

LONG GUN TRAINING – POST PSP PROGRAM

TOPIC: Long Gun – Shotgun & Rifle

TIME FRAME: 4 hours

COURSE OBJECTIVES:

Upon completion of the course, the student will know:

1. The Department's Use Of Force and Shooting policies
2. Fundamentals of Shotgun and Rifle shooting, including combat situations
3. Range safety procedures

The student will be exposed to and understand:

1. Judgment and decision making
2. Weapon safety procedures
3. Basic and advanced combat tactics
4. Target/ non-target identification
5. The difference between a Shotgun and Rifle as to its specifics, technical uses, and capabilities.
6. Speed, accuracy, weapon manipulation, communication, movement, use of cover/ concealment – all with a certain stress element to simulate “real world” environments. In short, this will include “shoot, move and communicate” concept(s)
7. Use and manipulation of a tactical sling

COURSE CONTENT AND HOURLY DISTRIBUTION:

0000-0030	INTRODUCTION Course overview/Safety guidelines/Range operations
0030-0100	USE OF FORCE REVIEW Department policies/Responsibility/Force options/PISM
0100-0300	TRAINING & COMBAT DRILLS Shotgun/Rifle
0300-0400	TESTING & QUALIFICATIONS

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EXPANDED COURSE OUTLINE

- I. Introduction
 - a. Curriculum Overview (1b)
 - i. Sign-in, instructor introductions
 - ii. Breaks and overview of available facilities
 - iii. Class exercises, evaluation and testing
 - b. Safety Plan (1c)
 - i. Follow all the rules as stated in the Safety Plan
 - ii. Obey all instructor commands
 - iii. Strict weapon discipline and muzzle control
 - iv. No lasering
 - v. Movement & reloading only as directed
 - vi. "indexing" until ready to fire
 - c. Range Operations (1c)
 - i. Everyone is responsible for range safety
 - ii. Anyone can order a cease fire
- II. Use of Force Review (1 h, i, j)
 - a. Department Policies
 - i. Use of Force (PM 300)
 - ii. Patrol Rifles (PM 432)
 - b. Responsibility for each round fired
 - c. Reasonable belief of one or more of the following:
 - i. Immediate threat/ present ability
 - ii. Death and/ or great bodily injury
 - iii. Fleeing felon
 - d. "Force +1" concept in response to suspect actions
 - e. Post Incident Stress Management
 - i. Starts now, with visualization of the possible incident(s)
- III. Shotgun
 - Instructors will brief students as to the technical capabilities and uses of the Shotgun (1 b,f)
 - a. Spread Factor and Distances
 - i. Buckshot vs. Slug
 - b. Load 5 rounds buckshot in gun – Patrol Ready
 - c. Load 4 rounds slug in the saddle – Patrol Ready
 - d. Prepare for Patrol deployment: trigger released & safety off
 - i. Gun set-up for rapid deployment (i.e., gun has the ability to be removed from lock and immediately charged without further manipulation of the weapon.)
 - e. Manual slide release location
 - f. Manual safety location
 - g. Loading and unloading
 - h. Combat loading: cup and tilt methods
 - i. Practice with dummy rounds
 - i. Express loading a slug round
 - i. Explain & Demo that a 5 round load allows for a slug to be express loaded
 - ii. Practice with dummy rounds

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- IV. Sling Systems (1 b)
 - a. 2-point/3-point slings
 - b. Sling manipulation
 - c. Sling release/adjustment
- V. Fundamentals Training (applies to Shotgun & Rifle) (1b, d, e, f, g)
 - a. Sight Alignment/Sight Picture
 - i. Controlled breathing
 - b. Trigger Control
 - i. Trigger reset
 - c. Accuracy
 - i. Shot placement
 - ii. Target analysis
 - d. Weapons Clearing
 - i. Malfunctions
 - 1. Failure to fire
 - 2. Double feed
 - e. Pistol/Shotgun Transition
 - i. Practice Transitions
 - ii. Discuss shotgun disabling options/or using sling
- VI. Rifle (1a,b,f)

Instructors will brief students as to the technical capabilities and uses of the Rifle

 - a. Weapon Operation
 - i. Loading procedures
 - 1. Magazine Loading
 - a. load by hand
 - b. follower identifies proper cartridge position
 - c. do not overload magazine
 - d. tap magazine from the rear to ensure proper seating
 - ii. Magazine unloading
 - 1. DO NOT use other bullets to strip magazine
 - 2. strip by hand if necessary
 - iii. Weapon loading procedures
 - 1. bolt forward and locked or held in rear by bolt catch
 - iv. All reloads should be accomplished with the support hand changing the magazine, keeping weapon hand on grip in ready position to control fire of weapon as soon as possible.
 - v. Position of selector lever will depend on cocked condition
 - 1. weapon will load in both cocked and uncocked position.
 - 2. Selector lever on safe when weapon is cocked.
 - vi. Initial magazine loading
 - 1. load magazine with bolt open or closed
 - 2. loading with the bolt to the rear reduces the chance of first round stoppages.
 - 3. push up on magazine until magazine catch engages
 - 4. tap to ensure positive retention
 - 5. pull charging handle to rear and release the bolt-Do not ride the charging handle.
 - vii. Press/pull check

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- viii. Top round check
- ix. Magazine changes
- b. Unloading procedure
 - i. point in safe direction and keep finger off the trigger
 - ii. selector lever to safe (selector will only go to safe if weapon is cocked)
 - iii. remove magazine
 - iv. roll weapon so ejection port is facing down
 - v. pull charging handle back and lock bolt open with bolt catch.
 - vi. Conduct visual and physical check to ensure that weapon is empty
- c. Stoppages and Malfunctions
 - i. Stoppage- unintentional interruption of operation cycle
 - ii. Malfunction- Any unexplained failure to fire due to mechanical failure of the weapon, magazine, or ammunition. Examples:
 - 1. Catastrophic failure:
 - 2. broken gas rings
 - 3. broken trigger group
 - 4. broken firing pin
 - 5. broken extractor
 - iii. Faulty operation
- d. Failure to fire procedures (Tactical Considerations)
 - i. Immediate action procedure
 - 1. designed to get weapon back up ASAP due to:
 - a. Weapon capability
 - b. Distances involved
 - c. Other tactical considerations
 - ii. Transition to alternate weapon
 - 1. designed to get officer rearmed ASAP with secondary weapon due to:
 - a. speed of transition v. immediate action procedures
 - b. decision to use alternate weapon as primary
 - iii. FTF procedures should be combined with other tactics
 - 1. low profile position
 - 2. cover and concealment
 - 3. verbal communication with other officers
 - 4. other appropriate tactics
 - iv. Immediate action procedure involving a “Stovepipe” stoppage
 - 1. Tap, roll, rack and ready
 - 2. Maintain primary grip on weapon
 - 3. Operate charging handle with support hand
 - v. Immediate action procedure involving a “double-feed” stoppage
- e. Transition – Tactical Necessity
 - i. Stationary or moving
 - ii. Support hand control shoulder weapon
 - iii. Strong hand to sidearm
 - iv. Support hand establish two hand grip on sidearm
- f. Shooting Positions
 - i. Standing
 - ii. Kneeling
 - 1. High kneeling-unsupported

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2. Low kneeling-supported
 3. Sitting
 4. Prone
 5. Unconventional
- g. Weapon Holds
- i. High ready/Ready gun-on threat
 - ii. Low ready-scanning for threats
 - iii. Depressed muzzle
 - iv. Off-set muzzle
 - v. Precise, smooth and rapid movement done while stationary and moving
- VII. Combat Drills –Shotgun & Rifle **(1a, b, d, e, f, g)**
- a. Emphasizing accuracy, movement, and communication
 - b. Shoot/Don't shoot targets
 - c. Drill #1- shotgun in patrol ready condition at 25 yard line. 2 Officers. **3 Slugs.**
 - i. Emphasizing shotgun use, loading and moving
 - ii. Walk student through course of fire
 - iii. Demo course of fire as needed
 1. 25 yard line, express load 1 slug
 2. Move forward towards threat, maintaining sight picture
 3. Express load and fire 2 additional slugs
 4. Provide commands to suspect
 5. Communicate to other officers when moving/reloading
 6. Utilize available cover
 - d. Drill #2- shotgun in patrol ready condition at 10 yard line. 1 Officer. Duty pistol fully loaded. **5 buckshot, 1 handgun round.**
 - i. Emphasizing transitions from Shotgun to Pistol and use of cover
 - ii. Threat identification and Prioritization
 - iii. Walk student through course of fire
 - iv. Demo course of fire as needed
 1. Move to 7 yard line, use cover and address 3 targets in order of threat
 2. 2 rounds each target
 3. Transition to handgun for final round instead of reloading shotgun during combat
 4. Reload from position of cover
 - e. Drill #3- 1 officer, **rifle in patrol ready condition, duty pistol fully loaded. 12 rounds rifle, 3 rounds handgun**
 - i. Emphasizing transitions from Rifle to Pistol and use of cover
 - ii. Threat identification and Prioritization
 - iii. Walk student through course of fire
 - iv. Demo course of fire as needed
 1. Start at 25 yard line, walking to 15 yard line
 2. 5 strings, 3 rounds each, with transition
 - f. Drill #4- 2 officers, **two magazines each, 6 rounds each magazine, 24 rounds total**
 - i. Emphasizing movement, loading and communication with rifle
 - ii. Walk student through course of fire
 - iii. Demo course of fire as needed
 1. Moving from 25 yard line to 15 yard line
 2. Move to cover

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3. 2 rounds each string

VIII. Shotgun Qualification Course

(1b,e)

- a. Ten Rounds
- b. 80% Passing Score
- c. 50 yard line- Two rounds of rifle slug from prone position
- d. 25 yard line- Three rounds of rifle slug while standing
 - i. On command, fire 1 round while standing
 - ii. Combat load and fire 2 more rounds of rifle slug
- e. 15 yard line- Two rounds of buckshot
 - i. Bottom load 2 rounds of buckshot
 - ii. On command, fire 1 round and return to low ready
 - iii. On command, fire 1 round and return to low ready
- f. 7 yard line- Three rounds of buckshot
 - i. Combat load and fire 3 rounds in 35 seconds

IX. Pleasant Hill Police Department Rifle Qualification Course

(1b,e)

- a. 50 ROUNDS
- b. QUALIFICATION: 80 % (2 POINTS EACH HIT INSIDE 7 RING)
- c. STARTING POINT: 50 YARD LINE
 - i. TIME ALLOTTED: 60 SECONDS
 - ii. On command the shooter loads the weapon and fires 5 rounds prone position, 5 rounds strong side kneeling barricade position, and 5 rounds strong side standing barricade position. Upon completing Stage I, the shooter returns to the standing Low Ready position with the selector lever on safe.
- d. STARTING POINT: 25 YARD LINE
 - i. TIME ALLOTTED: 50 SECONDS
 - ii. On command the shooter fires 5 rounds strong side kneeling barricade position, 5 rounds strong side standing barricade position, reloads, and fires 5 rounds weak side kneeling barricade position. Upon completing stage II, the shooter returns to a standing Low Ready with the selector lever on safe
- e. STARTING POINT: 15 YARD LINE
 - i. TIME ALLOTTED: 15 SECONDS
 - ii. On command the shooter fire 5 rounds standing and 5 rounds kneeling position. Upon completing Stage III, the shooter returns to the Low Ready position with the selector lever on safe.
- f. STARTING POINT: 7 YARD LINE
 - i. TIME ALLOTTED: 2 ROUNDS IN 3 SECONDS, 4 STRINGS OF 2 ROUNDS IN 2 SECONDS
 - ii. On command the shooter moves the selector lever to semi-auto, fires 2 rounds in 3 seconds, and then returns to the Low Ready position with the selector lever on semi-auto. On command the shooter fires 4 strings of 2 rounds in 2 seconds, returning to Low Ready after each string. Upon completing Stave IV, shooter will unload and make the weapon SAFE (magazine removed, bolt open and locked back, selector lever on safe).