

PISTOL INSTRUCTOR



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2000

PISTOL INSTRUCTOR COURSE SCHEDULE

DAY ONE

- * Administration and Introduction
- * Responsibilities of the Firearms Instructor
- * Methods of Instruction
- * Lesson Plan Preparation
- * Safety & Nomenclature
- * Accessories
- * Breakdown & Assembly
- * Function
- * Drawing From the Holster
- * Fundamentals of Shooting
- * Holster Selection
- * Ready Position
- * Loading/Unloading/Reloading
- * Stoppages & Clearing Stoppages

DAY TWO

- * Safety Briefing
- * Student Presentations (Classroom)
- * Range Management
- * Basic Shooting Concepts
- * Lesson Plan Preparation

DAY THREE

- * Safety Briefing
- * Student Presentations on Basic Shooting (Range)
- * Tactical Shooting Concepts
- * Lesson Plan Preparation

DAY FOUR

- * Student Presentations (Range)
- * Low light Techniques
- * Concealed Carry Firing
- * Standards Drills
- * Program Development and Design

DAY FIVE

- * Written Exam
- * Range Exercises
- * Review and Critique
- * Graduation

PISTOL INSTRUCTOR COURSE

Description: Through lecture, demonstrations, class discussion and live fire range exercises, the student will be able to demonstrate their knowledge and ability to safely instruct the handling, loading, unloading and how to accurately fire the Semi-automatic pistol.

Objectives: The student will be able to:

1. Accurately identify/know/describe and instruct the following: weapon nomenclature, functioning, sight adjustment, safe handling and accessories.
2. Instruct how to accurately fire at a single and multiple targets from stationary and moving positions.
3. Instruct on basic fundamentals including stance, grip, clearing, loading, unloading, sight alignment, trigger control procedures.

References: Heckler & Koch Operators Manual for USP Pistols
Heckler & Koch Armorer's Course
Study Book for the USP Transition Course

Training Aids: USP Operators Manual
USP View, Both Sides
Accessories for the USP

Each Student Will Have:

	1	- Semi-Automatic Pistol
	1	- Holster, 2 mag pouches and duty belt
	3	- Magazines
	300	- Rounds of Ammunition
	1	- Cleaning Kit
	1	- Flashlight with on/off switch

Total Time: 40
Hours



PISTOL INSTRUCTOR



METHODS OF INSTRUCTION

NOTES

Explanation

- 1. Lecture
- 2. Reading
- 3. Class Discussion

Demonstrations

- 1. By The Numbers
- 2. Slow for Form
- 3. Full Speed

Imitation

- 1. By the Numbers
- 2. Slow for Form
- 3. Full Speed

Practice

- 1. Repetition
- 2. Dry Fire
- 3. Live Fire



PISTOL INSTRUCTOR



TITLE _____

DESCRIPTION:

OBJECTIVES:

REFERENCES:

TRAINING AIDS:

TOTAL TIME:

DEVELOPING A COURSE OF FIRE

It is important to control and develop live fire courses or drills. The course of fire should have a **specific objective**. For example, the three inch dot drill will allow the instructors to evaluate students performance of sighted firing principles - Maintaining sight alignment throughout the trigger pull.

Range commands are very important and should be loud enough that the whole world can hear. Use a preparatory command to alert other instructors and the students to an upcoming action.

Safety on the range is paramount, where we as instructors make our money is by observing the students actions, body, and hands. This is where we can see the mistakes they are making as they occur. We can always look at the target later. The other thing that watching the firers does for us is to see potential safety problems e.g. Fingers on triggers, not decocking etc. The key to a safe course of fire is: **Plan it correctly, Construct it correctly, and Control it correctly.**

When establishing tactical courses of fire, the support requirements increase. For example, Patrol cars for the officers to emerge from, barricades to simulate cover, and moving target systems. However, the lack of equipment or target systems does not prevent you from developing viable courses of fire. Your only limitation is your imagination and ingenuity.

COURSE OF FIRE/DRILL DEVELOPMENT SHEET

Name of developer _____

Date _____

Objectives _____

Drill Summary _____

of Rounds _____

of targets and Configuration _____

Stress/Time Requirements _____

Support Requirements _____



Range Commands

Additional Instructions

INTRODUCTION

As the instructor you should introduce yourself to the class and give them an overview of your background and qualifications in order to establish your credibility to teach the particular class.

It is not necessary to give a play by play account of your entire career. On the other hand do not finger drill your self introduction by giving a five **second "here I am"** intro.

Remember, you do not have to be the worlds leading authority on a particular topic, just let the students know that they are dealing with an experienced police officer as well as an experienced instructor.

During the H&K instructor course you are required to give a good in-depth self introduction at the beginning of your first presentation. During each subsequent class during the week it is only required to introduce yourself by name and agency.

After the self introductions, go over a brief summary of what you are going to inform the students about. Present it in an enthusiastic manner with good solid reasons why this particular topic is of importance. Real life examples to bring the point home, work well.

Then present the topic of instruction and when completed, summarize again what you just covered and ask questions to evaluate their comprehension of the material covered.

TRAINING SAFETY RULES

A. Rendering the Weapon Safe

1. Always Point Weapon in a Safe Direction - MUZZLE AWARENESS
2. SAFETY ON (S/white) If Applicable
3. Magazine Removed
4. Bolt, Slide, or Cocking Lever Locked to the Rear
5. Visually and Physically Inspect the Chamber

B. FIREARMS SAFETY/MAIN SAFETY RULES

1. Treat Every Firearm as if it Were Loaded
2. Never Point a Firearm at Anything or Anybody that You Do Not Intend to Shoot, or in a Direction Where an Unintentional Discharge May Do Harm.
3. Never Place Your Finger into the Trigger Guard until Ready to Fire
4. Be Sure of Your Target, Backstop, and Beyond

C. GENERAL TRAINING SAFETY RULES

1. Wrap Around Eye Protection is MANDATORY
2. Ear Protection is MANDATORY
3. Hats (Baseball Style) is MANDATORY
4. Long Sleeve Shirt is Recommended
5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor. Additionally, Anyone May Stop an Exercise if They See a Safety Problem
6. Report Any and All Injuries Immediately to an Instructor - Don't Suffer in Silence
7. It is Each Participants Responsibility to Cover All Open Wounds and Cuts Before Class Begins. If this Type of Injury Occurs During the Training Session, the Participant Will Immediately Notify an Instructor, Attend to the Injury; and Cover with First Aid Materials Available which Consists of Band-Aids, Gauze Pads & Tape, Alcohol and/or Disinfectant Wipes. Treat All Blood and Body Fluids with the Utmost Caution. Gloves Will be Used if there is any Possibility of Coming into Contact with Blood or Body Fluids
8. AT NO TIME is any Participant Allowed to Leave the Training Area without the Permission of the Primary Instructor.
9. Remember to Work at Your Own Pace - Don't Over Exert Yourself
10. Realistic Training is Important, However Safety Comes First!
11. Do not Enter Any Unauthorized Areas

D. SIMULATIONS/SIMUNITIONS

1. Mouth guards Will be Used, as Needed, for Simulation Training
2. No Live Ammunition Will be Loaded or Carried During Simulation Training Exercises (Double Checked by Participants & Instructors)
3. When Using Blank or Marking Cartridges, or Distraction Devices, You may Only Use Those that are Issued and You Must Double Check Them to Insure they are Intact.
4. Issued Protective Gear e.g. Face shields, Padding, etc. Must be worn properly and at all times during Simulation/Simunition training until directed otherwise by the Instructor.
5. When using Simunition rounds, **No Intentional** Groin or head shots will be allowed and shots within two feet of a role player are not allowed.
6. Students will **immediately** cease activities when a sharp sustained blast of a whistle, and/or an instructor yelling “stop” is announced.
7. Students will immediately cease actions upon a role player announcing “Stop” “Out of Role”!

E. SHOOTING HOUSE SAFETY RULES

1. Authorized Firearms Instructors Must be Present During Use
2. **BODY ARMOR** Must be Worn by Everyone who Enters the House
3. Prior to Live Fire Exercises, **Rooms Will be Checked** to Insure that No Personnel are Present
4. Firearms Instructors Will Insure Targets are Placed so that when Engaged, Rounds will Not Exit the House
5. Pistol Caliber Ammunition Shall Only be Used (Approved List)
6. No Steel Targets Allowed
7. Instructors Must Review All Targets and Angles of Deflection Before Beginning Live Fire
8. All Damage Must be Repaired, Replaced and Reported
9. During Multiple Use, Doors Must be Double Locked
10. Rotating Light Must be On During Use
11. Fire Extinguishers Must be Present During Use
12. Building Must be Checked for Damage and Fires, then Secured After Use

F. FIREARMS SHALL NOT BE HANDLED BY PERSONS WITH A BLOOD ALCOHOL CONTENT IN EXCESS OF .00% BY WEIGHT OR UNDER THE INFLUENCE OF DRUGS OR MEDICATION THAT WOULD IMPAIR THEIR MOTOR SKILLS, JUDGEMENT OR BALANCE.

NOMENCLATURE

- 1. HAMMER
- 2. CONTROL LEVER/SAFETY/DECOCKER

- 16. SLIDE
- 17. FRAME
- 18. UNIVERSAL MOUNTING
- 19. GROOVES

3.

19. FINISH

REFERENC
E LINE

NOTES

4. REAR SIGHT

5. EJECTION PORT

6. CALIBER DESIGNATION

7. FRONT SIGHT

8. SERIAL NUMBER

9. SLIDE RELEASE

10. TRIGGER GUARD

11. TRIGGER

AMBIDEXTROUS MAGAZINE

13.

FING
ER
RECE
SSES

14. FRAME EXTENSION

15. LANYARD LOOP

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ACCESSORIES

1. Laser

2. Grips

3. Night Sights

4. Extended Magazines

5. Cleaning Kits

6. Light Mounts

7. Scope Mounts

NOTES

BREAKDOWN & ASSEMBLY

1. Slide

2. Barrel

3. Frame

4. Magazine

5. Function Check

NOTES

FUNCTION

There are three commonly accepted operating principles used to operate an auto loading firearm. They all utilize the kinetic energy released as the round is fired. The powder in a modern cartridge is converted in a half dozen milliseconds from a dry powder to expanding gases 900 to 1,000 times the volume of the powder. Additionally the pressure of this expanding gas can average 38,000 psi with a peak of over 43,000 psi in a 9mm x 19 cartridge.

This firing causes many things to happen. First, as the gases expand the bullet moves from the case into the barrel and the force required to move the bullet causes an exact force to be exerted in the opposite direction. This will become recoil energy and is the power behind two of the operating principles. Second, the gases behind the bullet are continuing to expand. They push the bullet down the bore imparting spin to the bullet by the inscription of the bullet on the lands and grooves of the bore. These grooves are in the shape of a spiral, which makes the bullet turn as it travels down the barrel. It can achieve a rate of spin of almost 80,000 rpm in a 9mm. The expanding gases if vented and applied to pistons or rods can be made to power the mechanism of the auto loader. The M-1, M-14, M-16, Remington 1100, M-60 machine gun, and Desert Eagle are just a few of the gas operated weapons used.

One of the features of the **GAS** operated gun is that the barrel is stationary and that the gas is vented from the barrel forward of the mid point of the barrel. This creates a delay, which enables the bullet to leave the muzzle and the pressure to drop to a safe level prior to the action opening. In the **RECOIL** operated system the barrel and breech, barrel and bolt, barrel and slide remain closed while the mechanism is in recoil until the bullet leaves the bore and the pressure drops to a safe level. This is done through timing, but the barrel in a recoil system moves. Examples are numerous as all Browning design pistols are recoil operated. The Browning Hi-Power, M1911A1, Beretta, Smith autos, Glock, Sig and many more to include our own USP. Another method of utilizing the recoil energy is called **BLOWBACK** and broken into two types, the **simple** and the **delayed**. The simple blowback system uses the mass of the bolt to cause the delay necessary for the bullet to leave the muzzle. Uzis, Sterling, Sten, M3 Grease gun, Mac 10, and most small .22 semi pistols are simple blowback. Delayed blowback however, instead of using the mass of the bolt, incorporates a mechanical disadvantage, which must be overcome to unlock the bolt and open the action. In the case of the HK MP5 the disadvantage is caused by the rollers. This style of bolt system enables the bolt to be light. If the G3 used the simple blowback, the bolt would weight 36 lbs.

CYCLE OF FUNCTIONING

A re-occurring sequence of mechanical events, which take place in the operation of an auto loading firearm.

1. FEEDING - Removing a round from the magazine.

As the slide moves forward under the pressure of the expanding recoil spring, the feeding pawl on the slide rides between the lips of the magazine stripping a round out of the magazine and feeding it into the chamber.

2. CHAMBERING - Placing the round into the chamber and seating it fully.

The slide pushes the round forward into the chamber until the mouth of the cartridge comes to rest on the end of the chamber. As the round is in the final stages of chambering the round is held by the extractor so chambering is complete by the time the barrel starts to move when the slide comes in contact with the barrel hood and starts pushing the barrel forward with the slide.

3. LOCKING - Closing and locking of the breech mechanism prior to the shot.

The slide, being pushed by the recoil spring, continues to apply pressure to the barrel which cams up on the slide release axle and the barrel breech lifts and locks into the ejection port.

4. FIRING - Ignition of the propellant powder.

The trigger is pulled and the trigger bar moves forward pulling forward on the bottom of the catch which pivots on the sear axle and lifts the firing pin block in the slide. It also contacts the roll pin on the sear and pulls the sear out of the hammer hook releasing the hammer. The hammer falls and hits the firing pin which hits the primer. The primer detonates, igniting the propellant powder and firing has occurred.

- 5. UNLOCKING** - Removal of any blocking mechanism from the breech so the breech can open.

The resultant force of the cartridge firing creates an impact on the face of the slide and the barrel recoils to the rear with the slide. As the slide moves the first few millimeters the angled locking lugs on the bottom of the barrel contact the angular surface of the recoil spring guide. The resulting impact cause the barrel to be pulled out of battery with the slide and compresses the buffer spring for the first time.

- 6. EXTRACTING** - removal of the fired cartridge case, or a round from the chamber.

As the bullet is leaving the barrel the slide and barrel are unlocking and the slide continues rearward without the barrel, but the extractor does take the empty case with it.

- 7. EJECTING** - Expulsion of the round or fired case from the gun.

The extractor holds the empty case to the face of the slide as it travels to the rear. The extractor creates a pivot and the ejector provides a contact point as the slide rakes the case over the ejector, knocking it out of the ejection port.

- 8. COCKING** - Resetting of the trigger mechanism to enable subsequent shots to be fired. **NOTE:** cocking is **NOT** complete at this time!!

In the first few millimeters of movement the slide rides over the disconnecter and presses it down. This disengages the trigger bar from the hammer and catch. The slide also starts cocking the hammer back. The slide ends its rearward travel with the front inside of the slide impacting the recoil spring guide causing the buffer spring to be compressed again. The slide travels forward through feeding, chambering, locking, and comes to rest before the shooter can release his finger from the trigger. The disconnecter also resets in its slot and the trigger bar pops upward due to the spring and plunger under it. As the shooter releases his finger the trigger bar is allowed to move forward and at the proper time reengages its access notch in the hammer. The pistol is now ready to fire again.

HOLSTERS

SELECTION

1. Should Cover Trigger

2. Should Hold Pistol Secure

3. Nylon vs. Leather vs. Laminate

4. Placement

a. Holster

b. Magazine Pouches

USES

1. Duty

2. Special ops (Swat, Military, Etc.)

3. Concealed

THE PISTOL MUST BE DECOCKED OR ON SAFE BEFORE HOLSTERING

NOTES

**DRAWING
THE PISTOL**

1. GRIP

Get a firm grip on the firearm while it is the holster. Keep the trigger finger indexed along the frame of the gun and activate the security device.

2. DRAW

Bring the gun up high out of the holster while keeping the elbow in towards the body. As the muzzle clears the front portion of the holster, start rotating the muzzle by dropping the elbow so the gun begins to point towards the threat.

3. READY

The support hand should be coming over to meet the gun as the gun continues straight towards the threat. When the support hand meets the gun, achieve a good two handed grip on the firearm.

4. SIGHTING

As the arms are extending you can begin to find the front sight with your eyes. As the limit of the arm extension is occurring, the shooter can complete proper sight alignment.

5. FIRE IF NECESSARY

Proper trigger control is then performed.

* Remember, the five point draw process may not always be performed in it's entirety. The draw can stop at any point in the process as determined by the shooter to meet a given situation.

**FINGER MUST BE OFF TRIGGER
UNTIL READY TO FIRE**

NOTES

REHOLSTER

1. Follow through after firing.
Follow through to prepare yourself to continue applying force in the event that the threat is still present

2. Scan and Breathe bringing the pistol to a ready position.
*If the threat is under control the shooter should then **Scan** the threat area for additional threats "Where there is one crook there is two". The shooter should also **Breathe** to allow the shooter to get oxygen flowing throughout the body again and to help defeat a common occurrence called Tunnel Vision*

3. Decock/or apply Safety if applicable.
When you decide to reholster the pistol, first de-cock and/or apply the safety. Whichever is applicable.

4. Thumb on back of the slide, Index finger moving security strap.
*Then, while maintaining observation of the threat and threat areas, your firing hand **thumb** should be placed on back of the slide to prevent the pistol from coming out of battery when holstering. The Index finger can be used to move obstructing straps.*

5. Secure pistol and activate the security device while maintaining observation of the threat and threat area.

NOTES



FUNDAMENTALS OF SHOOTING

PRIMARY OBJECTIVES

When considering or performing fundamentals, two major objectives should be achieved to their fullest potential within each aspect of the fundamentals. The primary objectives, if achieved to a given degree, will affect the shooter's ability to hit quickly and accurately with the goal of doing so under the stressful conditions of a firing engagement.

1. CONTROL MOTION

Barring luck, movement in the firearm as the round is fired will adversely affect the strike of the round. Whether the shooter anticipates the shot and allows a pre-ignition push, or simply does not stabilize the gun fully upon presentation, motion will affect the strike of the round. Recoil is motion as well. What must be understood is that motion in the gun must be controlled as much as possible, just long enough to pull the trigger, in order for the round to impact the intended point.

2. CONSISTENCY

*When training, shooters must realize the requirement of developing psycho-motor skills with the fundamentals, gained through repetitive, **correct**, practice. This allows the shooter to perform them each and every time he/she fires regardless of the conditions one is operating under.*

A. STANCE

Feet comfortable distance apart. Knees slightly bent. Hips and shoulders square to the threat. Shoulders rolled forward slightly and a slight curve forward of the upper body for balance and to dissipate recoil. Head stays steady. This is a fighting stance. It achieves to the fullest degree the reduction of motion and in a variety of situations allows the shooter to stay (consistent) in the platform.

NOTES

B. GRIP

The webbing between the thumb and forefinger of the firing hand is placed high under the tang of the firearm. Fingers of the shooting hand are wrapped around the grip and the thumb is as high as possible without being placed on the slide. The palm of the support hand is placed touching the exposed portion of the grip on the support side of the gun. The four fingers are wrapped around the fingers of the firing hand firmly under the trigger guard. The thumb of the support hand is stacked underneath the thumb of the firing hand.

C. SIGHTING

The sights must stay aligned throughout the trigger pull and afterwards. The shooter must look through the rear sight, like looking through a window, and focus the eyes fully on the front sight to maintain alignment. While maintaining proper sight alignment, the shooter then places the top edge of the front sight post on the intended point of impact (Sight Picture).

D. Trigger Control

Trigger control is the firm, constant, even pressure placed on the trigger along the axis of the trigger. Firm, even, constant pressure is key. What is not fully understood is that proper sight alignment and proper trigger control must be performed together.

E. FOLLOW THROUGH

Follow through is simply bringing the gun back on target immediately after recoil. This not only aids in reducing the motion of the gun when firing but it also prepares an officer to continuously apply force if needed.

F. SCAN & BREATHE

Once the shooter performs Follow through and he decides that another shot isn't necessary, the shooter should then scan and breathe. This is nothing more than lowering the muzzle of the firearm to a cover or ready position, looking left and right across the threat area to look for additional suspects and breathing to get oxygen flowing back through his system.

NOTES

READY POSITION

GENERIC READY POSITION

- 1. The point in the draw process at which both hands grip the firearm.**

- 2. Muzzle is kept towards the threat area. (take into consideration the required manipulation of the gun to maintain laser rule)**

- 3. Elbows bent and pulled in**

OPERATIONAL THREAT READY

- 1. Always dependent on Threat/area**

- 2. Always ready to fire immediately**

- 3. Takes into consideration weapons retention**

NOTES

LOAD/UNLOAD

LOAD

1. Point pistol in a safe direction.
2. Lock the slide to the rear.
3. Insert a loaded Magazine.
4. Release the slide.
 - a. *Activate the slide release*
OR
 - b. *Grab the slide over the top and pull slightly to the rear while pushing the grip forward and release the slide. (Overtop)*
OR
 - c. *Tilt the firearm towards the support side and pinch the slide with the index finger and thumb. Pull the slide towards the rear while pushing the grip forward and release the slide (Sling Shot)*

UNLOAD

1. Point pistol in safe direction
2. Apply safety (if applicable)
3. Remove magazine
4. Lock slide to the rear
5. Visually and physically inspect the chamber

**DO NOT ATTEMPT TO CATCH THE
EJECTING ROUND, ALLOW IT TO
FALL TO THE GROUND**

NOTES

RELOADS

A. SPEED

Pistol is loaded

2. Keep eyes on the threat and/or threat area as much as possible
3. Tilt magazine well towards support side and tuck arm in
4. Find fresh magazine and remove (indexing finger)
5. Depress magazine release (*finger or thumb*) fresh magazine is inserted while used magazine falls.

B. EMERGENCY

1. Slide has locked to the rear
2. Keep eyes on the threat and/or threat area as much as possible
3. Tilt magazine well towards support side and tuck arm in
4. Find fresh magazine and remove (*indexing finger*)
5. Depress magazine release, (*finger or thumb*) fresh magazine is inserted while used magazine falls.
6. Release slide

NOTES

C. TACTICAL

1. Pistol
is loaded

2. Keep eyes on the threat
and/or threat area as
much as possible

3. Tilt magazine well towards
support side and tuck arm
in

Find fresh magazine and
remove (*indexing finger*)

5. Depress magazine release
(*finger or thumb*) catching
used magazine, fresh
magazine is inserted, then
place used magazine in
pocket (*do not place used
magazine in pouches*)

6. Return to ready

D. ONE-HANDED

1. Securing the firearm

2. Activating Slide

NOTES

STOPPAGES

1. Failure to Fire

2. Stove Pipe/Failure to Extract or Eject

3. Double Feed/Bad magazine

NOTES



CLEARING STOPPAGES

A. TAP, RACK, READY Method

1. Tap aggressively upward on the bottom of the magazine
2. Rack the slide (Sling Shot or Over the Top) as you turn the slide of the pistol to the side.
3. Ready to Fire if necessary.

Those shooters with pistols that have a *slide mounted safety/decock lever* should always "SWEEP" the safety/decock mechanism after racking the slide to insure the firearm is prepared to fire.

B. MAGAZINE OUT Method

1. SEEK COVER, if applicable.
2. Attempt to lock the slide to the rear.
3. Rip magazine out.
4. Rack slide back and forth and lock.
5. Insert fresh magazine.
6. Ready to fire if necessary.

Remember, that if the slide will not open then the shooter should attempt to remove the magazine, then attempt to lock the slide.

C. TRANSITION

Once the stoppage is confirmed the shooter controls the pistol with the support hand and lowers the pistol so that the back of the support hand comes in contact with the support side thigh. As the pistol is lowered to the thigh, the shooter's firing hand releases the pistol grip of the pistol and the back-up firearm is drawn from the holster.

NOTES

RANGE MANAGEMENT

NOTES

INTRODUCTION

SAFETY FIRST!

THE RANGE

1. Overall Range Inspection

2. Safety Berms

a. *Front Impact Berms*

b. *Side Berms*

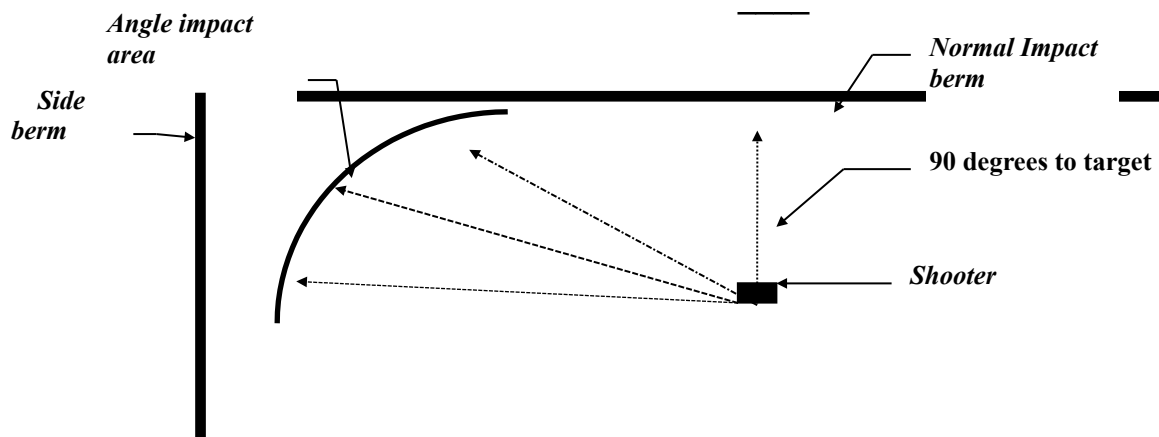
c. *Outer Markers*

2. Visual Warning

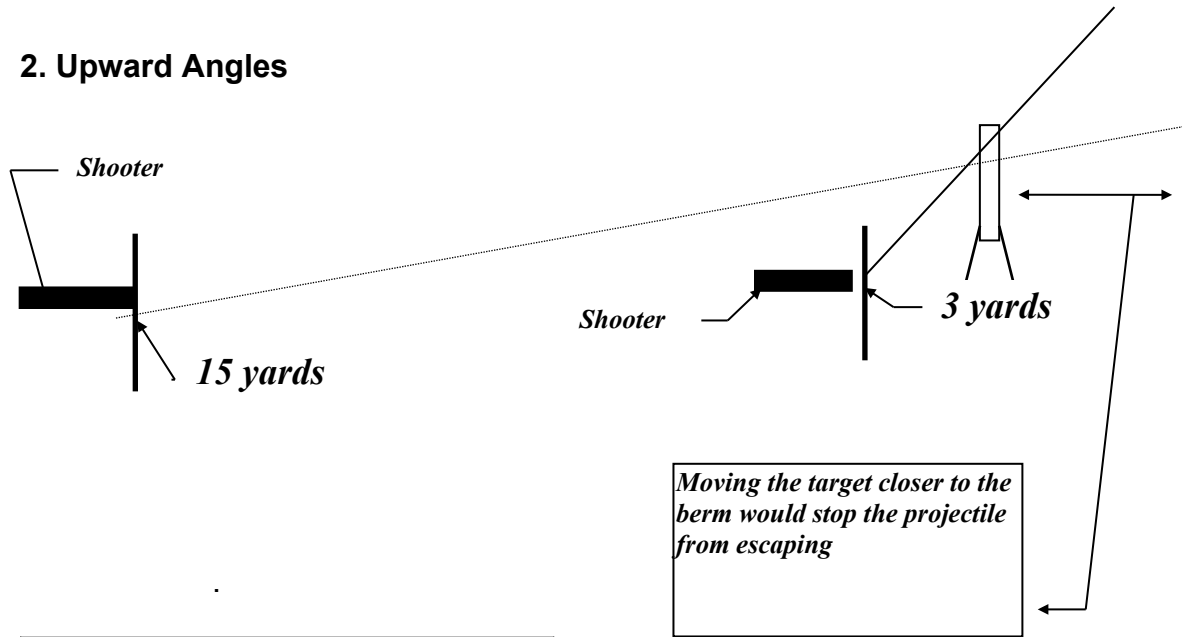
3. Check-in

SHOOTING AT ANGLES

1. Side Angles



2. Upward Angles



EMERGENCY MEDICAL SERVICES

1. Injury Reports

THE ENVIRONMENT

1. Heat

2. Extreme Cold

STUDENT CONDITION

COMMUNICATIONS

- 1. Outside Communications**
- 2. Range Commands**
- 3. Position**
- 4. Wind**

Moving the target closer to the berm would stop the projectile from escaping

NOTES

5. Voice Enhancements

- a. Fixed public address system
- b. Wireless address system



c. Megaphone

6. Definition of Terms

5. Fire Stimulus

- a. Whistle*
- b. Horn*
- c. Beep*
- d. The word "Fire"*
- e. The word "Up"*
- f. Initializing shot*
- g. The falling of an object*
- h. Etc.*

SPAN OF CONTROL

1. One instructor

2. Two instructors

3. Multiple Instructors

4. Tower Control

5. Two line concept

6. Addressing Visitors

REPORTS

SUMMARY

NOTES

COURSE OF FIRE

INTRODUCTION FIRE

Ammo: Two 15 Rd Mags

Range: 3, 7, Target: Paper

Demo: Live fire demo of one Symbol. Also show pre-ignition push and jerking the trigger.

1. **3 yard line** *Fire 3 rounds at Symbol. Shooters own pace, one shot at a time. Follow through, scan, breathe, after each shot. Decock or safe and holster after third shot. **Fire twice at two Symbols.***

2. **7 yard line** *Fire 3 rounds at Symbol. Shooters own pace, one shot at a time. Follow through, scan, breathe, after each shot. Decock or safe and holster after third shot. **Fire twice at two Symbols.***

3. **3 yard line** *Fire 6 rounds at Symbol. Rapid pace. Follow through, scan, breathe, after last shot. Decock or safe and holster after each. Stress eye discipline/ no eye sprints. **Fire once at Symbol***

4. **7 yard line** *Fire 6 rounds at Symbol. Rapid pace. Follow through, scan, breathe, after last shot. Decock or safe and holster after each. Stress eye discipline/ no eye sprints. **Fire once at Symbol***

5. **3 yard line** *Fire 6 rounds at Symbol. Rapid pace. Follow through, scan, breathe, after last shot. Decock or safe and holster after each. Stress eye discipline/ no eye sprints. **Fire once at Symbol***

NOTE - The objective for the students is to "Key Hole" each Symbol. For the first two stages, remind them to fire one round at a time, Follow through, scan and breathe after each round, and decock and holster after each Symbol. Once all shooters have holstered the instructor can walk the target line and assess each shooters' Symbol. The shooters must maintain the same point of aim for each shot to allow the instructor to assess possible problems.

COURSE OF FIRE

SINGLE ROUNDS

Ammo: One 15 Rd Mags

Range: 5, 7, Target:
Paper

Demo: Live fire demo of one draw and one shot.

1. 5 yard line *Fire 1 round from the draw or ready at the chest or belly. Fire 5 times.*

2. 7 yard line *Fire 1 round from the draw or ready at the chest or belly. Fire 5 times.*

NOTE Stress **zero misses**. Ensure that the shooters' Follow through, scan and breathe after each shot and holster properly.

MAINTENANCE

A. Barrel pull through

B. Slide cleaning and inspection

C. Frame cleaning and inspection

D. Magazine cleaning and inspection

E. Lubrication

NOTES

DOUBLE TAPS

Ammo: Three 15 Rd Mags

Range: 3, 5, 7, 15, 25
Target: Paper

Demo: Live fire demo of "Hammers", and "Controlled Pairs; also Presentation time, Set time, Follow through, Scan, Breathe.

From the Ready

1. **3 yard line** *Fire 4 Hammers at Symbol*

2. **5 yard line** *Fire 3 Hammers and 1 Controlled Pair at Symbol*

3. **7 yard line** *Fire 2 Hammers and 2 Controlled Pairs at Symbol*

4. **15 yard line** *Fire 3 Controlled Pairs and 1 Hammer to chest or abdomen*

Check and mark targets

5. **25 yard line** *Fire 3 Controlled Pairs and 1 Hammer to chest or abdomen*

NOTE: *Stress counting rounds, "Feet, Knees, Hips", Follow through, Scan, and Breathe.*

COURSE OF FIRE

RELOAD DRILLS

Ammo: Three 15 Rd Mags

Range: 7

Target: Paper

Demo: Live fire demo of each type of reload.

From the Ready

SPEED RELOAD

1. 7 Yard Line *Fire 2 round, Speed reload, Fire 2 rounds. **Set up magazines with full capacity. Fire 4 times.***

TACTICAL RELOAD

1. 7 Yard Line *Fire 2 rds, perform Tactical Reload, scan and breathe. **Fire 4 times.***

EMERGENCY RELOAD

1. 7 Yard Line *Fire 2 rds, slide locks, reload, Fire 1 rd. **Set up 1 round magazine in pistol, full mags in pouch. Fire 4 times.***

NOTE

Have the students reconfigure their magazines and pouches when switching to the next type of reload.

COURSE OF FIRE

STOPPAGE DRILLS

Ammo: Three 15 Rd Mags

Range: 7 **Target:** Paper

Demo: Live fire demo of each type of stoppage drill.

From the Ready

- 1. 7 Yard Line** *Fire a double tap at chest or belly on each fire command. When a stoppage occurs, perform a "Tap, Rack, Ready" stoppage drill and fire 1 rd. **Load magazines with 3 dummy or empty cases interspersed with live rounds. Fire 3 magazines.***

NOTE Have the students perform multiple dry fire stoppage drills then go into the live fire drill. After the reload drill have each relay gather 15 dummy or empty casings and have them load 3 **empties** in each magazine interspersed with live ammo.

COURSE OF FIRE

FROM THE HOLSTER

Ammo: Six 15 Rd Mags

Range: 3,5, 7,10,15,25

Target: Paper

Demo: Dry Fire demo the draw

From the Holster BY THE NUMBERS 1-5

- | | | |
|-----------|----------------|---|
| 1. | 3 Yards | Fire 1 round at the Symbol. Fire 5 Times |
| 2. | 5 Yards | Fire a Double Tap at the Symbol. Fire 5 Times |

From the Holster Students own speed

- | | | |
|-----------|-----------------|---|
| 1. | 3 Yards | Fire a Hammer at the Symbol. Fire 3 Times. |
| 2. | 5 Yards | Fire a Hammer at the Symbol. Fire 3 Times. |
| 3. | 7 Yards | Fire a Controlled Pair at the Symbol. Fire 3 Times. |
| 4. | 7 Yards | Fire a Hammer at the chest or belly. Fire 3 Times. |
| 5. | 10 Yards | Fire a Hammer at the chest or belly. Fire 3 Times. |

Check and mark targets

- | | | |
|-----------|-----------------|---|
| 6. | 15 Yards | Fire a Controlled Pair at chest or belly. Fire 3 Times. |
| 7. | 25 Yards | Fire a Controlled Pair at chest or belly. Fire 3 Times. |

NOTE: During **By the Numbers**, initially talk the students through the numbers. When they fire at their own pace remind them that **smooth is fast, elbows back, presentation time vs. set time, perfect practice makes perfect.**

DRUG AND ARMOR DRILL

Because of the many cases of individuals getting hit by numerous rounds and not stopping, what one must realize is that bullets may not work! In the officers' mind he/she must realize that just because they shot at someone doesn't mean the person is going to stop. The Officer should always ask the question " Did I Hit? ".. and "Did the bullets work?" If the answer is no, an option target area may be a good decision.

A. Objective is to stop suspect

Consider the human body and those areas or body parts that allow an individual to function. Consider also, which body parts and functions an officer attempts to disrupt when applying force (shooting) in order to stop the threat

B. Head

If one can destroy the brain and C-Spine then it holds true that one's ability to function will be halted.

C. Center Mass/Margin of error

When attempting a "head shot" one Increases their chance of obtaining the desired results if Center Mass of the target is the point of aim. The less amount of armor in that region of the head allows for latitude in accuracy.

D. Pelvic Area

The Pelvic Girdle becomes a viable point of aim and impact in stopping the threat, not because it increases lethality potential, but because of the simple reason that the body's weight is supported by the pelvic girdle and if that is destroyed the threat may lose mobility.

NOTES

COURSE OF FIRE

DRUG AND ARMOR DRILL

Ammo: Three 15 Rd Mags

Range: 5,7,
Paper

Target:

Demo: None, just lecture.

FROM THE READY

1. 5 yards Double tap chest - Assess - One round to the head. **3 repetitions**

2. 5 yards Double tap chest - Assess - Two rounds to the pocket. **3 repetitions**

3. Repeat same drills at **7 yard line.**

NOTES: Stress counting rounds - **Zero misses** - The hat is considered a miss

MULTIPLE TARGETS

Prioritization

When confronted by multiple threats one engages the greater priority threat until the threat is under control or is no longer the greatest threat, then the shooter moves on to the next threat.

Spread Fire

Conceptually, one may do this in a situation where all the threats must be dealt with now, neither threat is necessarily greater than the other.

A. Identifying Targets

Perhaps the most important factor in a potential shooting situation is the ability to assess the threats and discriminate targets.

B. Smooth Firearm Movement

C. Jerking

D. Tunnel Vision

E. One Target at a time

The gun must stop on each target just long enough for the shooter to fire.

NOTES

COURSE OF FIRE

MULTIPLE TARGETS

Ammo: Six 15 Rd Mags

Range: 10

Target: Metal

Demo: None, Just lecture

FROM THE READY

1. 10 yards Double tap their target - **3 repetitions**

2. 10 yards Double tap their target, double tap their buddy's target - **3 repetitions**

3. 10 yards Double tap their target, double tap their buddy's target, then back to their target with a double tap - **3 repetitions**

1. 10 yards 1 round on each of three targets - **2 repetitions**

RELOAD MAGAZINES AND RETURN TO THE LINE

4. 10 yards - Double tap their target, step to right and cover their buddy's target.

- Double tap their buddy's target, step to left and cover their target.
- Double tap their target, step to right and cover their buddy's target.

5. 10 yards Same type of shooting and moving to cover another target except two targets are engaged and two movements are performed. - **3 repetitions**

6. 10 yards Same as above except three targets are engaged and three steps performed. - **3 repetitions**

NOTE

Stress feet, knees, hips. Counting Rounds (students should reload when on their own and when they have an opportunity). Zero misses.

FIRING POSITIONS

The use of and the need for different firing positions goes hand in hand with the use of cover. For the most part, as an officer uses cover he/she must conform to the configuration of the cover.

A. Standing

B. Kneeling

C. Squatting

D. Prone

USE OF COVER

Cover vs. Concealment

Cover is described as something that will protect you from the impact of incoming rounds.

Concealment is something that will protect you from observation.

Use of Cover

Any piece of cover can be defeated in some way shape fashion or form. Either finally through the impact of rounds, or simply because the assailant moved and through that movement opened up angles of observation and/or fire. As much as protection allows, one should try and maintain maneuverability and observation.

1. Quick Peeks

One might quickly expose his eye around the side of cover for a short period of time to locate the subject.

2. Cutting the pie

This is done generally slow and is used to observe a threat prior to the threat seeing the officer

3. Rolling out

This is performed by keeping the feet and as much of the body behind the cover as possible. Bend sideways at the waste to observe and engage.

4. Distance from cover

Often with medium or high cover, backing off the cover will allow the shooter to maintain the protection but it will also allow greater mobility and observation. REMEMBER – keep muzzle clear of Cover when firing- not only sights.

NOTES

COURSE OF FIRE

FIRING POSITIONS DRILL

Ammo: Three 15 Rd Mags

Range: 10,15,25
Target: Metal

Demo: No live fire. Dry demo the various firing positions

Note: *The Second relay should be right behind the shooting relay and acting as spotter/coach*

1.	10 yards	- Standing - Single Round - 4 Repetitions
	10 yards	- Kneeling Unsupported - Single Round - 4 repetitions
	10 yards	- Kneeling Supported - Single Round - 4 reps
	10 yards	- Squatting - Single Round - 4 repetitions

2.	15 yards	- Kneeling Unsupported - Single Round - 4 repetitions
	15 yards	- Kneeling Supported - Single Round - 4 reps
	15 yards	- Double Knee Kneeling - Single Round - 4 reps
	15 yards	- Squatting - Single Round - 4 Reps

3.	25 yards	- Prone - Single Round - 4 reps
	25 yards	- Squatting - Single Round - 4 reps
	25 yards	- Shooters Choice of kneeling - Single Round - 4 reps

COURSE OF FIRE

INDEX FIRING

Ammo: Three 15 Rd Mags

Range: 5,10
Paper and metal

Target:

Demo: live fire. Lecture.

FROM THE READY

PAPER

1. **5 Yard Line** *Fire one round. Repeat 5 times.*

2. **5 Yard Line** *Fire double tap. Repeat 5 times.*

METAL

3. **10 Yard Line** *Fire one round. Repeat 5 times.*

4. **10 Yard Line** *Fire double tap. Repeat 5 times.*

5. **10 Yard Line** *Fire 3 rounds. Repeat 3 times*

6. **10 Yard Line** - *Fire 6 rounds. Repeat 2 times*

7. **10 Yard Line** - *Fire 2 to the chest index, 1 to the head sighted. Repeat 3*

ONE HAND FIRING

A. STEP IN

Step towards the threat with your strong leg and extend the shooting arm until it is locked out. Your body may then be in a bladed or perpendicular position to the threat.

B. CONSISTENT STANCE

The shooter maintains the squared up stance that he normally would fire two-handed. He simply does not use the other hand.

C. CLOSE IN

The shooters support hand/arm is free to block or strike. Bring the pistol back towards the body, Tilt the pistol out so as the bumper plate of the pistol can be placed against the side of the shooters upper chest. The shooters support hand/arm is raised to protect the shooter's head and neck or to deliver a strike. Keep weight forward to prevent from ending up on your back.

D. SUPPORT HAND FIRING

Nothing should change simply because the pistol is now in the support hand. Ensure that a firm, proper grip is established and that the elbow and wrist are locked.

1. DRAW

Reach across the front of your body and deactivate the security device. Then grasp the pistol grip and remove the pistol. The pistol is now inverted in the shooters' hand. Simply return the pistol backwards in the holster and then re-grip it with the support hand.

2. RELOAD

*Perform a one-handed reload by securing the firearm in the holster or behind the knee and remove the old magazine and insert a fresh one. If the slide must be "racked" for whatever reason, simply catch the rear sight on the heel of your shoe or holster and push vigorously. **Remember**, Always be aware of your muzzle.*

NOTES

COURSE OF FIRE

ONE HAND FIRING

Ammo: Three 15 Rd Mags

Range: 5,7

Target: Paper

Demo: live fire. Lecture.

FROM THE READY

STEP IN

1. **5 Yard Line** Fire single round at symbol. **Fire three.**

2. **5 Yard line** Fire double tap at symbol. **Fire twice.**

3. **7 Yard line** Fire single round at symbol. **Fire three.**

4. **7 Yard line** Fire double tap at symbol. **Fire twice.**

CONSISTENT STANCE

Repeat previous drill with consistent stance.

CLOSE IN

1. **About 1 yard** Have shooters fire single rds, **3 times**, starting in the close in position, then 2 double taps.

2. Then have the shooters start at the ready and do the same thing calling each up command

3. Then have shooters start at the ready, announce “move” and have the shooters back out and fire two rounds from the close in as they are moving, continue to back out and extend to full presentation and fire another two rounds

NOTE Do dry iterations of each close in before going to live fire **AND** do one shooter at a time.

SUPPORT HAND FIRING

1. Repeat previous drill with support hand **EXCEPT FOR CLOSE IN**

COURSE OF FIRE

STATIC TURNS

Ammo: Two 15 Rd Mags

Range: 5 yards **Target:**
Paper

Demo: Dry demo of turns after lecture. (Left & Right 90 degree turns and 180 degree turns)

NOTE: *Run the students through dry turns from the ready position **Without presenting.** Stressing quick movements always in direction of known territory.*

1. Line facing to the right from the ready, on the "UP" command shooters will turn 90 degrees pivoting on the **left foot**, face target, plant feet, punch out, pause, and pull the trigger firing a **DOUBLE TAP** to chest or belly. **Fire 3 times.**

2. Line facing to the left, from the ready, on the "UP" command shooters will turn 90 degrees pivoting on the **Right foot**, face target, plant feet, punch out, pause, and pull the trigger firing a **DOUBLE TAP** to chest or belly. **Fire 3 times.**

3. Line facing up range or the instructor, from the ready, on the "UP" command shooters will turn 180 degrees pivoting on the **left foot**, face target, plant feet, punch out, pause, and pull the trigger firing a **DOUBLE TAP** to chest or belly. **Fire 3 times.**

4. Line facing up range or towards instructor, from the ready, on the "UP" command shooters will turn 180 degrees pivoting on the **Right foot**, face target, plant feet, punch out, pause, and pull the trigger firing a **DOUBLE TAP** to chest or belly. **Fire 3 times.**

5. Line facing up range or towards instructor, from the ready, on the "UP" command shooters will turn 180 degrees pivoting on the **Either foot** (shooters choice), face target, plant feet, punch out, pause, and pull the trigger firing a **DOUBLE TAP** to chest or belly. **Fire 3 times.**

COURSE OF FIRE

FIRING ON THE MOVE - FORWARD

Ammo: Two 15 Rd Mags

Range: start @ 15

Target: Paper

Demo: Yes, after lecture live fire demo the three different speeds firing a double tap on the up command. Also, do one active countermeasures during the warrant service speed demo.

NOTE: *Have the students perform multiple dry drills so the instructor can observe and critique their performance of the technique.*

1. COVERT SPEED - On command of "**Move**" shooters begin moving towards targets @ the ready position and scanning. On the command of "**Threat**" the shooters lock-in on the target and bring the firearm up to the threat position (**not a firing position**). On the command "**UP**" the shooters fire a double tap center mass of the target while moving. They should continue moving towards the target until approx. 4 feet from the target then stop, cover the down subject, look left and right. **Fire 3 times.**

2. WARRANT SERVICE SPEED - Same as prior except add a "no shoot" situation for active countermeasures. **Fire 3 times, and 1 active countermeasures.**

3. HOSTAGE RESCUE SPEED - Same as previous without an active countermeasure. **Fire 3 times**

NOTE: *Be cautious that the shooters **do not** stop their movement if a stoppage occurs. They must transition while moving.*

COURSE OF FIRE

FIRING ON THE MOVE - BACKING OUT

Ammo: Two 15 Rd Mags

Range: Start @ 15

Target:
Paper

Demo: Yes, after lecture and dry demo of both backing out techniques, live fire 1 iteration of backing out.

NOTE: *Shooters will first fire while moving forward, then after the command of "Back out" they will begin the backing out portion. All firing is done at the Warrant Service Speed.*

- 1. WARRANT SERVICE** - Shooters begin at the 15 yard line facing their targets. The shooters will fire the forward F.O.T.M. drill again. Once they have covered the down subject and scanned, the instructor gives the preparatory command of **"BACK OUT"**. Then the command of **"Move"** is given at which time the shooters begin backing out with the firearm at the ready position and scanning. On the command of **"Threat"** the shooters lock-in on their target and elevate the firearm to the threat position (Not the firing position). While continuing to move rearward, the command of **"Up"** is given at which time the shooters fire a double tap while moving. **FIRE 4 Times**

NOTE: *Be cautious that the shooters **do not** stop their rearward movement if a stoppage occurs. They must clear the stoppage while moving.*

POST ENCOUNTER ACTIONS

1. RE-ESTABLISH SECURITY

Security for oneself or teammates is never relinquished. Once an officer has stopped firing, **security**, meaning **awareness**, must be maintained

A. Seek cover

The officer should seek cover to protect themselves if the situation suddenly escalates again

B. Reload

A tactical reload should be conducted if necessary should the situation suddenly escalate again

C. Maintain visual

Visual contact should be maintained on the scene and the suspects. A loss of visual contact means you do not have control of the scene and you may give back an opportunity of some kind to the suspect.

D. Maintain cover of suspect

Covering the suspect with the firearm, if the suspect is down, forces the officer to maintain visual contact, and reduces the reaction time of the officer should the situation suddenly escalate again. Simply be prepared for a turn of events.

E. Get assistance

There is strength and security in numbers. Communicate to team members or get on the radio and call for assistance.

2. CHECK INDIVIDUALS INVOLVED

A. Yourself

B. Others

NOTES

MOVING TARGET

There are basically three methods of engaging laterally moving targets. They are Stationary Hold, Tracking, and Overtaking. Because of speed and distance a lead may need to be applied by the shooter in order to hit.

A. Stationary Hold

This method entails a sort of "ambush" . The shooter holds the firearm stationary on a point of aim where the shooter believes the target will cross. As the target moves into the sights the shooter can fire.

B. Tracking

This technique is performed by the shooter keeping pace with the target and maintaining a required lead as the firearm is discharged. The shooter's firearm continues to move as it is fired.

C. Overtaking

This is a sort of "catch up" technique in which the shooter is initially behind the target and must move the firearm towards the target at a greater pace to overtake the target. As the shooter begins to overtake the target he must either slow the pace of his firearm movement to match that of the target or the shooter can swing past the target and obtain a stationary hold position.

NOTES

COURSE OF FIRE

MOVING TARGET

Ammo: Two 15 Rd Mags

Range: 10 yards **Target:**
Paper target

Demo: No.

FROM THE READY

1. 10 yard - Shooter applies a stationary hold and fires a double tap. **2 times each direction**

2. 10 yard - Shooter holds a position to the extreme left or right of the range and as the target moves away the shooter must overtake the target and fire a double tap. **2 times each direction**

3. 10 yard - Shooter obtains a lead on the target and keeps pace with the target as it moves firing double taps. **2 times each direction**

NOTE: Two shooters will fire at the same time – one shooter firing to the chest and the other to the belly.

QUALIFICATION COURSE

RANGE

RDS DRILL

REPS

TOTAL RDS

HOLSTER
TIME

3yd

2

DBL
TAP

3

6

H

2.0

5yd

2

DBL
TAP

3

7yd

6

UN

1.5

2

STO
PPA
GE

3

6

UN

5.0

EMPTY CHAMBER

7yd

2+2

REL
OAD

3

12

UN

6.0

10yd

2

KNE
ELIN
G

3

6

H

4.0

10yd

2+2

STA
NDIN
G

2

8

H

25yd

-KNEELING

7.0

2

STA
NDIN
G

3

6

H

4.0

STANDARDS DRILLS

RANGE

DRILL

RDS
HOLSTER
TIME

7yd

DBL TAP
N 2
UN

1.5

7yd

RELOAD
N 2+2
UN

6.0

7yd

STOPPAGE

2
UN
5.0

7yd

ARMOR
3
UN

2.5

7yd

MULTIPLE
N 2
UN

2.5

7yd

1 HAND
1
UN

1.5

7yd

DBL TAP
N 2
H

2.5

7yd

1 HAND
1
H

2.0

7yd

MULTIPLE
1RD
EA. H 3.0

COURSE OF FIRE

CONCEALED CARRY

Ammo: Two 15 Rd Mags

Range: 7

Target: Paper

Demo: Dry fire demo of each type.

From the Concealed Carry

**1. 7 Yards
Times.**

Fire a Double tap from **Shoulder Harness. Fire 3**

2. 7 Yards

Fire a Double Tap from **Hip Holster. Fire 3 Times.**

**3. 7 Yards
Times.**

Fire a Double Tap from a **Misc. type Holster. Fire 3**

NOTE: Have the students each fire with a shoulder harness, a concealed hip holster, and then a Misc. type holster of their choosing. Ensure that they are wearing appropriate clothing to conceal the various holsters and produce realistic draws.

LOW LIGHT FIRING

A. EYES

1. The Retina

The Retina is the "white of the eye" and serves to encase the other components. It is transparent in the front portion of the eyeball referred to as the Cornea.

2. The Pupil

Obviously the pupils expand and contract to manipulate the amount of light allowed in to see. The pupil becomes smaller when there is a lot of available light, thus, just as a camera lens, the smaller the aperture the better the depth perception.

3. Photoreceptor Cells - Rods and Cones

These cells enable the eye to see images via reflected light. The Rods can pick up light in low light conditions and are responsible for detecting movement, shape, and shades of light and dark. The Cones detect color and sharp outline and require bright light to operate.

4. Optic Nerve

The Optic Nerve exits the eyeball below the Fovea Centralis from what is termed the blind spot. There are No Rods or Cones in this location

B. CONSIDERATIONS

1. Dark Adaptation

a. **Visual Purple** (Rhodopsin).

2. Depth perception

3. Contrast of color

4. The dead spot

NOTES

5. Someone who is in the dark and looking towards or into a lit area can see

very well. Conversely, however, a person who is in a lit area looking

Horizontal lines for writing notes on the right side of the page.

**D. HAND HELD FLASHLIGHT
TECHNIQUES**

1. CHAPMAN (or called the
three finger

2. HARRIES (or called the
back of the hand to the
back of the hand)

3. AYOOB (or called the
thumb to thumb)

4. ROGERS

5. SHOULDER

6. ROLLING

NOTES

COURSE OF FIRE

LOW LIGHT FIRING

Ammo: Eleven 15 Rd Mags

Range: 10 yards **Target:**
Metal

Demo: No.

FROM THE READY

- 1.** **10 YDS** Fire a double tap using **available light. Repeat 10 times.**
- 2.** **10 YDS** Fire a double tap using **Flashlight.** Repeat 10 times.
- 3.** **10 YDS** Fire double tap with **night sights. Repeat 10 times.**
- 4.** **10 YDS** Fire double tap their target take one step and cover. **Repeat 2 times.**
- 5.** **10 YDS** Fire double tap their target take one step fire double tap their buddies target, and take one step and cover. **Repeat 2 Times.**
- 6.** **10YDS** Fire double tap their target, step, fire their buddies target, step and fire their target, step and cover their buddies. **Repeat 2 times.**
- 7.** **10YDS** Fire using Index Firing, One shot on command. **Fire 1 Mag.**
- 8.** **10 YDS** Fire a modified **Standards Drill** during low light firing.
- 9.** **F.O.T.M.** Fire 4 multiple targets, offset placement, on the move, **double tap each.**