to engage a target.
SAFETY CIRCLE POSITION
Also known as the “Sul Position”

This position is used in close quarters situations, where muzzle discipline is critical.

It is a slower position than Low Ready, to engage a target.
SAFETY SCAN

From pointed in to:

1. Low ready
2. 360 scan (Muzzle awareness)
3. Holster
THREE QUESTIONS

• After the initial gunfire

• Is the fight over?
  – Has the suspect stopped fighting, cease being a threat?
  – Do I need to shoot some more?
  – Should I be standing here?
  – Move to cover
THREE QUESTIONS

• **Is the world a friendly place?**
  – Some LE confrontations involve more than one suspect
  – Scan while moving to cover
  – Look in a 540° space (360 around, 180 over)
  – Low profile- Look around before moving
  – Communicate- BRING HELP
THREE QUESTIONS

- Am I and my weapon in the condition I want to be in, before I move on?
  - Injury assessment
  - Weapon assessment
  - Environmental assessment

- Never be in a hurry to put your weapon away
✓ It is **NOT** a good tactic to unsnap your holster prior to entering an incident! Why not?
HOLSTERING

Gun follows same path back to holster
Support hand back on chest
Use one hand to holster and to fasten snap
Don’t look at the holster
Improper Holstering:

Muzzle direction
Improper Holstering

Hand position
Improper Holstering

Direction of attention
Administrative reload

The gun remains holstered while the magazine is removed or another is inserted

When?
✓ Speed Reload
✓ The gun is empty with the slide locked back

Empty magazines should be considered the same as spent cartridges and be allowed to fall to the ground
✓ Tactical reload
✓ The magazine is partially empty and is replaced with a full magazine

✓ Partial magazines should be saved

✓ When?

✓ Two methods to accomplish it
FINE MOTOR SKILL TAC LOAD

- Requires finer motor skill
- Go to a secondary magazine pouch
- Remove full magazine
- Replace partial magazine in gun
- Load full magazine in gun
- Stow partial magazine in empty magazine pouch
GROSS MOTOR SKILL TAC LOAD

• Requires less fine motor skill
• Remove magazine from gun
• Stow it in a front, or rear pants pocket
• Remove full magazine from magazine pouch
• Insert into magazine well
• You may load partial magazine back into pouch if you can
WHERE TO PUT IT

• Where to store the partial magazine

• Pocket
  – Make sure the pocket you use is always the same
  – Duty pockets and off duty pockets- where are they?

• Magazine pouch
  – Preferably the #2 pouch
  – Your fullest magazine in the pouch most used
  – Off duty gear? Single pouch?
During a combat situation, if possible reload from behind cover
Reload before moving to better cover
Reload during a lull in the firefight
When not behind cover, movement is critical
Rule of thumb: you will fire 33% more rounds than you think
A full gun is a happy gun
Put it away full
MAGAZINE EXCHANGES

✓ Always reload quickly
✓ Train as if your life depends on it
✓ Purposeful, Dedicated Practice
✓ Train like you fight
• Most malfunctions are shooter induced
  – Limp wrist
• Can be fixed with Immediate Action Drills
• Other causes:
  – Poor quality ammunition
  – Faulty magazines
  – Weapon breakage
Dealing with shooter induced malfunctions: TYPE 1
When the trigger is pressed, gun goes “click”

Tap
Rack/ roll
Assess
TYPE 1 MALFUNCTION

• **TAP**
  – Firmly “tap” the butt of the magazine to ensure it’s seated

• **RACK-ROLL**
  – Vigorously rack the slide with support hand
  – Roll as you rack the slide

• **ASSESS**
  – Get back on target and assess
TYPE 3 MALFUNCTION

- Trigger will feel “mushy” when pressed
- “Double Feed” in the chamber
- Slide will be partially to the rear - out of battery
TYPE 3 MALFUNCTION

• LOOK
  – Verify the slide back, chamber full

• Lock
  – Lock the slide to the rear

• Strip
  – Remove the magazine- may have to pull hard
TYPE 3 MALFUNCTION

• RACK, RACK, RACK
  – Run the slide at least three times

• FEED IT
  – Put in fresh magazine

• CHARGE IT
  – Rack a round into the chamber
• Type 2 –
  – Commonly referred to as a stove pipe
  – Spent casing stuck upright in ejection port
  – Immediate action response is the same as a Type 1

Tap/Rack Roll/Assess
BAD AMMUNITION

• Misfires
• Squib Loads- **DO NOT SHOOT IT OUT**
• Incorrect Caliber
  – Bullet may be jammed in the barrel
  – Clear obstructions before shooting again
  – Reload and continue
SECONDARY WEAPONS

• If your agency allows it- Carry a secondary weapon
  – If your primary weapon breaks and you cannot quickly fix it- go to the secondary weapon
  – Finish the fight, then fix your primary weapon

• If you cannot fix the weapon, no second weapon, get out of there if you can

• Return with back-up
SERVE WITH HONOR
PROTECT WITH COURAGE
TRAIN WITH PASSION

MARKSMANSHIP
“You can’t miss fast enough to win!”

“It’s not who shoots first that counts but rather who hits his target first”

Wyatt Earp (allegedly)
Marksmanship Basics

1. Stance
2. Grip
3. Breath control
4. Sight alignment
5. Trigger control
6. Follow through
Marksmanship Basics

1. Stance

The shooter should position his/her body so that the gun, when extended, points naturally toward the target.

This is called the “natural point of aim”

TRY IT
1. STANCE

• Bladed
• Isosceles
Bladed Stance

Also called:
“Weaver”
“Position of interrogation”

Requires no foot movement
Bladed Stance

Direction to target

45 deg.
Bladed Stance
Strengths of the bladed stance

- Feet don’t move to get a firing stance
- Consistent with other Fighting stances
- Gun side is kept away from suspects
Weaknesses of the bladed stance:

- Opens the area under the arm to incoming rounds
- Fails to fully utilize the cover of body armor
Isosceles Stance

Direction to target
Strengths of the Isosceles Stance

Both elbows extended give good support and eye relief if both eyes are open.

Better use of cover of body armor

Squaring to the target is a more natural response to danger according to one study.
Weaknesses of the Isosceles Stance

Broader target area presented to suspect
THE REALITY OF STANCE

Is it over analyzed?

• Solid, BALANCED, shooting platform
• Hits count
• Quick, accurate response to threat counts
• You should be focused on moving, reloading, use of cover and finishing the fight
• At the end of the day no one will care what stance you used...

• ONLY THAT YOU WON
2. Grip on the weapon

Proper grip
• Fingers on fingers
• Thumbs on thumbs

Wrist locked to absorb recoil
Grip on the weapon

No gap between tang and hand
Grip on the weapon

Should be achieved from the holster

Support hand meets the gun at step 4

Grip should be consistent
3. Breath Control

Use the natural pause between breaths

Failure to breath causes sights to blur

Optimal aiming time is three seconds
Breath Control

After three seconds, breath, start again

Total control of all movement is impossible (Arc of movement)
4. Sight Alignment

Front sight post

Night sight
Sight Alignment
Sight Alignment

Rear sight aperture
Front sight is equal distance from either side of aperture
Front sight and rear sight aperture are level

Proper sight alignment
Insert a Target:

Point of aim equals point of impact

Proper sight picture
You can’t focus on three distances at once
If you focus on the target....the sights blur
If you focus on the rear sight....the front sight and target blurs
So...focus on the front sight
Focus on the front sight

The front sight determines where the shot will go!
Where will this sight picture shoot?

High!
Where will this sight picture shoot?

Low
Where will this sight picture shoot?

Left
Proper sight picture
Night Sights

Three light emitting radio isotopes
Night Sights
Night Sights

Line up the three dots level and equal distance apart...

be careful which dot is the front sight...

or you might get this....
Night Sights

or you might get this....
Night Sights
Night Sights

Is this where the gun will impact?
Night Sights

Or is this where the gun will impact?

Night sights shoot high, aim low!
Nights sights are used in dim light
Use the front sight blade when you can,
night sight dots when you have to
Night sight dots shoot high, aim low
Sight Alignment

Sight with your dominant eye

Avoid colored (red) front sight posts

If you can, shoot with both eyes open
Bullet Trajectory

If the path of the bullet is parallel with the ground, it will hit the ground at the same time as a bullet dropped at the moment of firing.

This is of no consequence in short distances.
Bullet Trajectory

This is of great consequence at long distances

100 yds.
To accommodate this the sights are adjusted to give greater range.

This is of greater consequence at long distances.
For a rifle sighted in at longer distances the bullet may strike lower when fired from closer distances.
Sighting a gun

Rule: Move the rear sight in the direction you want your group to go!
5. Trigger Control

- Press the trigger straight back
- Sight alignment should not change
- The shot should almost surprise you
- Do not jerk or slap the trigger
- Do not anticipate the recoil
- Do not milk the grip
Trigger Control

Control the trigger cycle
Trigger Cycle is less than 1/4 inch
The sights don’t move when gun is fired
Trigger slap/jerk

Movement of as much as 1 1/2 inches
Trigger slap/jerk

Moves the sights before the bullet leaves the gun
Arc of movement

Natural movement every shooter has

Sight alignment and trigger squeeze should be done simultaneously with minimal arc of movement
6. Follow Through

Don’t move the gun until the bullet has left the barrel.

Rule of three: See front sight
   1) as you acquire the target
   2) as you press the trigger
   3) after you have fired
Scan for additional threats

• Stay on target and scan with your eyes left and right
• Steps to complete safety scan:
  • Pointed in
  • Below eye level
  • Low ready (compressed Low ready if needed)
• 360 scan (3 Questions)
Is the fight over?
Is the world a friendly place?
Am I, and the gun in the condition I want to be in before I move on?
SAFETY CIRCLE

• Some of you will have received training on the Safety Circle prior to academy

• It is not the preferred position
  – **Low ready is the preferred general position**
  – Safety Circle is intended for Close Quarters Combat situations

• **NOT A GENERAL FIGHTING (READY) POSITION**
SCAN SEQUENCE

• Is the suspect “down?”
  – Depress muzzle to low ready
  – Minimize visual obstructions
  – Is the fight over?

• Scan to one side

• Check your suspect again (Still down?)

• Scan to the other side

• If no visible threats- return to the suspect
SCAN SEQUENCE

- Has the situation changed?
  - No-
    - Move to cover, communicate, assess
    - Is the gun in the condition I want it to be in?
    - Am I injured?
    - Are others injured?
    - Is it safe to address the suspect’s injuries?
  - Yes-
    - Return to force application as needed
Marksmanship Basics
Summary

1. Stance
2. Grip
3. Breath control *Two most important*
4. Sight alignment
5. Trigger control
6. Follow through
Improving Marksmanship Basics:

Dry firing:
• Completely clear the weapon
• Remove all ammunition from the area
• Point and dry fire in a safe direction

Myth: Dry firing will crystallize the firing pin.

Dry firing will not harm modern firearms and is an excellent marksmanship tool
Police Use of Firearms

Marksmanship basics

Combat basics
SERVE WITH HONOR
PROTECT WITH COURAGE
TRAIN WITH PASSION

IDaho peace officer standards & training
professionalism through training
city state county

combat
Police Use of Firearms

Marksmanship basics

Combat Basics

Tactics
Close Quarters Combat

86% of officers killed are within 20' of the suspect
FINISH THE FIGHT MENTALITY

- Mentality of the killer/terrorist/activist...
- Get in the fight and finish it
- What is the priority?
  - Call for back up
  - Move to cover
  - STOP THE THREAT

Response variations according to range
FINISH THE FIGHT MENTALITY

- Train your body and mind for the encounter
  - Visualization and rehearsals
- Your adversary wants to kill you
- Get in the fight and finish it
  - Remember - W.I.N.
  - Stop the threat
  - Shoot, Move, Communicate, Assess
CHANGE THEIR OODA LOOP

• Once the fight has started- DO SOMETHING
  – Don’t stand there

• Movement resets the suspect’s OODA Loop
  – Make them react to you
  – Take the fight to them
  – If necessary, get out of there
  – Regroup, get help, reassess
The Graham Factors will be used to determine if the force used was reasonable.
Combat Basics

1. Stance MOVEMENT
2. Grip
3. Breath control
4. Sight alignment
5. Trigger control
6. Follow through
Advantages of Movement

- It is harder to hit a moving target
- Movement seizes the initiative
- Perhaps even aggression of the suspect
- Movement causes confusion
- Finish the fight
Advantages of Movement

Study by Greg Ellifritz in IALEFI, Issue 32, May 2002

19 experienced shooters
114 rounds fired (.38 paintball)
Phase one: Shooters stayed stationary
Phase two: Shooters moved
Phase three: Shooters moved two steps to cover
Advantages of Movement

Study by Greg Ellifritz in IALEF, Issue 32, May 2002
Movement saves lives

Action is faster than reaction

It takes up to \( \frac{3}{4} \) second to recognize the danger....

...and up to \( 1 \frac{1}{2} \) seconds to draw and fire

...so the officer is taught to move first while he is drawing and firing
Combat Basics

1. Stance
2. Grip
3. Breath control
4. Sight alignment
5. Trigger control
6. Follow through
Combat breathing

Deep breath in through the nose....

...hold for a count of four...

...exhale through the mouth...

...repeat four times...
Combat breathing

Heart Rate:

• 115 beats per minute: Fine motor skills deteriorate (hands, fingers)
• 145 beats per minute: Complex motor skills deteriorate (hand eye coordination, complex sequences)
• 175 beats per minute: Gross motor skills increase

By reducing the heart rate using tactical breathing, the officer will have better performance using fine motor skills!

Study by Duane Wolfe in IALEF, Issue 32, May 2002
Combat Basics

1. **Stance** ➔ **MOVEMENT**
2. **Grip**
3. **Breath control** ➔ **COMBAT BREATHING**
4. **Sight alignment** ➔ **TARGET ASCUSSION**
5. **Trigger control**
6. **Follow through**
Target Acquisition

Where do we want to impact this suspect?
Target Acquisition

Officers are trained to:
• Focus on the point of desired impact
• Point the gun by bringing the gun to eye level
• Look over the gun and fire

“Flash sight picture”
“Instinctive shooting”
“Point and shoot”
“Combat shooting”
Combat Basics

1. Stance → MOVEMENT
2. Grip
3. Breath control
4. Sight alignment
5. Trigger control
6. Follow through
Police Use of Firearms

The Final Leg - Tactics

Marksmanship basics
Combat basics
Tactics
DEFINITIONS

- **Cover**: Any object that will not allow a bullet to penetrate through it.

- **Concealment**: Any object that cannot be seen through.
Cover: Any object that will not allow a bullet to penetrate through it.
Concealment: Any object that cannot be seen through.

SMOKE

Concealment does not stop bullets!
Officers need to be trained in the effective use of cover
Understand the physics of bullet ricochet

45 degrees or less

8–10 inches
Officers need to be trained in the effective use of cover
Officers should expose as little of their body as possible around a barricade.
SHOOTING AROUND COVER

The gun should never enter a non-secured area first
SHOOTING AROUND COVER

Officers should stay back from the cover if possible
The further the better

Make sure path of bullet clears your cover
This applies to all types of cover
Cover may be used to steady the gun only if the cover area is secure.
No part of the gun should ever touch the cover.
Otherwise it will jump when fired
Could also cause malfunction
The roll-out technique:

Aim here
The roll-out technique:

Aim here

Then...

Aim here
The roll-out technique:

Aim here

Then...

Roll out and fire
Shots around the right side of cover dictate right hand and right eye
Shots around the **left** side of cover dictate **left** hand and **left** eye
Proper stance behind a barricade

Whether Weaver or Isosceles stance, expose the least amount of body possible
Proper stance behind a barricade

The foot closest to the line of cover is planted first
Proper stance behind a barricade

Avoid “surfboarding”…
No matter what kind of fighting you are doing – this is not a good fighting stance
Proper stance behind a barricade

Avoid “surfboarding”…because a loss of balance almost always results in compromise of cover.
Shoot around low cover
As much as possible shoot around low cover rather than over it
• If you move from cover:

- Move to better cover
- Move forward as opposed to backward
- Reload before you move
- Place trigger finger over ejection port
- Or along the frame
- Move quickly
REMEMBER

• Darkness is not cover
• Body Armor- WEAR IT
• Wear armor that will stop the ammo you carry
Multiple threats:

1. Deal with the greatest threat first
2. Deal with the greatest threat first
3. Deal with the greatest threat first
Multiple threats:

Deal with the greatest threat first
Body armor:

2 center mass
1 to the head
Body armor:

or

FAILURE DRILL

2 center mass
1 to each pocket
OTHER TACTICS

• Weapon Retention
  – Shooting from close quarters
  – Cannot fully extend as suspect may grab weapon

• Low Profile Positions
  – Kneeling, prone, seated, etc.

• Pivoting, shooting on the move
• One handed shooting
  – Injuries
  – Dragging something- downed officer/civilian

• Weapon Transition
  – Moving to secondary weapons
  – Using a long gun that has stopped working
OTHER TACTICS

• Self-extrication

• Three O’s
  – Out of Ammo
  – Out of Options
  – Out of There
Only hits count
CARE & CLEANING

• Field Stripping
• Cleaning
• Lubricating
• Re-assembly
CARE & CLEANING

✓ Clearing the Weapon
  1. Point in safe direction
  2. Remove magazine
  3. Rack the slide several times
  4. Lock it to the rear
  5. Visual and physical check of chamber
  6. Let’s repeat steps 3 – 5…..
Field stripping

Remove magazine
Clear the chamber

Completely unload the gun
Put all ammo in another room
Field stripping

Lock the slide open
**Field stripping**

Confirm that the gun is not loaded

Look......Feel
Field stripping

Point the gun in a safe direction and pull the trigger back
Field stripping

Pull back on slide one quarter of an inch
Field stripping

Pull down slide retention locks on both sides of the gun
Field stripping

Push the slide forward off of the receiver
Field stripping
Field stripping

- Slide frame
- Barrel
- Spring and guide
- Receiver
CLEANING

• Use toothbrush, or nylon brush
• Use solvent
  – Dry thoroughly
• Remove powder residue, dirt
• Wipe down all surfaces
• Copper brush used inside barrel only
Cleaning

Brush all sharp edges

Barrel
Run a nylon or copper brush through the barrel from chamber to muzzle
Cleaning

Brush residue off all surfaces

Slide
Cleaning

Receiver
Lubrication

Barrel

One drop of oil
Lubrication

One drop of oil

Slide
Lubrication

One drop

Receiver
Lubrication

Be careful about using penetrating oil because it can penetrate ammunition primers and cause misfires.
Re-assembly

Push Trigger bar forward to re-engage trigger
Re-assembly

Push slide back on aligning slide rails
Re-assembly

Push slide back on aligning slide rails
Re-assembly

✓ Rack the slide back several times

✓ Point in a safe direction and dry fire several times

✓ Function checks
FUNCTION CHECKS

• After re-assembly is complete
  – Rack the slide several times
  – Lock slide to the rear
  – Release slide

• Point in a safe direction
  – Depress trigger
  – Hold trigger to the rear, cycle action
  – Feel trigger reset
SUMMARY
✓ Nomenclature and Function
✓ Proper Grip on the Gun
✓ Drawing and Holstering
✓ Magazine Exchanges
✓ Malfunctions
✓ Use of cover
✓ Care and Cleaning
LOW LIGHT SHOOTINGS

• Majority of officer shootings are low light conditions.
• 91% of engagements are within 21 feet, 67% within 10 feet.
• Average engagement is less than 2.5 seconds.
• 40% specifically ID lighting conditions as a contributing factor.
• Average time since last night training:
  – 10% of training conducted at night
Human Eye

• Normal vision is 20/20
  – Less at night
• Age affects it
• Primary input of sensory perceptions
Retina

CONES (Receptor Cells)

– Day
– Perceive colors
– High acuity
  • Sharpness in objects
– In low-light conditions they don’t work very well
Retina

• Rods (receptor cells):
  – Night
  – No color
    • Black
    • White
    • Shades of gray
  – Low acuity
    • Blurred edges
  – Off-center vision and scanning
Adaptation

- Cones adapt more rapidly than rods
- Cones regain complete sensitivity in 10-12 minutes
- Rods regain complete sensitivity in 30-60 minutes
Adaptation

• Dark adaptation:
  – Moving from light to dark
  – Slow
  – May be temporarily blind
    • 25 minutes – 80% adaptation
    • 60 minutes – 100% adaptation
Adaptation

• Light adaptation:
  – Moving from dark to light
  – Fast
  – 2 phases:
    • Sensitivity of whole retina is decreased to ½ original sensitivity
    • Slower adaptation time leads to increased sensitivity (recover)
      – Example – walk out into bright sunlight
Physical Fitness

• Blood pressure changes allow for faster dilation
• Control of stress
• Nicotine impairs night vision adaptation
• Oxygen is a critical component for vision
Use of Light

• Absence of Light; Stance directed fire
  – Established behaviors

• Contrasting backgrounds
  – Silhouette sights on lighter or darker background than the adversary

• Fore lighting
  – You are backlit

• Back lighting
  – Enemy is backlit

• Muzzle flash indexing
  – Bullet magnet
Principles of Low-light Combat

• “Read” the light
• Operate from the lowest level of light
• “See” from the opposite direction
• Light and move
• Power with light
• Align three things
• Carry more than one light
READ THE LIGHT

• Bright High Noon
  – Well lit, high level detail, depth perception
  – Identification is excellent

• Dawn/Dusk
  – Distinguish shapes, textures, objects
  – Threat identification impaired
READ THE LIGHT

• Low Full Moon
  – Minimal ambient light
  – Weak artificial sources
  – Distinguish shapes
  – Distance judgement impaired
  – Threat identification severely impaired
READ THE LIGHT

• No Ambient Light
  – Underground structures
  – Sealed warehouses
  – Threat identification impossible without supplemental light
  – Backlighting
LOWEST LEVEL OF LIGHT

- Operate from “Cover of Darkness”
- Flush out threats prior to moving into the dark
- Assume all “Dark Holes” have guns
- Once entered, lighting must be used
  - Backlighting problems
  - Use of illumination
• See yourself as the threat may see you
• Know when you can be seen
• Know when to move
• Vision will determine route, timing, communication
• Make the suspect confused
• Light and move
  – “Firefly in motion”
  – Light, then move
• Don’t stand still
POWER WITH LIGHT

• Wall of light to dazzle, blind threat
• Change threat’s perspective
• Eliminate dark holes and concealment
ALIGN THREE THINGS

• Eyes, weapon, light track together
• Align the weapon in light “hotspot”
  – Do not stare at the light
• Use ambient light
  – Watch for mirrors, windows, reflective materials
• Low guard when “hunting”
• Carry more than one light
  – One is none, Two is one
  – Dead battery
  – Bulb breaks

• Your life may depend on a back-up light
  – Personal survival v. cost
  – How much is your life worth?
Handgun Flashlight Techniques

• Most law enforcement shootings occur from sunset to sunrise when ambient light is greatly reduced
• Even when artificial lighting is available, or is virtually nonexistent
• Most citizen shootings occur under the same conditions
• Criminals are more active after sundown
Handgun Flashlight Techniques

• All Hands

• Hands together techniques
  – Gun hand and the light hand are pressed together
  – Duplicate a two-handed firing grip

• Hands apart techniques
  – Gun hand and light hand move independently
  – Designed to maximize tactical considerations.
Handgun Flashlight Techniques

• Tactical Considerations
• With hands together
  – Gun hand is the master; the light hand is along for the ride
• When the flashlight is activated- what you see is what you get
Handgun Flashlight Techniques

• The well rounded shooter practices all the techniques
  – Uses whatever is best for a given set of circumstances

• There is no “best technique” for all situations
Weapon Mounted Lights

- Good for using the light as a weapon
- Good for providing a light shield
- Lends to searching pointed in instead of the challenge position
- Where the light is, so is the muzzle
- Have the right holster
Handgun Flashlight Techniques

- Harries
- FBI
- Neck Index
  - also known as the Surefire Assault Technique
Harries Technique

- Named after the late Michael Harries, a pioneer of modern practical combat shooting
  - Developed in the 70’s for use with large bodied “police flashlights.”
  - Widely used today; works well with smaller flashlights
  - Hands together technique
Harries Technique

- Flashlight is held in an “ice pick” grip
- The thumb or finger operates the switch
- Mounted either on body or tail cap
- Wrists nest together with the backs of the hands firmly pressed together
  - Creates stabilizing isometric tension
  - Large/long flashlights may rest on the forearm
Harries Technique
• **Pros**
  
  – Works well with small/large flashlights
  – Aligns the beam with the weapon’s muzzle
  – Steadier shooting platform
  – Less fatiguing with large flashlights when using the forearm rest
  – Conforms well to the low ready position
  – Conforms well to the Weaver stance
Harries Technique

• Cons
  – Displacement of beam during firing
  – Proximity of hands increases change of “hand confusion”
  – Muzzle sweep (hand) in hasty deployment
  – Lends to self-blinding from reflection
  – Light is located in operator’s center of mass
  – Poor ergonomics for other stances
FBI Technique

• Probably the oldest formally taught technique.
• Originally emphasized as a way to prevent the flashlight from marking the shooter’s position.
• Maligned as outmoded. Still very useful
• Hands apart technique.
FBI Technique

- Flashlight is held in a sword or ice pick grip
- Light hand is extended well away from the body
- Lens of flashlight is held slightly in front of the body to avoid illuminating the shooter
FBI Technique

• Pros
  – Works well with small and large lights
  – Eliminates displacement of beam and/or firing grip upon firing
  – Reduces chance of “hand confusion”
  – Enables searching with the flashlight without simultaneously pointing the muzzle with the beam
  – Masks the precise location of the shooter
  – Transitions well to other hand apart techniques
  – Adopts easily to shoulder fired weapon techniques
FBI Technique

- **Cons**
  - Limits the shooter to shooting one handed
  - Difficult to maintain alignment of beam with muzzle
  - Fatiguing if performed for long periods
  - Precise alignment of beam with muzzle takes practice.
NECK INDEX

• Pros
  – Compliments standard interview hold on light
  – Works from ice pick grip that most officers use
  – Little muscle fatigue as it rests on shoulder or neck
  – Can light up pistol sights for officer
NECK INDEX

- Cons
- One handed shooting
- Puts light close to officer’s center so tactics and discipline are important
- Tends to align beam with gun
Summary

• Physiology of the eye
• Difference between Principle and Techniques
• Review Techniques