

TACTICAL SUBMACHINE GUN

DAY 1

Administration and Introduction

Nomenclature
Breakdown and Assembly
Sights
Load, Unload, Reload
Stance and Ready Position
Fundamentals of Shooting
Check Fire and Zero
Reload Drills w/verbalization
Stoppage/Transition Drills w/verbalization
Drug & Body Armor Drills
Multiple Targets
Firing On the Move - Shoulder

DAY 2

Dynamic Clearing Principle

Immediate Threat Concept
Room Entry and Movement
Apprehension of Suspects
Active Countermeasures

DAY 3

Standards Drill

CQB Techniques
Firing on the Move - CQB and Shoulder
Firing on the Move Laterally - Shoulder
Moving Targets
Multiple Targets
Team Drills
Individual Room Clearing - Live Fire
Low Light and the use of Illumination during Room Clearing - Live Fire

DAY 4

Forced Entry Lecture

Paired Room Clearing, Single Room - Live Fire
Paired Room Clearing, Double Room - Live Fire
4 Man Team Room Clearing - Live Fire
Use of Distraction Devices
Live Fire Exercises using ACM & Distraction Devices

DAY 5

Dynamic Clearing Exercises

Post OP Procedures
Ladder & Window Entry Techniques
Stairways & the use of Shields
Team Assault Exercises

- * SIMUNITIONS
- * Def-TEC
- ACM

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

NAME _____

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. Faceshields, Padding, etc. Must be worn properly and at all times during Simulation/Simuniton training until directed otherwise by the Instructor.
5. When using Simuniton 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

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 IMPARE THEIR MOTOR SKILLS, JUDGEMENT OR BALANCE.

NOMENCLATURE

- A. Buttstock with Sling Attachment and Rear Take Down Pin**
- B. Rotary Rear Sight**
- C. Scope Mounts**
- D. Cocking Lever and Tube**
- E. Front Sight**
- F. Barrel and Lugs**
- G. Front Sling Mount and Take Down Pin**
- H. Forearm**
- I. Magazine Release/Paddle and Button**
- J. Magazine Well**
- K. Center Sling Mount**
- L. Center Take Down Pin**
- M. Trigger, Trigger Guard and Pistol Grip**
- N. Safety Select Lever**

BREAKDOWN & ASSEMBLY

A. Assemblies

1. Receiver with Barrel, Cocking Mechanism and Sights
2. Bolt Assembly
3. Pistol Grip with Trigger Mechanism
4. Buttstock
5. Forearm
6. Magazine
7. Sling

B. Trigger

1. Pistol Grip
2. Trigger Mechanism
3. Safety Select Lever

C. Bolt

1. Bolt Head Carrier and Recoil Spring Tube & Guide Rod
2. Bolt Head
3. Locking Piece
4. Firing Pin
5. Firing Pin Spring

D. Function Check

1. Bolt Movement
2. Safety
3. Semi
4. Auto/burst
5. Buttstock (Retractable)

SIGHTS

A. Sight Picture

B. Rotary Drum

C. Factory 3" Group

D. Trajectory

FUNDAMENTALS OF SHOOTING

PRIMARY OBJECTIVES

1. REDUCE MOTION

2. CONSISTENCY

A. Grip

B. Stance

C. Sighting

D. Trigger Control

E. Follow Through

F. Scan & Breathe

LOAD

- 1. Firearm pointed in a safe direction**
- 2. Safety on**
- 3. Lock Cocking Lever to the Rear**
- 4. Magazine on**
 - a. Seat and lock**
 - b. Two stages**
- 5. Try to pull off**
- 6. Cocking Lever**

Note: Vigorously Slap the Cocking Lever out of the Indent, to allow the Bolt Assembly to go Forward on its own.

UNLOAD

- 1. Firearm pointed in a safe direction**
- 2. Safety On**
- 3. Magazine off**
- 4. Lock Cocking Lever to the Rear**
- 5. Visually and Physically inspect chamber**

RELOAD

- A. Lock back while going down on one knee
- B. Remove Magazine
- C. Insert Fresh Magazine
- D. Give a tug down on fresh magazine
- E. Slap Cocking Lever - Allowing Bolt Assembly to go Forward
- F. Single stack - get new magazine before locking back

CLEARING STOPPAGES ON MP5

- 1. Always press trigger twice to insure stoppage**
- 2. Lock back**
- 3. Mag off**
- 4. Shake from 4-8 o'clock.**
- 5. Rack bolt back and forth and lock back.**
- 6. Insert a fresh mag, give a tug, then cocking lever forward**
- 7. Do not point firearm up or down, maintain the master grip and weapon in shoulder**

ROOM CLEARING

- A. DYNAMIC CLEARING**
- B. IMMEDIATE THREAT CONCEPT**
- C. ROOM ENTRY AND MOVEMENT**
- D. DYNAMIC CLEARING MULTIPLE ROOMS**

APPREHENSION OF SUSPECTS

A. Control

1. Verbal

- a. Identification**
- b. Entry vs Threat**
- c. Surrender Ritual**

2. Physical

- a. Contact/Cover**
 - Threats/Areas**
 - What Ifs= and I Knows=**
 - Distance**
 - Numbers= of Officers**

3. Localization

- a. Consolidation vs Separation**

ACTIVE COUNTER MEASURES

1. Introduction

- History
- Intro to Defensive Tactics

2. Theory

- Control Theory
- Safety Rules

3. Psycho-Motor Skill Development

- Mental Conditioning
- Body Mechanics
- Power Development
- Transfer of Force

4. Technique Development

- Focused Strikes
 - *Forearm
 - *Knee
 - *Angle Kick
- Stunning Techniques

5. Simulation Training

STANDARDS DRILLS

<u>RANGE</u>		<u>DRILL</u>	<u>RDS</u>	<u>TIME</u>
Semi		10M	N	Dbltap 2rds 1.5 sec
10m				Reload 2rds, reload, 2rds 7.0 sec
10m			N	Stoppage Fire 2rds Dry fire, Backup 4.0 sec
10m				Body armor 2rds Body, 1rd Head 2.5 sec
10m				Multiple (2) 2rds Body each Trgt 2.5 sec
Auto		10m	N	Auto 3rd burst Body 1.5 sec
10m				Body Armor 3rds Body, 1 rd Head 2.5 sec
10m			N	Multiple (2) 3rds

Semi

Body each Trgt
2.5 sec

15m Dbltap
2 rds

2.0
sec

25m

Dbltap
kneeling 2 rds

2.5
sec

50m

Dbltap prone
2 rds

3.0 sec

LOW LIGHT FIRING

A. Light sources available

1. Handguard mounted flashlights
2. Scope mounted flashlights

B. External light

1. Car headlights
2. Flares
3. Chemical lights
4. Spot lights

C. Illuminating Sights

1. Tritium Sights
2. Red Dot Scope
3. Lasers

D. Firing Semi & Auto

1. Available light
2. Handguard mounted flashlights
3. Identify Targets

USE OF DISTRACTION DEVICES

- Reasons why
- Team Tactics
- Hand placement
- Area of deployment
- Different types of flash bangs

POST OPERATION PROCEDURES

1. **Objective is not secure until all threats are under control.**
2. **Maintain security and conduct an accountability of:**
 - a. Officers (good guys)
 - b. Suspects
 - c. Injured (they should receive treatment as soon as possible)
3. **Give status and requests for support with a location and specific instructions.**
4. **Command and control element:**
 1. Dispatch of E.O.D., medical and other support personnel to needed areas in response to requests from assault teams.
 2. Dispatch of back-up entry teams
 3. Pass on reports to higher
 4. Ensure only authorized personnel enter objective area
 5. Give orders to entry team leaders to begin evacuation
 6. Reassemble the force
 7. Account for personnel and equipment
 8. Preserve the crime scene
 9. Maintain security
 10. Debrief; get facts straight and lessons learned
5. **Evacuation**
 - A. **Deliberate evacuation** The orderly evacuation of personnel from the objective which would start on command from the Command element
 1. This evacuation would be carefully planned and rehearsed and provides the entry team the advantage of maintaining total control over suspect movements and actions.
 2. Time would not necessarily be a factor
 - B. **Emergency evacuation** An evacuation which is made in the fastest method possible in the case of unexpected turn of events.
 1. The emergency evacuation must be well planned and rehearsed to ensure everyone knows what must be done.
 2. However, the entry team must be able to modify plans as necessary due to situations within the objective, e.g. Hasty or partial evacuation.

LADDERS & WINDOWS

A. Team Responsibilities

B. Ladder Placement

1. Single vs Double

C. Break & Rake

D. Blanket

E. Safety - WATCH FOOTING AND MUZZLE AWARENESS

USE OF SHIELDS

A. Team Responsibilities

1. Shieldman
2. Coverman

B. Hallways

C. Stairways

D. Initial Entry

STAIRWAYS

A. Threat Areas

1. Types of Staircases

B. Team Configuration

C. Dynamic

D. Slow & Deliberate

E. Use of Shield

F. Use of Distraction/Diversion

