

POLICE PISTOL



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2000

POLICE PISTOL COURSE

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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.

WINNING MINDSET

NOTES

A. Attitude

B. Awareness Levels

Condition White - Relaxed, unaware, unprepared and totally oblivious to the surroundings

Condition Yellow- Relaxed but alert, aware of a potential for trouble, constantly "scanning".

Condition Orange- Aware of a potential specific threat, based upon instincts and observations - think tactics.

Condition Red- Aware of danger, prepare to respond or take evasive action immediately, tendency to revert to conditional response - training.

Condition Black- Engaged in combat, if unprepared, one may panic and freeze.

Horizontal lines for taking notes.



IF OTHER RESOLUTION OPTIONS DO NOT WORK AND THE FIGHT IS IMMINENT OR ON, BE...

A. FAST

B. SURPRISING

C. DECISIVE

D. AGGRESSIVE

E. COOL

E. THE WINNER



FUNDAMENTALS OF SHOOTING

NOTES

PRIMARY OBJECTIVES

A. Control Motion

B. Consistency

1. Stance

2. Grip

3. Sight Alignment

4. Trigger Control

5. Follow Through

6. Scan and Breathe



**DRAWING
THE PISTOL**

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

NOTES

1. **GRIP** (*Grip Pistol/Release Security Device*)

2. **DRAW** (*Pistol Is Drawn, Stiffen Wrist, Rotate Towards Target*)

3. **READY** (*Hands Come Together, Presentation*)

4. **SIGHTING** (*Finding Front Sight, Locked In, Sights Aligned*)

5. **FIRE IF NECESSARY** (*Press Trigger, Trigger Control*)



POLICE PISTOL

REHOLSTER

NOTES

1. Follow through after firing.

2. Scan and Breathe bringing the pistol to a ready position.

3. Decock/or apply Safety if applicable (*finger out of the trigger guard*).

4. Thumb on back of the slide, Index finger moving security strap.

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



LOAD/UNLOAD

NOTES

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**



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



STOPPAGES

NOTES

1. Failure to Fire

2. Stove Pipe/Failure to Extract or Eject

3. Double Feed/Bad magazine



CLEARING STOPPAGES

NOTES

A. TAP, RACK, READY Method

1. Failure to fire/Bad Ammunition.

2. Stove Pipe/Failure to Extract or Eject

B. MAGAZINE OUT Method

1. Double Feed.

2. Bad Magazine.

TRANSITION

1. Controlling Primary

2. Use of Lanyard

Horizontal lines for notes, corresponding to the text on the left.



MAINTENANCE

NOTES

A. Barrel pull through

B. Slide cleaning and inspection

C. Frame cleaning and inspection

D. Magazine cleaning and inspection

E. Lubrication



DOUBLE TAPS

NOTES

A. Presentation Time and Set Time

B. Hammer vs. controlled pair

C. Control recoil

D. Locked in

E. Good stance

F. Why double tap?



DRUG AND ARMOR DRILL

NOTES

A. HEAD OR PELVIC REGION

B. CENTER MASS IS POINT OF AIM FOR HEAD SHOT

C. HIP POINTS OR POCKETS ARE POINT OF AIM FOR PELVIC



MULTIPLE TARGETS

NOTES

PRIORITIZATION

SPREAD FIRE

A. ONE TARGET AT A TIME

B. STOP PISTOL ON EACH TARGET

**C. SMOOTH WEAPONS
MOVEMENT CONTROL
SWING/DO NOT SWING OVER**



USE OF COVER

NOTES

COVER VS. CONCEALMENT

USE OF COVER

- 1. Quick Peeks

- 2. Distance from cover

- 3. Cutting the pie

- 4. Rolling out

- 5. Stepping out



LOW LIGHT FIRING

NOTES

A. EYES

- 1. The Retina
- 2. The Pupil
- 3. Photoreceptor Cells -
Rods and Cones
- 4. Optic Nerve

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 towards the dark cannot see as well into the dark**

6. **Pupils are sympathetic**

7. **High or Low Firing**
a. **"Don't fight or out think your body"**

8. **Eye Glasses**

9. **Dark objects**

10. **Available light**

C. ACCESSORIES

1. **Flashlight**

2. **Lasers**

3. **Nights Sights**

4. **Car lights**

5. **Flares**

6. **Chemical lights**

7. **Strobes**

8. **Night vision goggles**



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. GENERAL RULES



INDEX FIRING

NOTES

1. Focal Attention

2. Indexed Platform

3. Straight to target



ONE HAND FIRING

NOTES

A. STEP IN

B. CONSISTENT STANCE

C. CLOSE IN

D. SUPPORT HAND FIRING

1. DRAW

2. RELOAD



STATIC TURNS

NOTES

A. Stress safety - don't break laser rule

B. Stress stance

C. Counting rounds

D. Zero misses

E. Always move into *known territory*

F. Pivot on foot in the direction that you want to turn



FIRING ON THE MOVE

FORWARD

A. Firearm held at the Ready

B. Legs become shock absorbers

C. Roll your feet

D. Walking

E. Shorten stride

F. Speeds

- 1. Covert
- 2. Warrant
- 3. Rescue

G. Commands

- 1. Move
- 2. Threat
- 3. Up

BACKING OUT

NOTES

A. Firearm held at the Ready

B. Legs become shock absorbers

C. Roll your feet

D. Step and Drag or Drag & Step

E. Full Step

F. Keep weight forward



POST ENCOUNTER ACTIONS

NOTES

RE-ESTABLISH SECURITY

A. Seek cover

B. Reload

C. Maintain visual

D. Maintain cover of suspect

E. Get assistance

CHECK INDIVIDUALS INVOLVED

A. Yourself

B. Others

Horizontal lines for notes, corresponding to the list items on the left.



MOVING TARGET

NOTES

STATIONARY HOLD

- 1. Firearm stationary, target moves into impact area
- 2. Consistent Hold with necessary Lead

TRACKING

- 1. Firearm moves at same speed as target
 - a. *Consistent Hold with necessary Lead*
 - b. *Follow through*

OVERTAKING

- 1. Firearm moves faster than target
 - a. *Slow firearm movement establish necessary lead*
 - b. *If swing past you can establish a stationary hold*



STANDARDS DRILLS

RANGE	DRILL	RDS	HOLSTER	TIME
7yd	DBL TAP	2	UN	1.5
7yd	RELOAD	2+2	UN	6.0
7yd	STOPPAGE	2	UN	5.0
7yd	ARMOR	3	UN	2.5
7yd	MULTIPLE	2	UN	2.5
7yd	1 HAND	1	UN	1.5
7yd	DBL TAP	2	H	2.5
7yd	1 HAND	1	H	2.0
7yd	MULTIPLE	1RD EA.	H	3.0