

**ELK GROVE POLICE DEPARTMENT
POST PERISHABLE SKILLS PROGRAM (PSP)
I-TACTICAL FIREARMS**

I. Course Goals

- A. 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.
- B. The course consists of hands-on/ practical skills firearms training for Elk Grove Police Department sworn personnel addressing the deployment and familiarization with department issued shotguns.

II. Topics and Exercises

- A. Category I
 - 1. Tactical Firearms
 - a. Basic tactical firearms situations, judgment and decision making exercise(s)- expanded outline must define each exercise and its terminal objective(s)
 - b. Live fire tactical scenario(s)
 - c. Safety guidelines and orientation
 - d. Sight alignment, trigger control, accuracy
 - e. Target recognition and analysis
 - f. Weapons clearing
 - g. Tactical proficiency testing and evaluation
 - h. Department policy and legal issues
 - i. Use of force considerations
 - j. Moral obligations

III. Course Objectives

- A. Trainees will:
 - 1. Demonstrate knowledge of their individual Department Use of Force/ Firearms policy
 - 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

**Elk Grove Police Department
2009 PSP Shotgun Course**

Extended Outline

I. Lecture

I. (c,d,f,h,i,j)

- A. Lethal Force Overview
 - 1. Department Shooting Policy
 - 2. Legal and Moral Obligation
 - a. Tenn. v. Garner
 - b. Graham v. Conner
 - 3. **Use of Force Policy**
 - a. **Considerations**

- B. Nomenclature of the Remington 870 Shotgun
 - 1. Mechanical functions
 - a. Cycling the action
 - 2. Safety button
 - 3. Safety checking the shotgun

- C. Loading and Unloading Techniques
 - 1. Duty
 - a. Patrol ready
 - 2. Deficit (Administrative) loading
 - 3. Combat loading
 - 4. Unloading
 - a. Rendering shotgun safe
 - 5. Press check/ Ammo check

- D. Sling Usage
 - 1. Types of sling carrying techniques
 - 2. Types of slings
 - 3. Transitioning

- E. Malfunctions
 - 1. Failure to fire
 - 2. Stove pipes
 - 3. Failure to extract

- F. Fundamentals
 - 1. Proper shooting platform
 - a. Toe in the hole
 - b. 4 points of contact
 - 1. Shouldering
 - 2. Support grip

- 3. Shooting grip
- 4. Check weld
- c. Stance
- 2. Safety Manipulation
 - a. Setting On and Off
 - b. Indexing the Safety
- 3. Movement Positions
- 4. Low Ready Walk
- 5. Tactical Walk
- 6. Sighting the Shotgun
 - a. Importance of knowing how to aim the weapon will,
 - b. Increased accurate placement of pellets on target thus,
 - c. Maximize effective shot placement for stopping power of pellets.
- 7. Follow Thru/Scan and Assess with Shotgun
 - a. After firing the weapon follow the suspect to the ground,
 - b. Finger on trigger, safety off,
 - c. After it has been determined the suspect is no longer a threat,
 - d. Finger straight along the weapon, safety off,
 - e. Come up with the weapon
 - f. Scan and Assess the area for other threats,
 - g. Then Safety On.

- G. Accessories for the Shotgun
 - 1. Side Saddle
 - 2. Rear Stock Shell Carrier
 - 3. Slings
 - 4. Lights

II. Range Drills Set #1

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

- A. Fundamentals
 - 1. Following drills will develop the shooters ability,
 - a. To shoulder the shotgun,
 - b. Shooting stance,
 - c. Operate the mechanical functions of the shotgun,
 - d. Use the sighting system
 - e. Conduct follow through, scan and assess.
- B. Sighting Shotgun Drill.....6 Slugs
 - 1. At the 50 yard line,
 - a. From a stable platform
 - b. On command,
 - 1. Shooter fires 3 shotgun slugs

- 2. Slow fire
 - c. Focus is on shooting fundamentals, and understanding distance shooting with the shotgun.
 - 2. At the 25 yard line,
 - a. From a stable platform
 - b. On command,
 - 1. Shooter fires 3 shotgun slugs
 - 2. Slow fire
 - c. Focus is on shooting fundamentals, and understanding distance shooting with the shotgun.
- C. 00 Buck Effectiveness Drill.....3 Rds Federal & 3 Rds 00 Buck
 - 1. Explain characteristics of standard 00 Buck
 - a. Explain 1" per yard pellet spread with traditional 00 Buck rounds,
 - b. FBI standard means of human torso being 18" average wide,
 - c. Maximum effective range before collateral damage increases.
 - 2. Explain characteristics of Federal round
 - a. Flight control design
 - b. Spread pattern
 - c. Reduced recoil
 - 3. 00 Buck Shooting Drill
 - a. Shooters will combat load 3 00 Buck rounds into the shotgun,
 - b. On commands
 - 1. Shooters will fire 1 round at the 7, 15, and 25 yard line,
 - 2. **Follow Thru/Scan and Assess after each shot,**
 - c. After each round make sure shooters notes pellet spread for comparison. Replace target with fresh one for next drill.
 - 4. Federal Ammo Shooting Drill
 - a. Shooters will combat load 3 Federal rounds into the shotgun,
 - b. On commands
 - 1. Shooters will fire 1 round at the 7, 15, and 25 yard line,
 - 2. **Follow Thru/Scan and Assess after each shot,**
 - c. After each round make sure shooters notes pellet spread for comparison. Replace target with fresh one.

III. Range Set #2

I. (a,b,c,d,e,g)

- A. Combat Loading Drill.....5 Rds Bird Shot
 - 1. At the 15 yard line,
 - a. Shooters will have an empty shotgun, action open, safety on.
 - b. On fire command;
 - 1. Shooter will combat load 1 rd into the shotgun,

- 2. Chamber it, and fire the rounds center mass.
- c. After firing,
 - 1. Combat load another round and fire.
- d. Continue the drill for all 5 rounds.
- e. **Follow Thru/Scan and Assess after each shot**

B. Duty/ Deficit Loading Drill.....5 Rds Bird Shot

- 1. At the 7 yard line,
 - a. Shooter will duty load 4 rounds into the shotgun.
 - b. Shooter will face 3 targets: Left- Center- Right
 - c. Instructors will call out a target
 - 1. Shooter will identify the called target
 - 2. Shooters will fire 1 round on that target only,
 - 3. Deficit load 1 round into the shotgun.
 - d. Continue the drill until five rounds have been fired.
 - e. After 5 shots have been done,
 - 1. Instructors will have shooters will unload the shotgun.
 - f. **Follow Thru/Scan and Assess after each shot**
 - g. **This target ID serves as a Shoot-No Shoot drill too.**

C. Round Transition Drill3 Buck Shot /6 Slugs

- 1. At the 25 yard line,
 - a. Shooter will deficit load 3 rounds of Buck Shot into the magazine of the shotgun,
 - b. On command;
 - 1. Shooter will bring the action back on the shotgun and remove the Buck Shot from the ejection port
 - 2. Load 1 slug into the ejection port, chamber the slug and fire the round.
 - 3. Cycle the action (ejecting the spent slug shell and chambering a live Buck Shot round.
 - c. On command;
 - 1. Deficit load a slug into the magazine of the shotgun.
 - 2. Cycle the action, ejecting the live Buck Shot and chambering the slug.
 - 3. Fire the slug, cycle the action, chambering a live Buck Shot
 - d. On command;
 - 1. Cycle the action, ejecting the live Buck Shot, keep the action back.
 - 2. Load 1 slug into the ejection port of the shotgun
 - 3. Chamber it and fire it, the shotgun should be empty.
 - e. Repeat the drill 1 more time

D. Variable Loading Drill.....15 rounds Bird Shot

- 1. Rolling Thunder

- a. This drill will help develop the students ability to work the shotgun quickly under stress and
- b. The class will be broken up into teams of four (4) to five (5) shooters.
- c. The drill will be done one team at a time, with all the teams competing for the fastest time.
- d. From the 7 yard line
- e. Each shooter will need fifteen (15) bird shot
- f. Each team will fire the following course on instructors command (utilizing whichever technique desired to keep loading the shotgun);
 - 1. First string: one (1) round each
 - 2. Second string: two (2) rounds each
 - 3. Third string: three (3) rounds each
 - 4. Forth string: four (4) rounds each
 - 5. Last string: five (5) rounds each

IV. Range set #3

I. (a,b,c,d,e,g)

- A. Shotgun/Handgun Transition.....5 Bird Shot/ 10 pistol rounds
 - 1. At the 7 yard line,
 - a. Shooters will combat load 1 round into the shotgun,
 - b. On command;
 - 1. Shooter will fire 1 round from the shotgun center mass,
 - 2. Transition to handgun and fire 2 rounds at the head of the target.
 - c. Run the drill 5 times
- B. Casualty Drill.....4 Bird Shot/ 4 pistol rounds
 - 1. Instructors will demonstrate the entire drill for the class, then the class will practice the shotgun portion dry fire one time before live fire. Also the class will be divided into 2 relays with the non shooting relay acting as an additional safety relay for the shooting relay.
 - 2. At the 15 yard line,
 - a. Shooter will load 2 rounds into the shotgun with one hand.
 - b. Fire both rounds center mass, operating the action with one hand.
 - c. Sling the shotgun with one hand, then transition to their pistol and fire 2 rounds with the pistol.
 - 3. Class will do 2 live repetitions of this drill.

V. Qualification

- 1. All students must pass the PSP Shotgun Qualification in order to successfully complete the class.

I. (d,f,g)

Elk Grove Police Department PSP Shotgun Course Qualification

The purpose of the shotgun qualification course is to reinforce, improve, and evaluate the officer's skills at handling the shotgun utilizing department approved techniques.

The course will have the officer utilize the Duty, Deficit, and Combat Loading and unloading the shotgun techniques, as well as sling carry position.

12 duty shotgun rounds will be used, 10 will be fired, 75% passing score.

Stage 1

From the 25 yard line:

Shooters will duty load 4 rounds into the shotgun, come to the Three Point sling carry position.

On command:

Shooters will fire 2 rounds on the target.

Set **safety on**.

Stage 2

From the 25 yard line:

Shooters will deficit load 3 rounds.

On command:

Shooters will move to the 15 yard line with the shotgun at the low ready.

At the 15 yard line,

Shooters will fire 2 rounds on the target.

Then set the **safety on**.

Stage 3

From the 15 yard line:

On command:

Shooters will move to the 10 yard line with the shotgun at the ready and on target (tactical walk).

At the 10 yard line,

Shooters will fire 3 rounds on target, shooting the shotgun dry.

Leaving the action open and setting the **safety on**.

Stage 4

From the 10 yard line:

Shooters will combat load 5 rounds into the shotgun.

On command:

Shooters will tactically walk to the 7 yard line.

At the 7 yard line,

Shooters will fire 3 rounds on target then set the **safety on**.

On command, shooters will unload the remaining 2 rounds from the shotgun and render it safe.

End of Course.

Scoring:

Instructors only need to count the missed hits (hits off the silhouette) for scoring purposes.

If 9 pellet 00 buck rounds were used then a total of 90 pellets were fired at the target. 75% passing means no more than 22 hits outside the silhouette.