

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

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HECKLER & KOCH, INC.

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2000

TACTICAL SHOTGUN INSTRUCTOR COURSE

DAY ONE

* Administration and Introduction

- * Safety and Nomenclature
- * Semi vs. Pump
- * Breakdown & Assembly
- * Function
- * Accessories & Ammo
- * Fundamentals of Shooting
- * Loading/Unloading/Reloading
- * Patterning

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DAY TWO

- * Introduction Firing
- * Check Stance
 - * Safety Briefing
- * Maintenance
- * Mounting Drills
- * Double Taps
- * Reload Drills
- * Ammo Change Over
- * Stoppages/Back up
- * Multiple Targets
- * Firing Positions & Use of Cover
- * Static Turns

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DAY THREE

- * Firing on the Move
- * Pattern Accuracy Drills
- * Slug Drills
- * Moving Target & Team Concept
 - * Safety Briefing
- * Standard Drills
- * Active Counter Measures
- * Weapons Retention
- * Specialty Ammunition Demonstration
- * Team Exercises
- * Responsibilities of the Firearms Instructor
- * Program Development & Design

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DAY FOUR

- * Range Management
- * Lesson Plan Preparation
 - * Safety Briefing
- * Student Presentations (Classroom)
- * Preparation of Lesson Plans (Range)
- * Basic Shooting & Methods of Range Instruction

DAY FIVE

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

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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

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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

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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

TACTICAL SHOTGUN INSTRUCTOR

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 roleplayer 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 roleplayer announcing "Stop" "Out of Role"!

E. SHOOTING HOUSE SAFETY RULES

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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

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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

- A. Stock
- B. Butt Pad
- C. Sling Mount

D.

Safety

E.

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ger Guard & Trigger

F. Cartridge Drop Lever

G. Bolt Handle

H. Ejection Port

I. Bolt Release

J. Carrier

K. Hand Guard or Forend

L. Magazine Tube

M. Forend Nut

N. Barrel

O. Choke Tubes

P. Sling Mount

Q. Front Sight

0 Rear Sight

NOTES

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SEMI VS PUMP

FUNCTIONS

A. Pump

1. 2 Actions
2. Manually Extract & Eject
3. Manual Feed & Chamber

B. Semi/Auto

1. 2 Actions
2. Upon Firing, Extract & Eject
3. Recoil Spring Pushes Bolt

Forward to Feed
Chamber

NOTES

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TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

CYCLE OF FUNCTIONING

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A reoccurring sequence of mechanical events which take place in the operation of an auto loading firearm.

1. FEEDING

- Removing a round from the magazine.
- A. Removing a shell from the magazine tube.
- B. Lifting of the shell from the lower portion of the receiver to the chamber.

When the cartridge drop lever is pressed, the rear portion of the carrier latch is released causing the front of the latch to pivot away from the center line which releases a shell from the magazine tube onto the carrier. As the shell is thrown to the rear it presses the rear of the carrier latch back

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into position for the drop lever to engage it. As the bolt moves forward under the pressure of the expanding recoil spring, the feed pawl on the bolt head contacts the top of the shell rim. At the same time the carrier is lifting the front of the shell positioning it to be fed into the chamber.

2.

CHAMBERING

Placing the shell into the chamber of the barrel and seating it fully.

The bolt pushes the round forward into the carrier that guides it into the chamber until the rim of the shell comes to rest in the counter bore at the rim of the chamber. As the round is in the final stages of chambering the extractor contacts the ramped relief cut in the right side of the barrel and cams away from the hull allowing the entire shell to be enclosed in the chamber. The locking

head of the bolt is at rest against the back of the shell.

3. LOCKING

Closing and locking of the breech mechanism prior to the shot.

The bolt group, being pushed by the recoil spring, is applying pressure to the base of the shell. As the carrier moves forward the locking head pin cams along the track in the carrier causing the locking head to rotate counterclockwise. This rotation engages the locking lugs with the locking recesses in the barrel extension locking the head to the barrel extension.

4. FIRING

Ignition of the propellant powder.

The trigger is pulled and releases the sear causing the hammer to fall. the hammer falls to the firing pin and overcomes the tension of the firing **pin** spring driving the firing pin into 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.

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The recoil impulse of the shell firing creates an impact on the locking head causing the recoil energy to be imparted to all connected components. The locking head is a part of the barrel, which is fastened to the receiver that has the trigger group and the butt stock attached to it. All these parts as well as the shooter start the rearward recoil motion. The only part that doesn't is the bolt carrier. It is suspended between the recoil spring in the rear and the Inertia spring in the front. Recoil energy causes all components to travel rearward except this carrier and this act causes the inertia spring to be compressed. It is very strong and the compression only lasts a few milliseconds. The spring then expands and throws the carrier to the rear. The locking head pin travels in the track in the carrier causing the locking head to rotate clockwise, unlocking the bolt.

EXTRACTING

Removal of the fired hull, or a live shell from the chamber.

As the bolt moves to the rear after unlocking, the extractor slides down the ramp it is positioned on and grabs the hull extracting it from the chamber.

7.

EJECTING

or fired hull from the gun.

Expulsion of the live shell

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The extractor holds the empty hull to the face of the locking head as it travels to the rear. The hull hits the ejector located in the barrel extension compressing the small ejector spring. The extractor creates a pivot and the ejector provides a stop as the bolt continues to the rear, which causes the hull to pivot on the extractor, and is knocked out of the ejection port.

8.

COCKING

Resetting of the trigger

mechanism to enable subsequent shots to be fired.

While the bolt moves to the rear the hammer is pushed back and the bolt rides over it. The rear hammer hooks on the hammer engage the disconnecter and the hammer is held to the rear when the bolt moves forward. The shooter releases the trigger causing the disconnecter to release the

TACTICAL SHOTGUN INSTRUCTOR

hammer which transfers control of the hammer from the rear hooks engaging the disconnecter to the front hooks engaging the trigger hooks making the gun ready for the next shot.

BREAKDOWN & ASSEMBLY

Assemblies

B. Bolt

A. Trigger

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C. Barrel

E. Receiver

D. Butt Stock

FUNCTION CHECK

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NOTES

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ACCESSORIES

1. Light

2. Magazine Extension

3. Scope Mounts

4. Ghost Rings

5. Tritium Sights

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6. Speed Loaders

7. Slings

8. Ammo Holders

9. Lasers

10. Butt Pads

11. Chokes

12. Standoff

13. Rifled Barrel

14. Pistol Grip (front & Back)

15. Gas Launchers

16. Folding Stocks

NOTES

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AMMUNITION

STANDARD

000 Buck

.36 cal. , 8 projectiles, approx. 1260 fps.

00 Buck

.33 cal. pellets, 9 projectiles, 1280 fps - Mostly used in L.E.

00 Buck Magnum

.33 cal. pellets, 12 projectiles, 1300 fps, allows greater penetration with the 3 additional pellets but makes the "Kick" and pattern seem greater.

#4 Buck

27 projectiles, 1260 fps and the MAG out at 1300 fps, also a common L.E. round.

SPECIALTY

#9, 8, & 7 1/2

Good for E.P. , home defense and practice.

Rifled Slug

.69 cal - 1oz, 1-1/4oz, or 1-1/8oz

Sabot Slug

.50 cal BRI round.

Chemical Agents

CN and CS have good limited applications, OC is difficult to achieve desired results in a shotgun round as there is not enough agent dispersed to create desired effects.

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NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

TKO Slug/ Shok Lock

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Effective in breaching wooden and metal door locks and hinges. Works well on dogs too. Copper materials work well as the copper particles will not re-fuse when temperatures caused by the barrel friction and pressures exceed 2700 F. Other materials (lead, ceramic) may re-fuse.

Bean Bag

Considered "less-than-lethal" munitions, they have applications during riot, jail and other situations. Be careful, anytime a projectile is launched there is a chance of lethality.

Rubber Pellets

Usually fired into the ground and allowed to "skip" into the legs of rioters.

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Rubber Slug

Used more directly at individuals during escalated riot situations.

NOTE *Always check ammunition for damage. Also, not every round performs the same way in every gun.*

NOTE *Strongly suggest copper coated projectiles to stop fliers - lead pellets start to flatten out in the barrel and the flat spots cause the pellet to act as Frisbees. Be careful of using STEEL shot on the range as ricochet concerns magnify intensely. Additionally, good filler is important*

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NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

**FUNDAMENTALS OF
SHOOTING**

PRIMARY OBJECTIVES

When considering or performing fundamentals of shooting, 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 shooters 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 intended strike of the round. Whether the shooter

TACTICAL SHOTGUN INSTRUCTOR

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.

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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

TACTICAL SHOTGUN INSTRUCTOR

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B. GRIP

The shooter should obtain what is called "a shooting grip" on the pistol grip with the firing hand and exert rearward pressure into the shoulder. Elbow down. The Support Hand should be placed on the handguard.

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Rearward pressure should be applied with the support hand as well. Elbow down. Almost all manipulation of the firearm such as reloads, moving the safety select lever, cocking lever, correcting stoppages, should be performed with the support hand as the shooting grip is maintained and the gun kept up in the shoulder.

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

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on maintaining sight 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

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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.

TACTICAL SHOTGUN INSTRUCTOR

NOTES

TACTICAL SHOTGUN INSTRUCTOR



LOW READY POSITION

*The **Ready Position** begins from the good solid **"Fighting Stance"**. It is a position from which the shooter is most ready to quickly bring the firearm to bare on a subject and engage. It **also maximizes the shooters ability to maintain observation of the threat and the threat area.***

A. Weapon in shoulder

*The buttstock of the firearm is placed high on the shooters body and as close to the cheek of the shooter as possible. The buttstock and the stock weld should be considered the **Pivot point** or hinge as the shooter goes from the ready position up and into the firing position.*

B. Dropped below sight (no tunnel vision) scanning

The muzzle is depressed from this position to where the shooter can observe the threat or threat area as he is assessing and also enough that the shooter can turn his head left and right without becoming obstructed by the stock.

C. Master Grip

*The shooter should obtain a **master grip** on the pistol grip with the firing hand and exert rearward pressure into the shoulder. **Elbow down**. The **Support Hand** should be placed on the **forend** and indexed. Rearward pressure*

TACTICAL SHOTGUN INSTRUCTOR

*should be applied with the support hand as well.
Elbow down.*

*From this ready position the shooter can asses threats and then when he determines he needs to fire, the firearm is brought up to the shooters head, a cheek weld is obtained, and the sights simply interrupt the shooters plane of vision. This should be done in **One Motion**. When the gun stops moving he can fire.*

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

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HIGH READY POSITION

A. Butt Hip Level

*The firing hand holds the **butt** against and at hip level.*

B. Front Sight in Line of Vision

The muzzle is elevated to where the front site is in the line of the shooters vision. During search or scan, the shooter simply keeps the front sight in line with his vision.

*To **mount** and fire the shotgun, the shooter simply moves the firearm forward while maintaining the front sight in line with the target. **The butt** is rotated up, leveling the shotgun and then the butt is brought firmly into the stock weld, cheek weld index is obtained and the shooter can fire.*

C. Mounting

TACTICAL SHOTGUN INSTRUCTOR

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

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LOADING

-
1. **Safety On**
 2. **Insert Rounds in Magazine Tube**

***Operational Ready** configuration would simply be chamber loaded and magazine full, leaving the shotgun on safe.*

3. Cruiser Safe

***Cruiser Safe** is simply leaving the chamber empty, but magazine fully loaded. To deploy the shotgun from the cruiser safe configuration, the shooter must chamber a round, and deactivate the safety.*

4. Operational Ready

5. Chamber Round

6. Safety On or Off

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NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

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UNLOADING

SEMI - AUTO

1. Safety On
2. Pull Bolt Handle Back

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3. Unload Magazine Tube
 1. Safety On
 2. Pull Action Back
 3. Unload Magazine Tube

PUMP

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NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

RELOADING

A. Speed Reload or Chamber

This would be done when the shotgun is empty. With the shotgun still mounted, the shooter would secure a new round with the support hand and bring the round either under the receiver and up through the ejection port, or over the top of the receiver. The shooter would then need to

TACTICAL SHOTGUN INSTRUCTOR

release the bolt or move the action forward to chamber the round. The magazine tube could then be loaded.

Lefties

A lefty would simply secure the new round with the thumb and fingers of his support hand and move the round straight to the ejection port, insert, and move the working parts forward to chamber the round.

B. Tactical Reload on Tube

1. Opportunity

*The **second** type of reload is nothing more than keeping the magazine " **topped off**", if the*

TACTICAL SHOTGUN INSTRUCTOR

opportunity or situation allows, to prevent the shotgun from running dry. This is simply done by maintaining the mount of the shotgun and securing a new round with the support hand and inserting it into the magazine.

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR



PATTERNING

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Name:

_____ **Date:**

Type of Shotgun:

_____ **Barrel**
Length: _____

TACTICAL SHOTGUN INSTRUCTOR

Distance

Impact Area

Round

Manuf

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Inches

3yd

Disk #1

00 Buck/standard

3yd

Disk #2

Bird

5yd

Disk #3

00 Buck

5yd

Disk #4

Bird

TACTICAL SHOTGUN INSTRUCTOR

7yd	Disk #5	00 Buck
7yd	Disk #6	Bird
10yd	Disk #7	00 Buck
10yd	Disk #8	Bird
15yd	Stomach	00 Buck

TACTICAL SHOTGUN INSTRUCTOR

25yd	Upper Chest	00 Buck
25yd	Head	Slug
25yd	Upper Chest	Slug
50yd	Stomach	Slug

Course of Fire

INTRODUCTION FIRING

Ammo: 15 light rds and 10 heavy rds

Range: 10

Target:
Metal

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Demo: Yes, demo one round from low and high ready.

1. 5 - 7 yards **Low ready -** Load 1 **light**
round into magazine and fire.
Fire 5 times.

2. 5 - 7 yards **Low ready -** Load 1 **Heavy** round into magazine

TACTICAL SHOTGUN INSTRUCTOR

and fire. **Fire 5 times**

3.	5 - 7 yards	High ready -	Load
	1 Light	round into magazine	and
	fire. Fire 5 times.		

TACTICAL SHOTGUN INSTRUCTOR

4. 5 - 7 yards
magazine

High ready

-

Load 1 **Heavy** round into
and fire. **Fire 5 times.**

5. 5 - 7 yards

Low ready -

5 **Light** rounds into magazine,

Load
place

TACTICAL SHOTGUN INSTRUCTOR

safety on, fire 1 round on
command.

COURSE OF FIRE

CHECK STANCE

Ammo: 5 light and 5 heavy rds

Range: 10

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Target:
Metal

Demo: Yes, demo 5 rapid rounds (heavy)

TACTICAL SHOTGUN INSTRUCTOR

1. 10 yards **Low ready -** Load
5 Heavy rounds and fire **rapidly** on
command.

2. 10 yards **Low ready -** Load

TACTICAL SHOTGUN INSTRUCTOR

5 Light rounds and fire rapidly on
command.

NOTE: Ensure that you are stressing proper stance. Reiterate **ZERO misses**. If

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the students are missing they may be firing too fast.

If students are having problems, only fire **Light Rounds**.

MAINTENANCE

CLEANING

The Shotgun will function in extremely adverse conditions and will operate while quite dirty; however, this is not the recommended method of operation. This shotgun is responsible for the safety of the operator by its proper function and if it is never cleaned it can't be as

TACTICAL SHOTGUN INSTRUCTOR

reliable as it is when
clean. This gun is NOT self-cleaning just as it is not self-
shooting. It should
Therefore be cleaned after every time it is used. If you
shoot one round
From it, it should be cleaned. After every firing it should
be cleaned.

CLEAN IS CLEAN, This is your standard!

SOLVENTS

Mineral spirits, dry-cleaning solvents such as Var-sol, Safety
clean #105

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NEVER GASOLINE! These are for general cleaning throughout the gun.

BORE CLEANERS

Hoppe's Nitro Solvent, Shooter's Choice, etc.

BORE BRUSHES

Bronze bristle, copper, and brass recommended, nylon is okay.

NEVER, EVER use stainless steel.

PATCHES

Soft, absorbent, recommend knit patches.

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Woven patches leave strings. Southern Bloomers are recommended.

LEAD-AWAY

Cloths saturated with solvents capable of removing the lead build up in a shotgun barrel. There are also screen wire type lead removers.

LUBRICANTS

Break-free, Eze-ox, Slick 50 1-lube, etc ...

PRESERVATIVES

WD-40 is a preservative not a lubricant! Break-free is good,
Balistol,

RIG, etc..

CARE AND CLEANING

BARREL

Clean from the chamber end

always!!!

Push the brush or the patch through in one stroke.

Brush with solvent.

Wash brush!!!

Patch dry until clean, repeating brushing if necessary.

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Lube barrel inside and out to prevent rust. Fouling shots are fouling!

RECEIVER

Clean with mineral spirit solvents and brush to remove large deposits of carbon and dirt. Pay particular attention to the barrel extension area. Generally Lube throughout

BOLT GROUP

Clean with brush and solvent, air dry.

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Lube.

TRIGGER GROUP

Clean with brush and solvent, flowing or pouring solvent may be a help, air dry, lube, paying particular attention to the axles.

HANDGUARD/

Wipe off with a damp cloth or wash with soap and

BUTTSTOCK

water and dry completely. Do not lube, but you may have to wipe the handguard with a lightly oiled cloth if a white residue appears.

MAGAZINE

Clean out as you would a barrel.

VISUAL CHECKS

The operator should know their gun well enough to know if there is something wrong with it.

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They should perform a visual inspection of the gun as they are cleaning it.

REPORTING

Encourage your people to report problems, not fearing retribution.

COURSE OF FIRE

MOUNTING DRILLS

Ammo: 10 light and 15 heavy rds

Range: 10

Target:
Metal

Demo: Yes, demo 5 rapid rounds (heavy)

1. 10 yards **Low ready/Safety On**
Load 5 light rounds into
magazine and fire 1 round on each

command.

- | | | |
|----|----------|----------------------------|
| 2. | 10 yards | Low ready/Safety On |
|----|----------|----------------------------|

Load 5 Heavy rounds into magazine and fire 1 round on each command.

3. 10 yards **High ready/Safety On**
Load 5 Light rounds into magazine and fire 1 round on each command.

4.

10 yards

High ready/Safety On

Load 5 Heavy rounds into magazine and fire 1 round on each command.

5. 10 yards **Shooters Choice**

DOUBLE TAPS

Hammer

A hammer double tap is two rounds fired rapidly

Load 5 Heavy rounds into magazine, off safe, fire rapidly on command.

with very little set time between shots. This is generally used when the target is large and/or close when speed is necessary.

Controlled Pairs

These are fired when the target is more difficult because of size or distance. More accuracy may

be required, so set time increases between shots to allow the shooter to stop the firearm and be more precise with sight alignment

A. Presenting the Firearm

1. Mounting

From the ready position the shooter should simply move the firearm to the head. One movement is all that is necessary. The index points must be established prior to firing.

2. Sighting

If the mount is performed correctly, once the cheek weld is established the sights simply interrupt the plane of vision.

3. Presentation Time vs. Set Time

Presenting the firearm is the process of moving the firearm from the ready position to the firing position. This should be done as fast as possible and never changes due to target size or distance. What does change based on size and distance is SET time. It is the time required

TACTICAL SHOTGUN INSTRUCTOR

by the shooter to stop the gun out of motion after presentation and in-between successive shots and to insure the alignment of the sights. This varies dependant on the degree of precision and speed required in the firing of the shots. Obviously, a target which is smaller and/or further away will require the application of more SET time. Hammers or Controlled Pairs are differentiated simply by set time.

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

COURSE OF FIRE

DOUBLE TAPS

Ammo: 8 rds of heavy 8 light

Range: 10

TACTICAL SHOTGUN INSTRUCTOR

Target:

Metal

Demo: Yes,

1. Good Hammer
2. Good Controlled Pair
3. Hammer w/bad stance

Good Hammer

6. Good Controlled pair

TACTICAL SHOTGUN INSTRUCTOR

1. 10 yards **Load 8 *Light* Rounds** Fire Hammers. Fire 4 Times.

2. 15 yards **Load 8 *Heavy*** Rounds Fire 4 Controlled Pairs. Fire 4 Times.

RELOAD DRILLS

A. Round in Chamber Reload

- * 1 round placement
- * Buttstock

* Belt

1. 2 round position with finger
2. Thumb pushes round into tube
3. At ready position

B. Empty Chamber Reload

- * 1 round placement
 - * Buttstock
 - * Belt
1. Round held at base of finger
 2. Right handed shooter comes underneath
 3. Left handed shooter comes straight up
 4. At ready position

TACTICAL SHOTGUN INSTRUCTOR

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

COURSE OF FIRE

RELOAD DRILLS

Ammo: 18 rounds of heavy, 18 rounds Light

Range: 10

Target:

Metal

Demo: 1. Good Hammer

2. Good Controlled Pair

3. Hammer w/poor

- stance
4. Beginning to shoot while still presenting.
 5. Good Hammer
 6. Good Controlled pair

Round in chamber reload

Load **3 Light** rounds in magazine, have **7 Light** rounds in reload carrier/pouch.

TACTICAL SHOTGUN INSTRUCTOR

1. 10 yards Fire a **Double Tap** on command and reload **2** into the magazine tube. **Fire 5 times.**

Load **3 Heavy** rounds in magazine, have **7 Heavy** rounds in reload carrier/pouch.

2. 10 yards Fire a **Double Tap** on command and reload **2** into the magazine tube. **Fire 5 times.**

Empty Chamber Reload

Load **2 Light** rounds in magazine, have 6 Light rounds in reload carrier/pouch.

1. 10 yards

Fire a **Double Tap** on command and reload 1 into ejection port and 1 in the magazine tube. **Fire 4 times.**

TACTICAL SHOTGUN INSTRUCTOR

Load **2 Heavy** rounds in magazine, have **6 Heavy** rounds in reload carrier/pouch.

1. 10 yards Fire a **Double Tap** on command and reload **1** into ejection port and **1** in the magazine tube. **Fire 4 times**

.

AMMO CHANGE OVER

A. Chamber

1. Find new round (strong hand)
2. Round in hand, pull bolt handle to the rear ejecting round in chamber
3. Drop new round in port and continue

B. Magazine Tube

1. Find new round (support hand)
2. Insert round in magazine tube
3. Engage Cartridge Drop Lever
4. Pull Bolt Handle to rear and release

TACTICAL SHOTGUN INSTRUCTOR

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

COURSE OF FIRE

AMMO CHANGE OVER

Ammo: 6 rounds of heavy, 12 rounds Light

Range: 10

Target:

Demo: Yes, do a dry demo of both change overs.

Chamber Change Over

Load **6 heavy** rounds in magazine, have **6 Light** rounds in reload carrier.

1.

10 yards

 shooters will perform **Low ready** On command,
a Chamber change over and fire.
Fire 6 Times.

Magazine Tube Change Over

TACTICAL SHOTGUN INSTRUCTOR

Load **6 heavy** rounds in magazine, have **6 Light** rounds in reload carrier.

2. 10 yards **Low** ready On command,
shooters will perform
a Magazine tube change over
and fire. **Fire 6 Times.**

STOPPAGE DRILLS

- A. 1 round in chamber**
- B. Attempt to double tap**

BACK UP FIREARM

- A.** Support hand, while maintaining grip, comes to contact with the support side thigh
- B.** Strong hand releases pistol grip at same time
- C.** Strong hand grips pistol drawn from holster and fires one-handed while holding shotgun

TACTICAL SHOTGUN INSTRUCTOR

down and away

D. Stance does not change

1. Always press trigger twice to insure stoppage
2. Once target is engaged and situation clear, holster and secure pistol

3. Immediately clear shotgun, Lock back bolt and observe and clear malfunction. Load fresh rounds in the magazine and chamber a round
4. Do not point firearm up or down

E. Verbalization

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

course of fire

STOPPAGE DRILLS

Ammo: 8 rounds of **Light**

Range: 10

Target:
metal

Demo: Live fire demo of transition and clearing the stoppage.

- 1. Transitions** *Have students perform multiple **dry** fire transitions while on the line and prior to loading.*

Note: *Check for violations of the laser rule and proper transition procedures.*

Load **1 Light** round into chamber

2. 10 yards

Low ready On command, shooters will fire until a stoppage occurs, then transition to their pistol and fire **2 rounds w/pistol**. Then clear shotgun and load **1 Light** round into chamber and assume the ready.

NOTE: Make shooters use good verbalization. the first 4 reps the instructors act as the clear officer, then the rest of the reps the students cover each other.

greatest threat, then the shooter moves on to the next threat.

A.

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

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.

TACTICAL SHOTGUN INSTRUCTOR

A. Identifying Targets

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

C. Jerking

B. Smooth Firearm Movement

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

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

COURSE OF FIRE

MULTIPLE TARGETS

Ammo: 30 Heavy rounds

Range: 10
Target: Metal

Demo: None, Just lecture

TACTICAL SHOTGUN INSTRUCTOR

1. 10 yards

Double tap their target, **double tap** their buddy's target - **3 repetitions**

2. 10 yards

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

Note: Students should be reloading their magazines during lulls in the course of fire

.

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

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

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

TACTICAL SHOTGUN INSTRUCTOR

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 the sights.

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR



COURSE OF FIRE

FIRING POSITIONS DRILL

Ammo: 22 rds slug

Range: 25,35,50

Target: Metal

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

TACTICAL SHOTGUN INSTRUCTOR

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

- | | | |
|----|----------|--|
| 1. | 25 yards | - Standing - Single Round - 2 Repetitions |
| | 25 yards | - Kneeling Unsupported - Single Round - 2 repetitions |
| | 25 yards | - Kneeling Supported - Single Round - 2 reps |
| | 25 yards | - Squatting - Single Round - 2 repetitions |



TACTICAL SHOTGUN INSTRUCTOR

- 2. 35 yards - ***Kneeling Unsupported*** - Single Round - 2 repetitions
- 35 yards - ***Kneeling Supported*** - Single Round - 2 reps
- 35 yards - ***Double Knee Kneeling*** - Single Round - 2 reps
- 35 yards - ***Squatting*** - Single Round - 2 Reps

- | | | |
|----|----------|---|
| 3. | 50 yards | - <i>Prone</i> - Single Round - 2 reps |
| | 50 yards | - <i>Squatting</i> - Single Round - 2 reps |

50 yards - **Shooters Choice of kneeling** - Single Round - 2 reps

threat, one should always turn into known territory. Or in other words, the shooter will pivot in a forward fashion rather than backwards. This is done so the shooter always sees where he is turning in to and can make adjustments if needed.

STATIC TURNS SHOULDER

A. Always move into known territory

When performing a static turn towards a

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

D. Zero misses

C. Counting rounds

**E. Stress safety - *don't break
laser rule***

The muzzle should be depressed and stay

TACTICAL SHOTGUN INSTRUCTOR

depressed until the turn is completed. Do not begin presenting the firearm while turning.

F. Stress stance

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

—
COURSE OF FIRE

STATIC TURNS

Range: 10 yards
Metal

Target:

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 round. **Fire 3 times.**

1. Line facing to the right **Low**
ready, on the "UP" command shooters

will turn **90** degrees pivoting on
the **left foot**,

face target, plant feet,
present and fire

2. Line facing to the left **Low**
ready, on the "UP" command
shooters

will turn **90** degrees
pivoting on the **Right**

TACTICAL SHOTGUN INSTRUCTOR

foot, face target, plant feet,
present and fire

1 round. **Fire 3 times.**

180 degrees pivoting on the **left**
foot, face

target,
plant feet, and fire 1 round. **Fire 3**
times.

3. Line facing up range Low
ready, on the "UP' command
shooters will
turn

4. Line facing up range Low
ready, on the "UP' command
shooters will

TACTICAL SHOTGUN INSTRUCTOR

turn
180 degrees pivoting on the
Right foot, face
target,
plant feet, present and fire 1
round. **Fire 3**
times.

ready, on the "UP' command shooters
will

turn
180 degrees
pivoting on
the **Either**
foot

(shoot
ers choice),
face target,

5. Line facing up range **Low**

plant feet,
present
and

fire 1 round.
Fire 3 times.

**FIRING ON THE MOVE –
Shoulder**

During a tactical operation, movement is used as part of the resolution tactics. It is

imperative that the operator be able to shoot and hit while moving. There are certain points to consider. The movement in your body is projected to the end of the gun. This movement is not good and can affect your shot. The goal with any movement technique, is to try and reduce the amount of movement in the gun produced by running or moving quickly.

TACTICAL SHOTGUN INSTRUCTOR

FORWARD

A. Firearm pulled tight into shoulder

B. Consistent Upper body Platform

C. Legs become shock absorbers

One can reduce this movement by allowing the knees and feet to act as shock absorbers. Over exaggerate the bend in the knees

D. Roll your feet

The shooter should shorten his/her normal stride to about half. The feet roll naturally from heel to toe and one should avoid picking the feet up too high. They should plane out and the path of the

TACTICAL SHOTGUN INSTRUCTOR

feet should be parallel to the ground as much as possible. The feet and knees should remain linear and one should prevent the knees and feet from stepping out to the left and right. Short steps should be taken, rather than long steps.

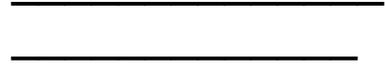
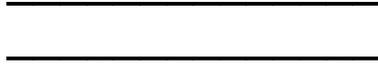
- E.** Walking
- F.** Speeds
- G.** Commands

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR



BACKING OUT

The ability to "Back Out" is an essential tool for the tactical team and the operator. Just as in firing on the move forward, reducing the motion of the muzzle through a good movement technique is the most important aspect of firing while backing out.

TACTICAL SHOTGUN INSTRUCTOR

- A.** Firearm pulled tight into shoulder
- B.** Maintain Weight Transfer
- C.** Legs become shock absorbers
- D.** Roll your feet
- E.** Reverse Step

The first backing out movement method is the

TACTICAL SHOTGUN INSTRUCTOR

same movement technique used for forward moving only done in reverse. It is extremely important that the shooter keeps weight distribution forward and not lean back.

F. Step and Drag/Drag and Step

The step and drag back is performed by stepping back with the strong foot and then dragging the support foot back. This technique allows the strong foot to come in contact with an obstruction and identify it first while maintaining balance. If an obstruction is identified the shooter can take another course around it. Again the shooters weight distribution must remain forward

G. Speeds

H. Commands

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

COURSE OF FIRE

FIRING ON THE MOVE

Ammo: 12 Light rounds

Range: start @ 15

Target: Paper

Demo: Yes, after lecture live fire demo the three different speeds firing 1 round 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 1 round 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.*

TACTICAL SHOTGUN INSTRUCTOR

COURSE OF FIRE

FIRING ON THE MOVE

Ammo: 6 Light rounds

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 "Reverse" 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

TACTICAL SHOTGUN INSTRUCTOR

the down subject and scanned, the instructor gives the preparatory command of **"Reverse"**. 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 1 round while moving. **FIRE 4 Times.**

NOTE: *Be cautious that the shooters **do not** stop their rearward movement if*

TACTICAL SHOTGUN INSTRUCTOR

a stoppage occurs. They must transition while moving.

Course of Fire

PATTERNS ACCURACY DRILL

Ammo: 6 Heavy rounds

Range: 10

Target: 2 metal

Demo: no

Note: Set up metal targets so that each position has 2 targets. There should be one target facing directly in front of the shooter and the second target should be behind the first target, off set slightly to the left.

Load up Magazine with Heavy rounds

1.

10 yards

Low ready Shooters will stand centered on the close target. On command the shooter will take one step to the left and fire 1 round on the second target without hitting

the first.

Fire 3 Times.

2. 10 yards **Low** ready Shooters will stand centered on the

close target. On command
the shooter will **not**
move but will fire 1 round on
the second target
without hitting the first. **Fire**
3 Times.

STREET ENGAGEMENT

Course of Fire

Range: 10, 35, 50 yards
paper
Demo: No

Target: 5 Metal 4

1. First Stage

Set up two pairs of steel targets, one slightly to the rear and to the left of the other (as in the Pattern Accuracy drill) (front targets both white or yellow, rear target on blue and

the other red) **15** yards and centered on the shooting position. The other steel target is set at **35** yds from the shooter at the extreme right side of the range. Shooting position will be from behind cover.

- Shooter loads **5 or 4 00** buck into mag (mag should be full, "patrol

TACTICAL SHOTGUN INSTRUCTOR

ready"), shooter will have **2 slugs** at the ready (belt, pocket or vest).

- Shooter then makes shotgun "operational " (loads one into the chamber) and comes to the low ready behind cover
- On the Pact Timer signal, call out red or blue. The shooter will

engage proper target with OO buck ("Pattern Accuracy") from left side of cover, rolling or stepping out. If shooter misses, a reengagement is required without command.

- Shooter will return to cover and while keeping focus down range, perform an ammo change over to

TACTICAL SHOTGUN INSTRUCTOR

a slug round and engage the **35** yard target from the right side of cover either rolling or stepping out.

- If slug misses, the shooter will perform another ammo change over and reengage the **35** yard target.

- Shooter will be given total elapsed time.

2. 35 yards

Low
ready

Shooters will
fire 6 rds of

TACTICAL SHOTGUN INSTRUCTOR

slug at the
35 yd paper

target
then check
their group.

3. 50 yards

Low
ready

Shooters will
fire 6 rds slug
at the 50 yd
paper

target

then check
their group.

B.

MOVING

TARGET

There are basically three methods of engaging laterally moving targets. They are Stationary Hold, Tracking, and Overtaking. The most important aspect of each of these is the lead

that must be applied with the firearm by the shooter in order to hit. The amount of lead depends primarily upon the Speed at which the target is moving and the Distance of the shooter to the target.

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.

TACTICAL SHOTGUN INSTRUCTOR

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

Course of Fire

MOVING TARGETS

Ammo: 20 Light

Pigeons

Range:

Target: Clay

Demo: No.

FROM THE READY

1. One Shooter

Low ready The instructor will begin to throw the clays slowly one at a time and then pick up the tempo.

Shooter engages the clays thrown. **10 clays** per shooter.

2. Two Shooters

Low ready Two shooters will engage the clays as a team, communicating and covering during reloads.
20 clays per team.

STANDARDS DRILLS

RANGE

DRILL

RDS

TIME

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10yd

Single Rds
1 Rd
1.0

sec

10yd

Double Tap
2 Rds

TACTICAL SHOTGUN INSTRUCTOR

10yd

sec 1.5

Reload
2 Rds
5.0

sec

TACTICAL SHOTGUN INSTRUCTOR

10yd

Handgun Stoppage
1 Rd
4.0 sec

10yd

Targets Multiple
1 Rd 2
2.0 sec

**ACTIVE COUNTER
MEASURES**

1. Introduction

2. Verbalization Skills

A.

Surrender
Ritual

3. Strikes

- A. Forearm
- B. Knee
- C. Angle Kick

D. Vertical Wall Stun

4. Low Level Simulation

- A. Training Bag

TACTICAL SHOTGUN INSTRUCTOR

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

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A. Proper Police Action

WEAPON RETENTION

1. BEST WEAPONS DEFENSE

2. VERBALIZATION

3. MINDSET

TACTICAL SHOTGUN INSTRUCTOR

4. STEP AND DRAG BACK

7. KNEE STRIKES

5. REVERSE "J"

8. DEADLY FORCE

6. POWER STEERING

A. Back up firearm

B. Partner

TACTICAL SHOTGUN INSTRUCTOR

NOTES

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR



**RESPONSIBILITIES OF THE
FIREARMS
INSTRUCTOR**

GOAL - Winning the Encounter

1. **OBJECTIVES - Improve
A.S.K.**

2. Preparation of a Firearms Program

b. Additional Points

a. **Critical Aspects**

1. Mindset
2. Threat Assessment
3. Tactics

3. Entry Level Training

4. Advanced Training

5. **Range vs. Operations**

NOTES

6. **Instructor Attitude**

7. **To "Teach"**

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

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METHODS OF INSTRUCTION

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

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

TACTICAL SHOTGUN INSTRUCTOR

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TITLE _____

DESCRIPTION:

TACTICAL SHOTGUN INSTRUCTOR

OBJECTIVES:

TACTICAL SHOTGUN INSTRUCTOR

REFERENCES:

TACTICAL SHOTGUN INSTRUCTOR

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.

TACTICAL SHOTGUN INSTRUCTOR

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 _____

TACTICAL SHOTGUN INSTRUCTOR

Objectives

Drill Summary

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of Rounds

of targets and Configuration

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Stress/Time Requirements

Support Requirements

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Range Commands

Additional Instructions

TACTICAL SHOTGUN INSTRUCTOR

EXAMPLE SCHEDULE

TACTICAL SHOTGUN COURSE

DAY ONE

- * Administration and Introduction
- * Safety and Nomenclature
- * Semi vs. Pump

TACTICAL SHOTGUN INSTRUCTOR

- * Breakdown & Assembly
- * Function
- * Accessories & Ammo
- * Principles of Marksmanship
- * Loading/Unloading/Reloading
- * Patterning
- * Introduction Firing
- * Check Stance

DAY TWO

- * Safety Briefing

TACTICAL SHOTGUN INSTRUCTOR

- * Maintenance
- * Mounting Drills
- * Double Taps
- * Reload Drills
- * Ammo Change Over
- * Stoppages/Back up
- * Multiple Threats
- * Static Turns
- * Firing on the Move
- * Pattern Accuracy Drills

TACTICAL SHOTGUN INSTRUCTOR

- * Slug Drills
- * Moving Target & Team Concept

DAY THREE

- * Safety Briefing
- * Standard Drills
- * Long Gun Retention
- * Active Counter Measures
- * Immediate Threat Concept
- * One & Two Man Room Clearing
- * Team Exercises

TACTICAL SHOTGUN INSTRUCTOR

EXAMPLE COVER SHEET LESSON PLAN
TACTICAL SHOTGUN

Description: Through lecture, demonstration, class discussion and live fire range exercises, the student will be able to demonstrate the knowledge and ability to safely handle, load, unload and accurately fire the shotgun, pump or semi-auto.

Objectives: The student will be able to:

1. Accurately identify/know/describe the following:
Firearm nomenclature, Functioning, Sight adjustment, Safe Handling and Accessories.
2. Demonstrate proper range safety discipline.
3. Accurately engage at single and multiple targets from stationary and moving positions.
4. Properly demonstrate pattern accuracy and knowledge.

TACTICAL SHOTGUN INSTRUCTOR

5. Demonstrate basic fundamentals including stance, grip, clearing, loading, unloading, sight alignment, trigger control procedures.

References: Shotgun owners manual
Heckler & Koch Armorers Course
Study Book for Tactical Shotgun Instructor

Training Aids: Shotgun Owner's Manual
Shotgun Chart
Assorted Chokes

TACTICAL SHOTGUN INSTRUCTOR

Assorted Ammo Props
Shotgun

Each Student Will Have: 1 - Shotgun pump or semi
1 - Sling
1 - 6 round magazine pouch
1 - 2 round belt clip
200 rounds skeet
100 rounds 00 Buck
50 rounds Slug

TACTICAL SHOTGUN INSTRUCTOR

50 rounds Pistol

Total Time : 24 Hours

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

TACTICAL SHOTGUN INSTRUCTOR

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.

TACTICAL SHOTGUN INSTRUCTOR

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.

RANGE MANAGEMENT

INTRODUCTION

SAFETY FIRST!

C. 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

NOTES

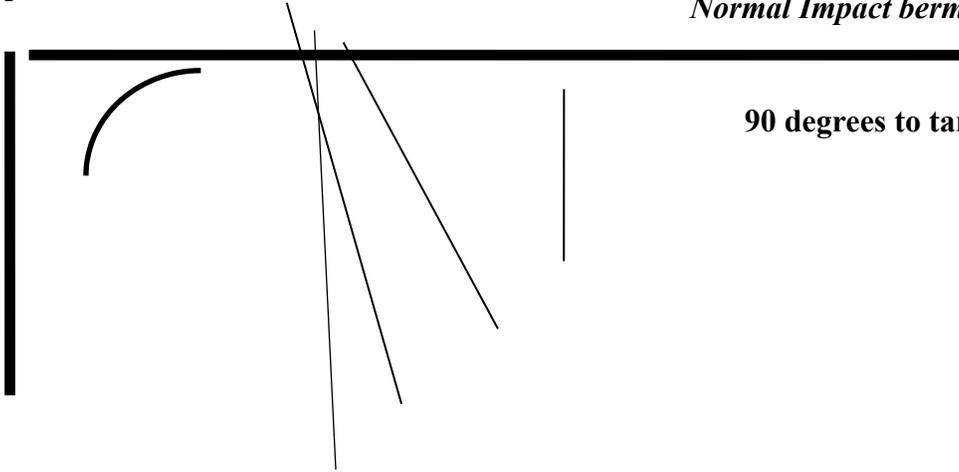
TACTICAL SHOTGUN INSTRUCTOR

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Angle impact area

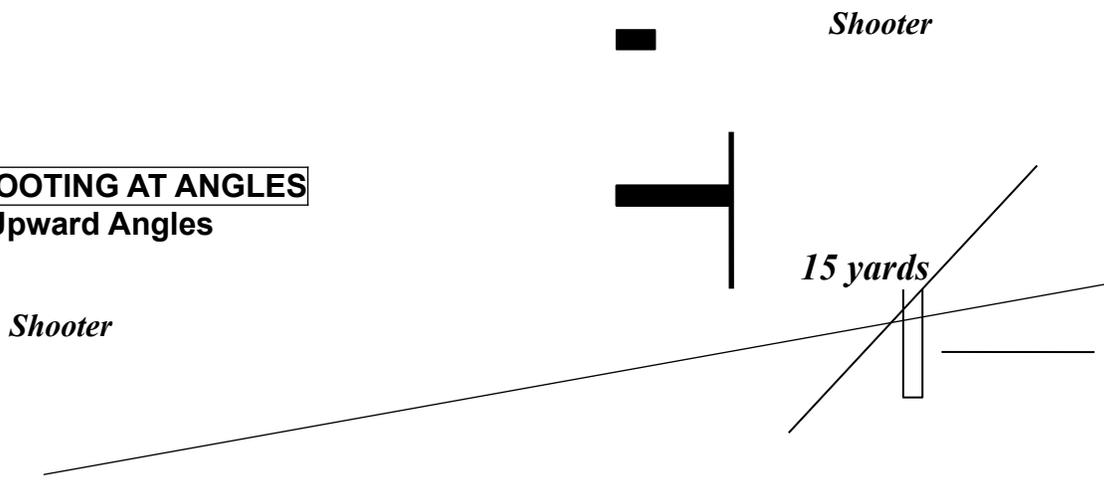
Normal Impact berm

Side berm



90 degrees to target

SHOOTING AT ANGLES
2. Upward Angles



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

THE ENVIRONMENT

1. Heat
2. Extreme Cold

EMERGENCY MEDICAL SERVICES

1. Injury Reports

STUDENT CONDITION

COMMUNICATIONS

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

NOTES

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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

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REPORTS

NOTES

SUMMARY

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