

**ELK GROVE POLICE DEPARTMENT (1192)
FIREARMS/TACTICAL RIFLE (32075)**

GOALS AND OBJECTIVES

I. Course Goals

- A. The course will provide the student with training in topics regarding use of the semi-automatic rifle for law enforcement operations. The topics will cover basic knowledge in the rifle system, care and maintenance, mechanical function, physical manipulations, and deployment of the rifle in a law enforcement environment.
- B. The course consists of hands – on/ practical skills in weapons tactics, field tactics, and firearms training for sworn law enforcement personnel. Students will also be evaluated in their skills and decision-making ability through the use of dry and live fire range drills, stress courses, and shoot/ no shoot target identification.

II. Course Objectives

- A. Students will:
 - 1. Demonstrate knowledge of their individual Department Use of Force/ Firearms policy, and approved tactics and techniques.
 - 2. Demonstrate a minimum standard of tactical skills proficiency in the handling of the firearm(s) 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. Shoot/ No-Shoot identification.
 - f. Speed, accuracy and effectiveness under stress and movement conditions
 - g. Shot placement: stopping power and penetration.

**POST
Requirement**

I(c,e,j)

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I. Introduction to the Rifle

- A. Department Policy
 - 1. Use of Force
 - a. Legal, Moral, Ethical issues
 - b. Graham v. Conner
 - c. Tenn. v. Garner
 - 2. Discharge of Firearms
 - 3. Use of Patrol Rifles
- B. Nomenclature of the Rifle
 - 1. Mechanical Functions
 - 2. Cycle of Operation
- C. Safety/ Selector Switch Manipulation
 - 1. Department Standard Operating Procedure
- D. Sighting System
 - 1. Adjustments
 - a. Elevation & Windage
 - b. Front Sight Post & Rear Sight Adjustment
 - c. Ghost Ring Apertures
 - 1. 0-2 Aperture
 - a. CQB, Low Light Conditions
 - 2. Precision Aperture
- E. Ballistics 101
 - 1. Internal, External, & Terminal Ballistics
 - 2. Twist Rate & Bullet Grain
 - 3. Velocity & Bullet Drop, Trajectory
- F. Student Hands-on Rifle Learning Activity
 - 1. Assembly & Disassembly
 - 2. Cleaning & Maintenance
 - 3. Function Check

II. Loading

- A. Types of Loading
 - 1. Duty Load/ In-Vehicle Readiness
 - a. Loaded magazine in rifle
 - b. Bolt forward
 - c. Empty chamber
 - 2. Administrative Check
 - a. Brass check
 - b. Tap forward assist

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I(d)

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- hand
- 3. Emergency Reload Learning Activities
 - a. Bolt forward options
 - 1. Hit bolt release button
 - 2. Pull charging handle back
 - 3. Either done with the non-dominant
 - 4. Tactical Reload
 - a. Done when time, distance, and cover can be established
 - b. "Lull" in gunfight
 - c. Safety switch on position
 - d. Magazine exchange/ retention
 - 5. Unload/ Render Safe
 - a. Safety On
 - b. Remove magazine
 - c. Lock bolt to the rear
 - d. Visual/ Physical chamber inspection
- B. Loading Drills
- 1. Range Drills
 - a. Drills for each technique
 - b. Reinforced throughout training course

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Note: Tactical issue of reloading v. transitioning to handgun will be covered in Transitioning block.

III. Marksmanship

- A. Stance & Shouldering the Rifle
 - 1. Shouldering the rifle
 - a. 4 Points of contact
 - 2. Body position, combat stance
 - a. Foot placement
 - b. Face forward
 - c. Lean into rifle
 - d. Set up for movement
- B. Fundamentals
 - 1. Sight alignment
 - 2. Sight picture
 - 3. Trigger control
 - 4. Controlled breathing
 - 5. Sear reset

I(d,e)

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- 6. (Shot) Follow Through
- 7. (Suspect) Follow Through
 - a. Scan & Assess

- C. Zeroing the Rifle
 - 1. 50 yard Zero
 - a. Point of Aim/ Impact Variations
 - 1. 0-50 yards, 3" POA/ POI deviation
 - 2. 50-250 yards, 3" POA/ POI deviation
 - a. Zeroes again at 200 yards

- D. Marksmanship Learning Activities
 - 1. Range Drills
 - a. Zeroing the rifle
 - b. Develop fundamentals
 - c. Point of Aim/ Impact Familiarization
 - d. Drills from 5 yards to 100 yards

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IV. Malfunction Immediate Action Responses

- A. Type I Malfunction
 - 1. Failure to Fire
 - a. Causes

- B. Type II Malfunction
 - 1. Failure to Feed
 - a. Causes

- C. Type I & II Immediate Action Response (IAR)
 - 1. Tap, Pull, Roll, Rack & Go

- D. Type III Malfunction
 - 1. Failure to Extract or Double Feed
 - a. Causes

- E. Type III Immediate Action Response (IAR)
 - 1. Lock, Stripe, Clear & Rack, Load & Go

- F. Malfunction Drill Learning Activities
 - 1. Range Drills
 - a. Shooting drills for each technique
 - b. IAR's reinforced throughout training
 - 1. Use of dummy rounds will be

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continually placed inside magazines throughout the training course.

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V. Shooting Positions

- A. Ready Positions (Rifle Carry Positions)
 - 1. Depressed Muzzle
 - 2. Low Ready
 - 3. Combat Ready
 - 4. CQB Ready
 - 5. High Ready
 - 6. Ready (On Target)

- B. Kneeling
 - 1. More stable shooting platform
 - 2. Reduced exposure
 - 3. Better exit trajectory
 - 4. (3) Types shown
 - a. Braced (Supported)
 - 1. 4 points of contact
 - b. Speed
 - c. Double
 - 1. 3 points of contact

- C. Prone
 - 1. Military prone
 - a. Most stable platform
 - b. Body positioning
 - c. Controlled breathing

- D. Shooting Position Learning Activities
 - 1. Range Drills
 - a. Shooting drills for each technique
 - b. Reinforced through training course
 - c. Shooting drills for each technique at various distances

I(a,b,g)

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VI. Transitioning

- A. Sling Carry Positions
 - 1. 3 Point Sling (Tactical Carry)
 - 2. Rhodesian (African Carry)
 - 3. American Carry
 - 4. Cross Shoulder Carry

- B. No Slings
 - 1. Tuck under arm
 - 2. Cross the chest
 - 3. Cross the hip

- C. Rifle to Handgun
 - 1. Rifle runs dry
 - 2. Rifle malfunctions
 - 3. Tactical advantage

- D. Back to Rifle
 - 1. When safe to do so

- E. Transition Learning Activities
 - 1. Range Drills
 - a. Shooting drills for each technique
 - b. Various shooting platforms

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VII. Stationary Turns

- A. Turns
 - 1. Start in depressed muzzle position
 - 2. First turn head and face in direction turning
 - 3. Muzzle stays depressed until facing target
 - 4. Stationary turn from;
 - a. Left
 - b. Right
 - c. About
 - 1. Going right
 - 2. Going left

- B. Stationary Turn Learning activities
 - 1. Range drills
 - a. Dry drills
 - b. Live fire drills
 - c. For each technique

I(a,b,g)

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VIII. Weak Side Shooting

- A. Shooting platform
 - 1. Mirror image of strong side platform
 - 2. Body transition
 - 3. All shooting positions
 - 4. Sling adjustment
 - a. 3 Point Sling

- B. Weapon Manipulation Issues
 - 1. Reloading & Malfunction IAR's
 - a. Same steps just opposite hands
 - b. Minor modification in body mechanics due to opposite side
 - c. Or transition to strong side
 - 1. Make weapon operational
 - 2. Then back to weak side

- C. Purpose
 - 1. Importance in your ability to handle weapons beyond strong side platform and to be flexible and adaptive to the environment of the time.
 - a. Barricades
 - 1. Vehicle
 - 2. Structure
 - b. Other
 - 1. Body Bunker Shield use
 - 2. Movement
 - 3. Active shooter formations
 - 4. Officer rescue

- D. Weak Side Shooting Learning Activities
 - 1. Range Drills
 - a. Transition from strong side to weak side
 - b. Various shooting positions
 - c. Multi-Tasking
 - 1. Reloads, malfunctions, and weapon transitions incorporated during range drills

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I(a,b,g)

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IX. Movement

- A. Safety/ Selector switch manipulation protocol
 - 1. Proper use of the switch during movement
- B. Forward/ Backward Movement
 - 1. Tactical walk (Duck walk/ Groucho walk)
 - a. Feet/ body facing direction of movement
 - b. Body mechanics
 - c. Sacrifice of speed for shooting on the move platform
- C. Lateral Movement
 - 1. Tactical walk
 - 2. Side Step
 - a. Don't cross the feet
 - b. Start with lead leg
- D. Diagonal (Oblique) Movement
 - 1. Left to Right
 - 2. Right to Left
- E. Movement Learning Activities
 - 1. Range Drills
 - a. Movement in all directions
 - b. Multi-Tasking
 - 1. Reloads, malfunctions, and weapon transitions incorporated during range drills

POST
Requirement

I(a,b,g)

I(c,e)

X. Shooting from the Barricade

- A. Use of Barricade
 - 1. Don't crowd the barricade
 - 2. Minimizes exposure
 - 3. Slicing the pie technique
 - 4. Lean out technique
- B. Barricade Shooting Learning Activities
 - 1. Strong side and weak side
 - a. Standing, kneeling, and prone
 - b. Multi-Tasking
 - 1. Reloads, malfunctions, and weapon transitions incorporated during range drills

I(a,b,g)

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XI. Peel (Leap Frog) Drills

- A. Purpose
 - 1. Multiple officer drills designed to reinforce;
 - a. Weapons handling skills
 - 1. Marksmanship fundamentals
 - 2. Reloading
 - 3. Malfunction IAR's
 - 4. Transitioning
 - b. Muzzle awareness
 - c. Safety/ Selector switch manipulation
 - d. Team communication
 - e. No Shoot targets will be mixed in with Shoot targets

- B. Range Activities (See Drill Diagram)
 - 1. Two officer lateral Peel
 - a. Dry fire then live fire
 - b. Left to right
 - c. Right to left
 - 2. Team lateral Peel
 - a. Dry fire then live fire
 - b. Left to right
 - c. Right to left
 - 3. Team Overwatch Peel
 - a. Dry fire then live fire
 - b. 7-yard line to 50-yard line
 - 1. Overwatch at 15, 25, & 50-yard line
 - 2. Zig – zag pattern

POST
Requirement

I(a,b,g)

XII. Vehicle Drills

- A. Purpose
 - 1. Training involving the use of a police patrol vehicle
 - a. Deployment of the rifle from the vehicle
 - 1. From the trunk and the electric-lock
 - 2. Shooting from the vehicle
 - a. Vehicle used as a barricade

- B. Range Drills (See Diagram)
 - 1. Shooting from the door well
 - a. Drivers side and passenger side
 - 2. Use of the vehicle as a barricade
 - a. Front area

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- 1. Kneeling and prone
- b. Back area
 - 1. Kneeling and prone
- c. Pros and cons
 - 1. Muzzle awareness issues
 - 2. Danger of skipped rounds
 - 3. Areas of the vehicle that offer concealment v. cover

POST
Requirement

XIII. Combat Drill

- A. Purpose
 - 1. Two officer drill designed to reinforce;
 - a. Weapons handling skills
 - 1. Marksmanship
 - 2. Reloading
 - 3. Malfunction IAR's
 - 4. Transitions
 - 5. Shooting on the move
 - 6. All shooting platforms
 - b. Muzzle awareness
 - c. Safety/ Selector switch manipulation
 - d. Team communication
 - e. Two officer deployment from the vehicle
 - f. Barricaded shooting
- B. Range Drill (See Diagram)
 - 1. Instructor/ Student ratio, 1:1
 - 2. Students only move from one drill location to the
 - a. Together, as a team
 - b. After both firearms instructors give the OK to move signal

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next;

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COMBAT DRILL

I. Overview

- A. The drill will run 2 shooters at a time.
- B. The instructor/ student ratio will be 1:1
- C. Shooters will move from one stage to the next only;
 - 1. On the instructor's commands
 - 2. Together as a team
 - 3. After the Safety Lever has been placed in the "ON" position
- D. Each Shooter will have
 - 1. One 30 round rifle magazine, fully loaded
Or
Two 20 round rifle magazines, fully loaded
 - 2. Fully loaded pistol and 2 fully loaded spare pistol magazines
 - 3. If the Shooter runs out of rifle ammunition at any time during the course they will have to transition to the pistol and finish the course with their pistol.

II. Course

- A. STAGE 1 50 YARD LINE
 - 1. Shooters will start in a police car staged at the entrance to the range bay
 - 2. On the instructor's command;
 - a. The shooters will drive up to the metal picnic benches
 - b. Exit the vehicle and deploy the rifle
 - 1. From the electric lock &/or the trunk
 - c. Come to a prone position on the metal picnic bench
 - 1. A bench for each shooter
 - 2. Shooters will engage on their own once in their FFP
 - 3. Knock down their individual set of the bowling pins
 - d. After each shooter has knocked down their bowling pins
 - 1. They'll place their rifle on "Safe"
 - 2. Give the "Clear" command
 - 3. Instructors will ensure shooter safe the rifle and are prepared to move to Stage 2
 - 4. Instructors will give each other the "All Clear" signal
 - 5. Instruct the shooters to move to Stage 2

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B. STAGE 2 25 YARD LINE

1. From the metal picnic benches, on the instructor's command
 - a. Shooters will communicate team movement to the wooden wall barricade
 - b. Once at their own barricade
2. Each shooter will have their own set of two paper targets down range

(Shooters will engage their targets all the way through the entire drill at their own pace)

- a. Shooters will engage their paper targets
 1. 2 rounds strongside standing
 2. 2 rounds strongside kneeling
 3. 2 rounds strongside prone
 - a. Safe the rifle
 4. Return to the standing
- b. Transition to weakside barricade
 1. 2 rounds weakside standing
 2. 2 rounds weakside kneeling
 3. 2 rounds weakside prone
 - a. Safe the rifle
 4. Return to the standing
 5. Transition back to strongside carry
 6. Shooter will give the "Clear" command
3. Instructors will ensure shooter safe the rifle and are prepared to move to Stage 3
4. Instructors will give each other the "All Clear" signal
5. Instruct the shooters to move to Stage 3

C. STAGE 3 15 YARD LINE

1. From the wooden wall barricade, on the instructor's command
 - a. Shooters will communicate team movement to the 15-yard line
 - b. Shooters will run to the 15-yard line
 1. While enroute, they will climb over a wooden saw horse
 - c. Once each shooter reaches the 15-yard line

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1. They will stage up on the 15-yard firing line in preparation for shooting on the move.
 - d. On instructor's command
 1. Shooters will move toward the 7-yard line together in a tactical walking manner
 2. While on the move, the instructors will give "fire" commands
 - a. Shooters will fire 2 rounds on their own set of paper targets on each instructor "Fire" command
 3. Shooters will manipulate the safety switch between each fire command, ensuring the rifle is safe before and after each engagement
 4. Once at the 7-yard line
 - a. Shooters will stop and give the "Clear" command
 2. Instructors will ensure shooters safe the rifle and are prepared for Stage 4
- D. STAGE 4 7 YARD LINE
1. From the 7-yard line, on the instructor's command
 - a. Shooters will engage the two paper targets in front of them with a Mozambique Drill to each target
 - b. Shooters will give the "Clear" command and safe the rifle
 2. Instructors will have the shooters clear and render safe the rifles

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XIV. Qualification

- A. Qualification Course and Assessment
 - 1. Must successfully pass in order to complete course and earn certificate
 - 2. 30 rounds total
 - 3. EGPD Qualification target, all hits within approved accuracy ring to pass
 - 4. Timed stages

Qualification/Assessment Course

30 Rounds Total, Elk Grove PD Qualification Target

Stage 1

From the 50-yard line in the standing position
On the Instructors command
Shooters will fire 3 rounds prone then 3 rounds kneeling
In 35 seconds

Stage 2

Starting from the 50-yard line
On the Instructors command
Shooters will run to the 25-yard line
Fire 3 rounds kneeling then 3 rounds standing
In 35 seconds

Stage 3

Starting from the 25-yard line
On the Instructors command
Shooters will run to the 15-yard line
Fire 3 rounds kneeling
In 15 seconds - (Shooters will remain in the kneeling position)
On the Instructors command
Fire 3 rounds kneeling
In 6 seconds

Stage 4

Starting from the 15-yard line
On the Instructors command
Shooters will run to the 10-yard line
Fire 3 rounds strong side standing, transition and fire 3 rounds weak side standing
In 15 seconds

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Requirement

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Stage 5

Starting from the 10-yard line

On the Instructors command

Shooters will run to the 7-yard line

Fire a Mozambique

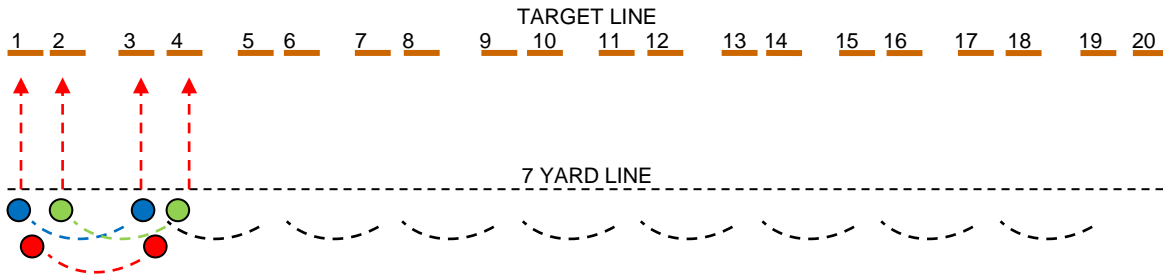
In 6 seconds

(Repeat 1 more time from the Low Ready at the 7-yard line)

END OF COURSE

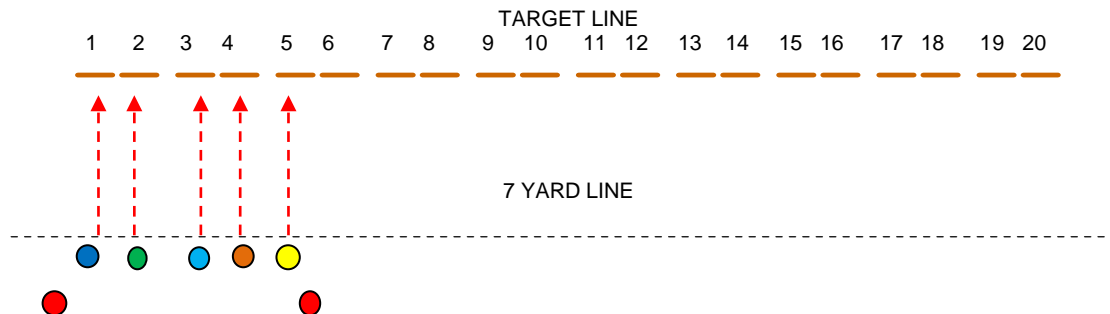
**RANGE DIAGRAM
PEEL (LEAP FROG) DRILLS**

TWO OFFICER DRILL



<p>LEGEND:</p> <ul style="list-style-type: none"> Paper target Firearms instructor Shooter #1 Shooter #2 Shooting direction Leap frog movement 	<p>COURSE:</p> <ol style="list-style-type: none"> 1. Shooters #1 & #2 engage targets #1 & #2 (respectively). 2. Shooter #1 will bring the rifle to Depressed Muzzle Carry/ Safety On and moves to target #3 by going behind Shooter #2. Shooter #1 communicates this movement to Shooter #2 by tapping him on the shoulder and shouting out the moving command. 3. Once Shooter #1 is in position facing target #3, Shooter #1 will engage it. 4. Once Shooter #1 engages target #3, Shooter #2 will bring the rifle to Depressed Muzzle Carry/ Safety On and moves to target #4 by going behind Shooter #1. 5. Once Shooter #2 is in position facing target #4, Shooter #2 will engage it. 6. Course will repeat above steps moving across the firing line. 7. The firearms instructor will leap frog with the shooters.
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5 OFFICER TEAM DRILL

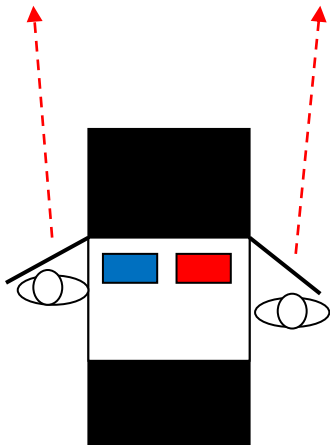


<p>LEGEND:</p> <ul style="list-style-type: none"> Paper Target Shooter #1 Shooter #2 Shooter #3 	<p>COURSE:</p> <ol style="list-style-type: none"> 1. Team Peel Drill is operated the same as the 2 Officer Peel Drill 2. Each Shooter moves to the end of the firing line in the same manner and engages the new target. 3. All the same safety procedures apply 4. This drill will employ 2 firearms instructors, one at each end of the line
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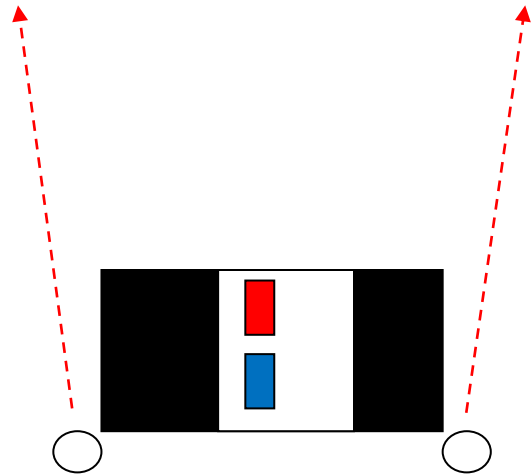
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**RANGE DIAGRAM
VEHICLE DRILLS**

VEHICLE DOORWAYS



VEHICLE BUMPER AREAS

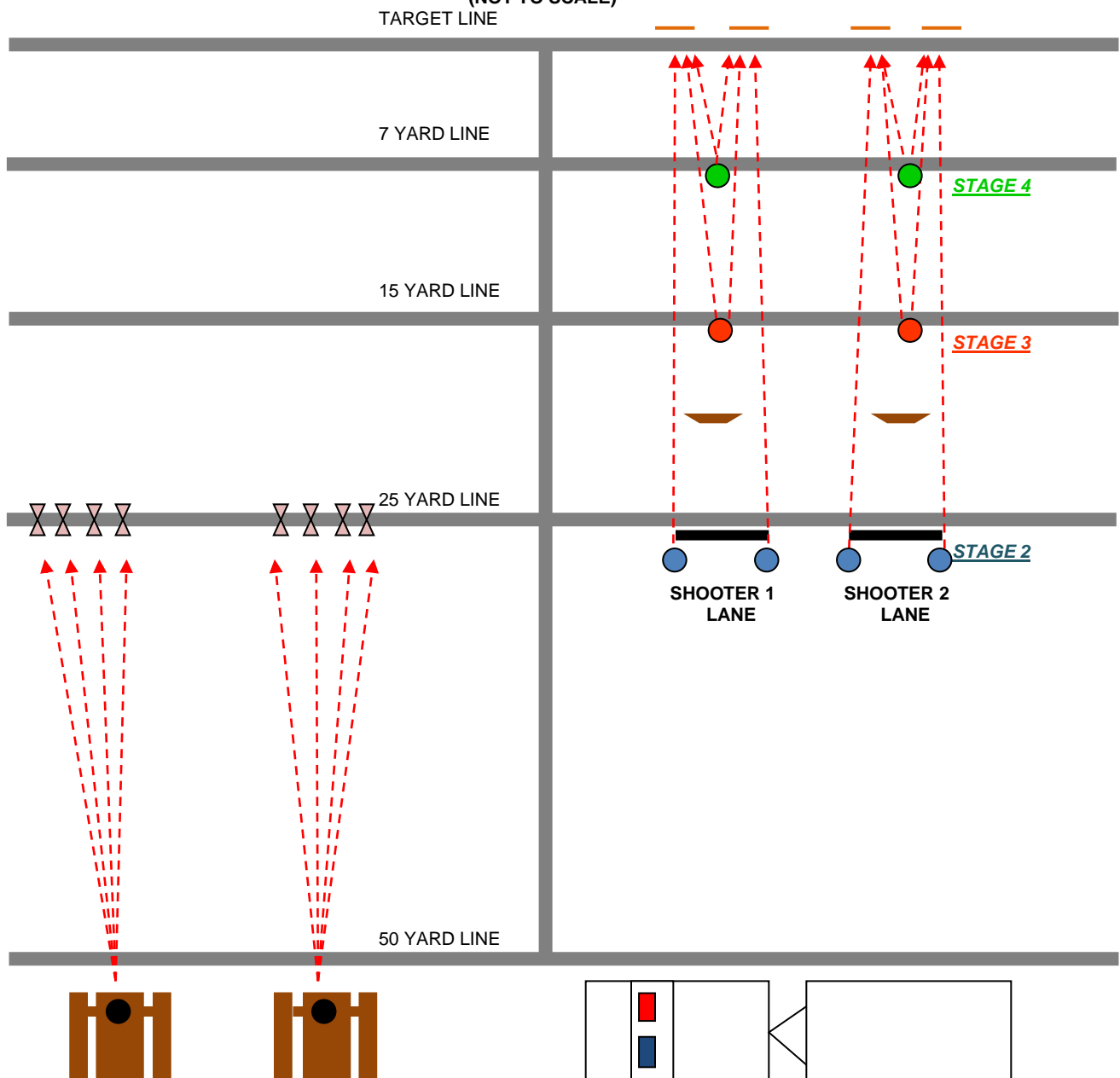


COURSE:

1. The above diagrams only illustrate the locations around the vehicle from where students will be shooting from.
The diagram on the left illustrates shooting positions from the vehicle door wells.
The diagrams on the right illustrates shooter locations at the front and rear of the vehicle.
2. Each drill will be run with 2 firearms instructors.
3. Student will receive a demonstration from the instructors prior to doing the drill themselves.
4. Students will practice the drill dry fire before live fire.
5. Each student will have their own set of targets to engage. With the direction of fire angled away from the center line, to ensure there is no cross fire across the vehicles.

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RANGE DIAGRAM
COMBAT DRILL
(NOT TO SCALE)



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STAGE 1

CVE Truck & Range Trailer



**RANGE DIAGRAM
COMBAT DRILL**

LEGEND:



METAL PICNIC BENCH



WOODEN WALL BARRICADE



WOODEN SAW HORSE



PAPER TARGET



BOWLING PIN



SHOOTERS #1 & #2 at STAGE 1



SHOOTERS #1 & #2 at STAGE 2



SHOOTERS #1 & #2 at STAGE 3



SHOOTERS #1 & #2 at STAGE 4



LINE OF FIRE

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