

Willits Police Department

**POST PERISHABLE SKILLS PROGRAM (PSP)
I-TACTICAL FIREARMS**

Course Goals:

The course will provide the trainee with topics of tactical firearms and lethal force training required in the POST Perishable Skills Training Program (PSP). The trainee will develop the necessary tactical firearms knowledge and skills to survive and win a lethal force encounter.

The course consists of hands-on/practical skills firearms training for Willits Police Department Officers.

Tactical Firearms:

Topics/Exercises:

- a. Basic tactical firearms situations, judgment and decision making exercise(s)
- b. Class exercises/student evaluation/testing
- c. Safety guidelines and orientation
- d. Sight alignment, trigger control, accuracy
- e. Target recognition and analysis
- f. Weapons clearing
- g. Live fire tactical scenario(s)
- h. Department police
- i. Use of force considerations
- j. Moral obligations

Course Objectives:

Trainees will:

1. Demonstrate knowledge of their individual Department Use of Force/Firearms police
2. Demonstrate a minimum standard of tactical firearms proficiency with every technique, exercise, and course-of-fire, to include:
 - a) Judgment and decision making
 - b) Weapons safety
 - c) Basic presentation techniques
 - d) Fundamentals of shooting
 - e) Target/Non-Target identification
 - f) Speed, accuracy and effectiveness under stress and movement conditions
 - g) Shot placement: stopping power and penetration

EXPANDED COURSE OUTLINE

I. INTRODUCTION/ORIENTATION

- A. Introduction, Registration and Orientation
- B. Course Objectives/Overview, Exercises, Evaluation/Testing
- C. Weapons, Range and Shooting Safety Rules. (Pre-range weapons unloading procedures and lunch/extended break reload/unload rules) **I.(c)**

1. General Safety Rules

- a. Treat **ALL** weapons as if they are loaded.
- b. Never point the weapon at anything you don't intend to destroy.
- c. Do not put your finger on the trigger until you are ready to fire.
- d. Keep the weapon pointed down range at all times.

2. Range Safety Rules (Pistols)

- a. Once training starts the range will be considered a **HOT RANGE**. Which means pistols and magazines will be kept loaded with ammunition.
- b. Because it is a hot range, **ALL PISTOLS WILL REMAIN IN THEIR HOLSTER**, with holster retention devices in use, except when on the firing line under the supervision of the range masters and/or at a designated safe handling area.
- c. Officer will be allowed to administratively load their pistol magazines when off the firing line, but they must keep their pistols holstered.

3. Range Safety Rules (Shotguns)

- a. All shotguns will be kept **UNLOADED** when not on the firing line.
- b. Officers shall load their shotguns on the firing line during courses of fire. After the shotgun courses, the shotguns shall be unloaded before stepping off the firing line.
- c. All shotguns shall have the actions open and safety on when off the firing line.

4. On the Firing Line Safety Rules

- a. Refer to General Safety Rules, keep all firearms pointed down range.
- b. All malfunctions shall be handled by the officer. If they can not fix the malfunction then (keeping the weapon pointed down range) they shall raise their off hand for range master assistance.
- c. Never draw a handgun from the holster on the range unless instructed to do so.
- d. Never leave your firing position unless cleared by the range master.
- e. Never go forward of the firing line unless instructed to do so.
- f. Never bend over to retrieve dropped articles (i.e., magazines, ammunition) on the firing line unless instructed to do so or cleared by the range master first.
- g. If hot brass comes in contact with your skin, keep your weapon pointed down range, de-cock and holster. Once the weapon is safely holstered, you may take care of the hot brass, Notify the range master of what you are doing.
- h. All students will wear eye/ear protection and bullet proof vests while on the line and/or in the immediate vicinity of the firing line.
- i. There will be no smoking, chewing tobacco, eating or drinking on the firing line.

- II. Lethal Force Overview **I.(h,i,j)**
 - A. Legal/Moral/Ethical Issues involving Use of Force/Lethal Force
 - 1. Ensuring the use of force is justifiable under department policy and state law.
 - B. Civil and Department implications of Force/Lethal Force
 - 1. Civil lawsuit by suspect and/or family
 - 2. Internal Affairs investigation
 - 3. Office of Police Accountability
 - C. Report writing and preliminary investigation
 - 1. Document your mindset at the time, suspects actions, how you felt, fear for your life or the life of others of imminent death or serious bodily injury.
 - 2. Be articulate so others will understand the degree of the threat/danger you saw and felt

- III. Use of Force/Lethal Force and Firearms Policy **I.(i)**
 - A. Use of Force Options
 - 1. Lethal Force within the spectrum of force options
 - 2. Verbal, Hands, Less Lethal, Lethal Force spectrum
 - 3. Command presence
 - 4. Control holds
 - 5. O.C., Baton, CEW (Taser)
 - 6. Firearms
 - 7. Escalation/De-Escalation
 - a. Constant evaluation of the situation **I.(h,i)**
 - b. Tactical response proportional to threat
 - B. Department Policy
 - 1. Shooting Policy 302.1.1
 - a. An officer may use deadly force to protect himself/herself or other from what he/she reasonably believes would be an imminent threat of death or serious bodily injury.
 - b. An officer may use deadly force to effect the arrest or prevent the escape of a suspected felon when the officer has probable cause to believe that the suspect has committed or intends to commit a felony involving the inflicting or threatened inflicting of serious bodily injury or death and the officer reasonably believes that there is an imminent or future potential risk of serious bodily injury or death to others if the suspect is not immediately apprehended. Under such circumstances, a verbal warning should precede the use of deadly force where feasible.

C. Supporting Case Law

1. Tennessee v. Garner

I.(h,i)

a. Fleeing Felon Doctrine

The court held that deadly force may not be used to stop a fleeing felon **UNLESS** it is to stop the escape **AND** the officer has probable cause to believe that the suspect poses a significant threat of death or serious physical injury to the officer or others... or he has committed a crime involving the infliction or threatened infliction of serious physical harm and the ability to carry out that action or threat.

b. Deadly Force

Use of deadly force is limited to a situation that threatened death or serious bodily injury to;

1st party - you the officer

2nd party - anyone else

3rd party - projected threat, what may happen SBI/Death if not stopped based on what the officer knows at the time.

2. Graham v. Conner

a. Objective Reasonableness

Use of force decision based on facts and circumstances known to the officer at the time the force was used. Officers state of mind will be taken into consideration, whether evil or good intentions. Factors weighed in determining objective reasonableness:

Scope of intrusion (degree and extent of force used)

Manner of intrusion (type of force used)

Need to perform official duties (what was the officer doing-on/off duty)

Justification for intrusion (why was force being used)

Facts and circumstances

Severity of crime

Did the suspect pose immediate threat to officer or others

Did the suspect actively resist

Did the suspect attempt to evade arrest by fleeing

IV. Weapon Reloading

I.(f)

A. Tactical Reload

1. Purpose

- a. To bring the weapon back up to full ammo capacity during a gunfight,
- b. While also retaining partially spent magazine
- c. Done during lull in the gunfight
- d. Done from a position of cover
- e. If no cover, from the kneeling position

I.(b)

2. Technique

- a. Keeping one hand on the weapon with the used magazine still inside,
- b. Grab a fresh magazine with the other hand and bring it up to the weapon,
- c. Release the used magazine into hand for retention,
- d. Quickly insert fresh magazine into the weapon bringing it back up to full capacity,
- e. Tap the newly inserted magazine to ensure it's properly seated
- f. Retain used magazine in pocket.

I.(f)

B. Range Drill (Tactical Reload) **5 yard line**

I.(b,d,e,f,g)

1. This is a **NO FIRE** drill. Shooters will use this drill to practice the manipulation skills needed for proper Tactical Reloads.
2. Since this is a **NO FIRE** drill the entire class can be on the line practicing.
3. Shooters will be at the Low Ready with their handguns
4. On command they will conduct a Tactical Reload
5. On command they will conduct another Tactical Reload
6. On command Shooters will holster their weapon and return the magazines to the magazine pouch on their duty belt or outer vest carrier.
7. Have Shooters conduct drill repeatedly for about 10 minutes of until instructor feels sufficient repetitive training has been achieved.

C. Emergency Reloading

1. Causes
 - a. The weapon is shot dry,
 - b. Magazine is empty and slide is locked back.
2. Immediate Action Drill
 - a. Insert a fresh magazine,
 - b. Release the slide forward,
 - c. Continue addressing situation.

D. Range Drill (Emergency Reload) **5 yard line/6 rounds**

1. Set up weapon so there is 1 round in the chamber
2. An empty magazine in the weapon
3. On command,
 - a. Fire 2 rounds on target
 - b. Address reload and continue firing
4. Repeat 2x

Note: Remind shooters they need to be utilizing the 5 count draw and Follow Thru/Scan and Assess techniques during each string of fire.

E. Pros and Cons of the Reloads

1. Emergency Reload
 - a. Pros: All rounds are fired toward the threat before any magazine reload.
 - b. Con: Shooting dry in effect is a stoppage and the weapon is not useful until it is reloaded. The time taken for the reloading is when the officer is most vulnerable and unable to deliver any defensive rounds.
2. Tactical Reload
 - a. Pros: Allows the officer to keep the weapon fully loaded for a gunfight and retain their magazines thus keeping all rounds for use if necessary.
 - b. Cons: Conducting Tactical Reloads requires some fine motor skills during the magazine exchange and is best conducted during a lull in the gunfight.

V. Fundamentals of Shooting

I.(d)

A. Shooting Platform

1. Stance
 - a. Stable platform, Weaver stance
 - b. Balanced, feet shoulder width apart
2. Grip
 - a. Firm two handed grip, push-pull
 - b. 360 degree Isometric tension
 - c. Proper placement of arms
3. Sight Alignment
 - a. Front sight is vertically and horizontally centered between the rear sights
 - b. Focus on the front sight
4. Sight Picture
 - a. Placement of the Sight Alignment on the target where
 - b. You want the round to impact
5. Trigger Control
 - a. Slow, steady squeeze of the trigger rearward
 - b. After Sear break and weapon fires,
 - c. Only bring the trigger forward until the Sear resets
6. Fire and Follow Through
 - a. Keeping the weapon on the threat after firing
 - b. Follow the threat's movement down until it is determined the threat no longer presents an immediate danger
7. Scan and Assess
 - a. After the threat has been neutralized
 - b. Scan and assess the surrounding area for any other danger before holstering

- B. 5 Count Draw Presentation** **I.(d,e,g)**
1. Count 1
 - a. Establish firm grip on the weapon with dominant hand
 - b. Unsnap holster retention
 - c. Support (Non-dominant) hand to off side away from weapon
 2. Count 2
 - a. Draw weapon straight up and
 - b. Out of holster
 - c. Until the muzzle clears the holster
 3. Count 3
 - a. As soon as the muzzle clears the holster
 - b. Rotate the weapon toward the threat
 - c. Forearm is parallel to the ground
 - d. Trigger finger is straight

(Rounds can be delivered from this position if necessary to address a threat)
 4. Count 4
 - a. Bring the weapon forward and establish a two handed grip
 5. Count 5
 - a. Complete the presentation with the weapon on target

C. Range Drill 3, 10, and 25 yard line/27 rounds **I.(b,d,g)**

(Marksmanship/5 Count Draw Presentation)

There are 3 strings of fire at the 3, 10, and 25 yard lines. For each string at the 3 and 10 yard lines, Instructors will call out each count of the presentation for drawing and holstering their weapon.

At the 25 yard line have shooters draw and holster at their own pace using the 5 Count Draw Presentation.

1. 3 yard line
 - a. Using a small target (2" diameter circular target)
 - b. Shooters utilize proper marksmanship skills
 - c. Take 3 sighted shots into the circle
 - d. Repeat 2x (total of 3 strings of fire)
2. 10 yard line
 - a. Using the TQ-15E target
 - b. Shooters utilize proper marksmanship skills
 - c. Take 3 sighted shots into the inner square on the target
 - d. Repeat 2x (total of 3 strings of fire)
3. 25 yard line
 - a. Using the TQ-15E target
 - b. Shooters utilize proper marksmanship skills
 - c. Take 3 sighted shots into the outer square on the target
 - d. Repeat 2x (total of 3 strings of fire)

Note: The purpose of this drill is for the shooter to hone their marksmanship skills and develop muscle memory in the use of the 5 Count Draw Presentation. After each string have the shooters evaluate their shooting and correct any imperfections in the next string.

- E. Supported Shooting Positions I.(a)
1. Kneeling
 - a. Purpose for the position
 - I. More stable platform than standing
 - II. Shooter presents smaller target
 - III. Better exit trajectory
 - b. Positions
 - I. Three types of kneeling positions
Braced, Speed and Double knee
 - II. Three points of contact
 2. Prone
 - a. Purpose for the position
 - I. More stable platform than standing
 - II. Greater reduction of exposed area
 - b. Positions
 - I. Three types of prone positions
Military, Modified and Rollover
- F. Range Drill (Kneeling) **10 yard line/18 rounds** I.(b)
1. On command from a standing position
 - a. Shooters will draw to the Low Ready
 - b. Then take a **Braced Kneeling** position
 - c. Fire 3 round on target
 - d. Follow Thru/Scan and Assess
 - e. Stand and come to a Low Ready
 - f. Repeat 1x (total of 2 strings of fire)
 2. On command from a standing position, weapon in the Low Ready
 - a. Shooters will take s **Speed Kneeling** position
 - b. Fire 3 rounds on target
 - c. Follow Thru/Scan and Assess
 - d. Stand and come to the Low Ready
 - e. Repeat 1x (total of 2 strings of fire)
 3. On command from a standing position, weapon in the Low Ready
 - a. Shooter will take a **Double Kneeling** position
 - b. Fire 3 rounds on target
 - c. Follow Thru/Scan and Assess
 - d. Stand and come to the Low Ready
 - e. Repeat 1x (total of 2 strings of fire)
 - f. Holster

Note: Remind shooters they need to be utilizing the 5 Count Draw (relative to this position) and Follow Thru/Scan and Assess techniques during each string of fire.

- G. Range Drill (Prone) **25 yard line/18 rounds** **I.(b)**
1. On command from a standing position
 - a. Shooters will draw to the Low Ready
 - b. Then take a **Military Prone** position
 - c. Fire 3 rounds on target
 - d. Follow Thru/Scan and Assess
 - e. Stand and come to the Low Ready
 - f. Repeat 1x (total of 2 strings of fire)
 2. On command from a standing position, weapon in the Low Ready
 - a. Shooter will take a **Modified Prone** position
 - b. Fire 3 rounds on target
 - c. Follow Thru/Scan and Assess
 - d. Stand and come to the Low Ready
 - e. Repeat 1x (total of 2 strings of fire)
 3. On command from a standing position, weapon in the Low Ready
 - a. Shooter will take a **Rollover Prone** position
 - b. Fire 3 round on target
 - c. Follow Thru/Scan and Assess
 - d. Stand and come to the Low Ready
 - e. Repeat 1x (total of 2 strings of fire)
 - f. Holster

Note: Remind shooters they need to be utilizing the 5 Count Draw (relative to this position) and Follow Thru/Scan and Assess techniques during each string of fire.

- VI. Pistol Malfunction I.(f)
- A. Tap, Rack and Go
1. Causes
 - a. Failure to Feed (no round in chamber)
 - b. Magazine not properly seated in weapon
 2. Immediate Action Drill
 - a. **Tap** the bottom of the magazine to ensure it is properly seated in the weapon,
 - b. **Rack** the slide to properly chamber a round,
 - c. **Go** continue addressing situation
- B. Range Drill #1 (Tap, Rack and Go) **3 yard line/3 rounds** I.(b,f,g)
1. Set up weapon so the chamber is empty (slide forward, in battery)
 2. Loaded magazine in weapon
 3. On command
 - a. Fire 1 round on target
 - b. Shooter should hear a click
 - c. Conduct Tap, Rack (which should chamber a round) and Go.
 - d. Repeat 2x (total of 3 strings of fire)

Note: Remind shooters they need to be utilizing the 5 Count Draw and Follow Thru/Scan and Assess techniques during each string of fire.

- C. Range Drill #2 (Tap, Rack and Go) **3 yard line/6 rounds** I.(b,f,g)
1. Start with loaded weapon (round in chamber and loaded magazine)
 2. Press the magazine release button to unseat the magazine.

(Instructor Note: Be sure shooters only unseated the magazine enough for the drill and not so much the magazine falls to the ground)

3. On command,
 - a. Shooters will fire 2 rounds on target
 - b. After the first round is fired
 - c. Shooter should hear a click on second trigger pull
 - d. Conduct Tap, Rack (which should properly seat the magazine and chamber a round) and Go
 - e. Repeat 2x (total of 3 strings of fire)

Note: Remind shooters they need to be utilizing the 5 Count Draw and Follow Thru/Scan and Assess techniques during each string of fire.

- D. Double Feed I.(f)
1. Causes
 - a. Failure to extract a round
 - b. Two rounds jammed in the breech
 2. Immediate Action Drill
 - a. Identify cause of malfunction
 - b. Lock the slide to the rear
 - c. Strip the magazine from the weapon
 - d. Invert the weapon upside down
 - e. Rack the slide 3x to clear any obstruction from the weapon
 - f. Insert a fresh magazine
 - g. Rack the action in order to chamber a round
 - h. Continue addressing the threat
- E. Range Drill (Double Feed) **5 yard line/6 rounds** I.(b,d,e,f,g)
1. Start with an empty weapon, lock slide to the rear
 2. Insert a round into the chamber
 3. Insert a fresh magazine into the weapon
 4. Walk the slide forward creating a double feed
 5. On command,
 - a. Shooters will fire 2 rounds on target
 - b. Address malfunction and fire course
 6. Repeat 2x (total of 3 strings of fire)

Note: Remind shooters they need to be utilizing the 5 Count Draw and Follow Thru/Scan and Assess techniques during each string of fire.

- VII. CQB (Close Quarters Battle) I.(b,c,f,g)
- A. Hip Shooting Drill
1. Purpose
 - a. This drill is to teach officers how to deliver defensive fire
 - b. Within close quarters and to simultaneously
 - c. Move out of the line of fire and gain distance from the threat.
- B. Range Drill (Hip Shooting-Phase 1) **1 yard line/4 rounds**
1. On command
 - a. Draw and fire 2 rounds on target (Strong hand only)
 - b. Shooter will step left or right
 - c. Follow Thru/Scan and Assess
 - d. Repeat 1x (total of 2 strings of fire)

- C. Range Drill (Hip Shooting-Phase 2) **1 yard line/4 rounds**
1. On command
 - a. Draw and fire 2 rounds on target (Strong hand only)
 - b. Shooter will step left or right
 - c. Then take 1 step back to gain distance from threat
 - d. At the same time, shooter establishes a stronger stance and
 - e. Two Handed grip on weapon
 - f. While maintaining weapon on target
 - g. Conduct Follow Thru/Scan and Assess, & holster.
 - h. Repeat 1x (total of 2 strings of fire)

- D. Range Drill (Hip Shooting-Phase 3) **1 yard line/6 rounds**
1. On command
 - a. Draw and fire 2 rounds on target (Strong hand only)
 - b. Shooter will step left or right
 - c. Then take 1 step back to gain distance from threat
 - d. At the same time shooter establishes a stronger stance and
 - e. Two Handed grip on weapon
 - f. While maintaining weapon on target
 - g. **(Range Master gives additional threat command)**
 - h. Shooter fires 1 round and takes another step back
 - i. While maintaining weapon on target
 - j. Conduct Follow Thru/Scan and Assess, & holster
 - k. Repeat 1x (total of 2 strings of fire)

VIII. Shoot/No Shoot Drill (Performed one shooter at a time)

A. Range Drill (Draw from holster, target identification) **5 yard line/12 rounds**
I.(a,b,c,d,e,f,g)

1. Shooters will start with a holstered pistol
2. Facing away from 6 target which are either shoot or no shoot targets as marked by instructor.
3. On command
 - a. Shooter will face targets which are away from view
 - b. When targets present themselves, shooter will identify threats/non-threats
4. Shooter will fire two rounds on each threat target.
 - a. Conduct Follow Thru/Scan and Assess
 - b. Holster when all threats have been stopped.

Hourly Breakdown PSP 2019

0800-0830:	Orientation and Introduction Course Overview and Objectives Range Safety Guidelines
0830-0850:	Lethal Force Overview/Use of Force Options Report Writing/Preliminary Investigation/Civil Implication Department Policy/Supporting Case Law
0850-0900:	Break
0900-0950:	Weapon Reloading Tactical Reload Emergency Reload Fundamentals of Shooting Basic Marksmanship Five Count Presentation
0950-1000:	Break
1000-1050:	Supported Shooting Positions Pistol Malfunctions
1050-1100:	Break
1100-1150:	CQB (Close Quarters Battle) Hip Shooting
1150-1200:	Break
1200-1250:	Shoot/No Shoot Drill