

TACTICAL TEAM



TACTICAL TEAM COURSE

- DAY ONE**
- Administration & Introduction
 - Tactical Team Concepts
 - Tactical Team Planning
 - Lunch
 - Basic Weapons & Equipment
 - Covert movement lecture
 - Slow & Deliberate Building Searches
 1. Open Areas
 2. Stairways
 3. Hallways & Rooms
 4. Warehouse
- DAY TWO**
- Use of Force
 - Safety Briefing & Equipment Check
 - Dynamic Clearing Principle
 - Dynamic Clearing Building Searches
 1. Room Entries
 2. Stairway
 3. Hallways & Room
 4. Apartment
 - Lunch
 - Active Countermeasures
- DAY THREE**
- Safety Briefing & Equipment Check
 - Tactical Pistol
 - Lunch
 - Tactical Shotgun
 - Dinner
 - Practical Exercises
- DAY FOUR**
- Safety Briefing & Equipment Check
 - MP-5
 - Lunch
 - Chemical Agents Deployment
 - Forced Entry
 - Practical Exercises
- DAY FIVE**
- Safety Briefing & Equipment Check
 - Use of Distraction Devices
 - Lunch
 - Practical Exercises
 - Class Dinner
- DAY SIX**
- Safety Briefing & Equipment Check
 - Travel to F.T.X.
 - Practical Exercises
 - No Lunch
 - Return to range
 - Equipment check in
 - Debrief, Critique & Graduation

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. Faceshields, 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 or 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.

TACTICAL TEAM CONCEPTS

TACTICAL TEAM DEFINITION

- PURPOSE
- OBJECTIVE
- RESPONSIBILITIES
- TEAM MEMBER SELECTION
- PROCEDURES
- TRAINING
- 360 PROTECTION - TEAM CONCEPT
- INVISIBLE DEPLOYMENT
- NOISE DISCIPLINE
- COVER & CONCEALMENT - DEFINITIONS
- COMMUNICATIONS - RADIO, HAND & ARM
- NEGOTIATION TRAINING
- CHEMICAL AGENTS - TYPES

TACTICAL TEAM PLANNING

- WARNING ORDER
- BUILDING INTELLIGENCE
- SUSPECT/HOSTAGE INTELLIGENCE
- RECON MISSION
- OPERATION ORDER
- DEBRIEF

WARNING ORDER

SITUATION

MISSION

ORGANIZATION

TEAM LEADER

TEAM MEMBERS

RECON TEAM

APPREHENSION TEAM

PERIMETER TEAM

MARKSMAN

OBSERVER

UNIFORMS

EQUIPMENT

SPECIAL EQUIPMENT

WEAPONS

AMMO

CHAIN OF COMMAND

TIME SCHEDULE

RECON OUT

RECON IN

DETAILED PLANNING

DETAILED BRIEF

EQUIPMENT

MOVE TO STAGING

FINAL INSPECTION

MOVE FROM STAGING

ENTRY

END OF MISSION

RECON - MISSION

1. ADDRESS of building and surrounding streets.
2. AVENUES OF APPROACH from staging area to objective and type of terrain.
3. OBSTACLES - streams, bridges, fences.
4. COVER & CONCEALMENT- shadows, trees, surrounding buildings, vehicles shrubs, storm drains (also may be used for avenue approach)
5. FIELD OF FIRE - lanes of fire for team on avenue of approach.
6. VANTAGE POINTS - lane of fire for marksman (as high as possible)
7. LIGHTING LOCATIONS - street lights, outdoor building lights, party lights, lights from neighboring buildings.
8. OPEN AREAS -grass, fields, roads, parking lots.
9. LANDSCAPE OF AREA - hills, berms, woods, shrubs, streams, stone or gravel areas, paved areas.
10. STRUCTURAL SHAPE OF BUILDING - doors, windows, steps, fire escapes, railings, ground and upper level entry points, type of roof.

11. VEHICLES - list of vehicles and locations in areas and all plate numbers.
12. UTILITIES - all connections from outside of building for possible shut-offs, gas, oil. electric. water.
13. PERSONS OBSERVED - description of all people in or around objective heard or seen, male or female, etc. sounds coming from objective, voices, TV, radio.
14. STAGING AREA - best possible location out of sight and sound of objective and still has best avenue of approach.
15. MARK ALL AREAS ON BLOWN UP DRAWING OF AREA, ALSO SHOW OUTER PERIMETER.

BUILDING INTELLIGENCE

1. ASK FOR BLUE PRINTS, IF AVAILABLE.
 - Engineer or anyone who knows inside of building.

2. ANY PHONES OR OTHER TYPES OF COMMUNICATION (LOCATION)?
 - Any weapons or explosives (location)?
 - What is in the building and the use of the building?

3. INFO ON LIGHT, HEATING SYSTEM, AIR CONDITION VENT, WATER, TYPE GAS OR ELECTRIC (LOCATION)?
 - Possible mean for gassing building?

4. WINDOWS - TYPE SCREENS, LOCKS, HOW THEY OPEN UP OR OUT IN, HOWEVER?

5. WHAT TYPE OF ROOF, ANY ENTRANCE FROM ROOF?
 - Type of floor if carpet, what type?
 - Type of wall thickness, what are they made of?

6. STAIRWAY IN BUILDING AND OUTSIDE BUILDING AS FIRE ESCAPE.

7. DOORS WHAT TYPE, WHAT ARE THEY MADE OF, WINDOWS IN THEM, ALSO WHAT TYPE OF LOCKS AND KEYS (LOCATION)?

8. BASEMENT ENTRIES, CRAWL SPACES. LOCATIONS?

HOSTAGE #

HOSTAGE #

NAME

NAME

DESCRIPTION:

DESCRIPTION:

HT WT AGE

HT WT AGE

RACE HAIR EYES

RACE HAIR EYES

COLOR OF CLOTHES

COLOR OF CLOTHES

SHIRT PANTS

SHIRT PANTS

MEDICAL PROBLEMS

MEDICAL PROBLEMS

RELATIVES OR FRIENDS

RELATIVES OR FRIENDS

VEHICLE#

VEHICLE #

LICENSE #

LICENSE #

OWNER

OWNER

DESCRIPTION

DESCRIPTION

Intelligence Sources

LOCAL NAME

#

STATE NAME

#

FBI NAME

#

OPERATION ORDER

SITUATION

LOCATION

SUSPECTS

NUMBER OF SUSPECTS

PHYSICAL DESCRIPTION

MISSION

WARRANTS

EXECUTION

RECON REPORT

DANGER AREAS

MOVEMENT PLAN

ENTRY PLAN

ALTERNATE ENTRY Plan

SPECIFIC DUTIES

TEAM LEADER

TEAM MEMBERS

RECON TEAM

APPREHENSION TEAM

PERIMETER TEAM

MARKSMAN

OBSERVER

TIME SCHEDULE

CONTROL BETWEEN UNITS

RADIO

CHANNEL

INSPECTIONS

SERVICE SUPPORT

WEAPONS

AMMO

UNIFORMS

SPECIAL EQUIPMENT

BREAKS

COMMAND & SIGNAL

COMMAND

CP LOCATION

ALTERNATE OF LOCATION

SUB UNIT

SIGNALS

HOT RADIOS

TYPE

FREQUENCIES

CALL SIGNS

CHANNEL

HAND SIGNALS

TELEPHONES

TACTICAL TEAM DEBRIEF

ALL PERSONNEL ACCOUNTED FOR

ALL WEAPONS ACCOUNTED FOR

ALL EQUIPMENT ACCOUNTED FOR

ANY INJURIES

ANY SHOTS FIRED

ALL AMMO ACCOUNTED FOR

TIME MISSION COMPLETE

PROBLEMS

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*

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TEAM EQUIPMENT

- BASIC EQUIPMENT

- SPECIAL EQUIPMENT

- WEAPON

- AMMO

- BODY ARMOR

- COMMO

- VISION

- RESCUE

- SUPPORT

- INDIVIDUAL

- ENTRY TOOLS

- UNIFORM

BASIC EQUIPMENT

<p><u>Entry~ Tools</u> Pry bar Battering Ram Sledge Hammer Rope with hook Stop Blocks Ladder</p>	<p><u>Weapons</u> Handgun Shotguns Rifle w/scope Submachine gun Assault rifle Smoke and chemical agent gun</p>
<p><u>Vision</u> Binoculars Minors Spotting Scopes Spotlights Night Vision Periscope Strobe Light Chemical Light</p>	<p><u>Special</u> Distraction devices Smoke Chemical agents</p>
<p><u>Individual</u> Handgun Body Armor Flashlight Gloves Ear & Eye Protection Handcuffs Holster Gas Mask Knife Flexcuffs Knee & elbow pads</p>	<p><u>Uniform</u> Two piece fatigue with x/pockets Lightweight boots Sh cap Hooded sweatshirt</p>
<p><u>Armor</u> Level 4 vests Body Bunker/Shields Kevlar Helmets Kevlar Blankets</p>	<p><u>Support</u> Duct tape Spray paint Police tape Vehicles Rain gear X-batteries Generator</p>
<p><u>Rescue</u> Ropes 1" Tube Locking D rings Stokes Basket First Aid Kit Fire Extinguisher Scott Air Pack Hurst Tools</p>	<p><u>Ammo</u> Duty Shot-loks Rubber Armor piercing Ferrets</p>
<p><u>Commo</u> Portable radios with ear mic (secure channels) Hostage phones and tape recorders Throw phones Bullhorn</p>	

COVERT ENTRY/MOVEMENT

The art of Stealth, combined with slow coordinated team movement utilized in searching for and/or neutralizing a suspect safely@

- A. USED WHEN YOU DO NOT WANT YOUR PRESENCE OR EXACT LOCATION KNOWN
 - 1. Entry
 - 2. Movement to Contact
 - 3. Room - by - room Clearing

- B. TECHNIQUE FOR SEARCHING
 - 1. Detailed and Systematic
 - 2. Speed is not Important
 - 3. Indoor Movement Problem

- C. REQUIRES THE UTMOST IN TEAMWORK
 - 1. Read (key) off another
 - 2. Anticipate Partners Needs
 - 3. Cat-like Movement
 - 4. Light Discipline

- D. SAFE GUARDS
 - 1. Don't lean against walls
 - 2. Rig for Silent Running
 - 3. Lead Man Illuminates
 - 4. Where your eyes go, so goes the Barrel

- E. ANGLES PROVIDE DEPTH

SLOW & DELIBERATE ROUND ROBIN

- Hallways
- Multiple Rooms
- Stairways/Shields
- Open Areas
- Warehouse

DYNAMIC CLEARING

1. Introduction

- A. Immediate Threat concept
- B. Dynamic Clearing Principle
- C. Room Entry and Movement
- D. Apprehension of Hostages & Suspects

2. Practical Exercises

- A. 2, 3, & 4 Man Teams
- B. Multiple Teams
- C. Multiple Entries

DYNAMIC CLEARING ROUND ROBIN

- **Use of ladders**
- **Open areas**
- **Multiple rooms**
- **Hallways & Tight Spaces**
- **Stairways**

ACTIVE COUNTERMEASURES

1. Introduction

- A. History
- B. Intro to Defensive Tactics

2. Theory

- A. Control Theory
- B. How the program will be taught
- C. Safety Rules

3. Psycho-Motor Skills Development

- A. Mental Conditioning
- B. Body Mechanics
- C. Power Development
- D. Transfer of Force

4. Technique Development

- A. Development of High Board
- B. Focused Strikes
 - 1. forearm
 - 2. knee
 - 3. ankle kick
- C. Stunning Techniques

5. Simulation Training

- A. Low level - Training Bag
- B. Middle level - Relative Position Drills
- C. High level - Structural Simulations

PRINCIPLES OF TACTICAL SHOOTING

B. CONSISTENCY

1. Grip
2. Stance
3. Sight Alignment
4. Trigger Control
5. Breathing
6. Follow through

TACTICAL PISTOL

1. INTRODUCTION

Safety

Handgun Safety Features

5 Point Draw

Verbalization

2. RANGE

Sight in

Double Taps

Reloads

Stoppages

Firing on the Move

Multiple Targets

3. ROUND ROBIN

Plates

House

Moving Targets

Static Turns

READY POSITION

A. Ready Position

1. Muzzle

2. Elbows

B. Threat Ready

1. Slightly Higher
2. Elbows Slightly Extended

DOUBLE TAPS

- A. Presentation Time and Set Time
- B. Hammer vs controlled pair

- C. Fight recoil
- D. Locked in
- E. Good stance
- F. Why double tap

RELOADS

A. SPEED

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
4. Find fresh magazine and remove (indexing finger)
5. Depress magazine release (finger or thumb) fresh magazine is inserted while used magazine falls.
6. Return to ready

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
7. Return to ready

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
4. 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

E. Communication

1. "Cover"
2. "Clear"
3. "Ready"
4. "OK"

MULTIPLE TARGETS

A. PRIORITIZATION

1. Shooter follows through back on same threat

B. SPREAD FIRE

1. Shooter moves pistol to new threat during recoil

C. ONE TARGET AT A TIME

D. STOP PISTOL ON EACH TARGET

E. SMOOTH WEAPONS MOVEMENT/ CONTROL SWING/DO NOT SWING OVER

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

STATIC TURNS

- 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

MOVING TARGET

- A. Stationary Hold**

1. Firearm stationary, target moves into impact area

B. Tracking

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

C. Overtaking

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

TACTICAL SHOTGUN

A. Introduction

1. Types/Shotguns/Safety
2. Ammo

3. Mounting
4. Reloads & Stoppages
5. Low Ready

B. Range

1. Low Ready
2. Double Taps
3. Reloads
4. Multiple

C. Round Robins

1. Plates
2. House
3. Moving Targets
4. Static Turns

LOW READY POSITION

- A. Weapon in Shoulder

B. Dropped below sight (no tunnel vision) Scanning

C. Finger off the trigger and indexed

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

MP-5

A. Introduction

1. Safety
2. Nomenclature/Sling
3. Stance, Ready Position
4. Load, Unload, Reload

B. Range

1. 30 RD intro Fire-Semi
2. Intro to Auto
3. Reload
4. Stoppages
5. Firing on the Move

C. Round Robins

1. Plates
2. House
3. Moving Targets
4. Static Turns

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. Handguard
- 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

SLING

- A. Assembling the Sling
 - 1. Hook, Clip and Buckle
 - 2. Double Buckle and Running End

- B. Installing the Sling on the Weapon
 - 1. Hook-Front
 - 2. Double Buckle - Center
 - 3. Clip - Rear

C. Carrying Positions

1. Front
2. Rear (Rappel)
3. Side
4. Back Pack
5. Cradle

D. Shooting Positions

1. Breaking Center Point
2. Standard Sling

E. MP5/10 & 40 Sling

1. Wider
2. Two Carbine Hooks
3. Double Buckle hooks to clip on sling
4. Eyelet Pins

STANCE

A. Feet shoulder width apart

B. Strong Foot slightly to the rear

C. Hips and shoulders square to the front

- D. Slight Knee Bend, evenly Distributed Forward Weight transfer
- E. Strong hand pulls weapon in shoulder
- F. Support hand - firm grip on forearm

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 Cocking Lever to the Rear
- 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

INTRODUCTION TO AUTOMATIC FIRING

- A. Stress Stance

- B. 3 rd group

- C. Zero misses

- D. Counting rounds
 1. 3 round bursts from 3, 5, 7, 10
 2. Trigger control calling rds from 3-10
 3. 10-25 student fires burst that can stay on target

- E. Two 30 rd Magazines

RELOAD DRILLS

- A. Cock back down on one knee, magazine off, fresh magazine on bolt forward

- B. 2 rds, reload, and fire 2 rds

- C. Stress counting rds

- D. Keep weapon in the shoulder

- E. 2 - 3 rd magazines

- F. Verbalization
 - 1. Cover
 - 2. Clear
 - 3. Ready

STOPPAGE DRILLS

- A. 2 30 rd magazines with 10 rds empty brass

- B. Attempt to Double Tap

BACK UP WEAPON

- A. Support hand, while maintaining grip, comes to contact with support side thigh
- B. Strong hand releases pistol grip at the same time
- C. Strong hand grips pistol drawn from holster and fires one-handed while holding MP-5 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
 3. Clear MP-5. Lock back, mag off, rack bolt back and forth, shake from 4-8 o'clock. Lock back, fresh mag on, bolt forward
 4. Do not point weapon up or down
- E. Verbalization
 1. Cover
 2. Clear
 3. Ready

USE OF CHEMICAL AGENTS

Introduction & History

Deployment Devices

Barricade Penetration

40 & 37mm

12 ga Ferret Accuracy Window

12 GA Grenade Launcher

Hand Held

FORCED ENTRY TECHNIQUES

Introduction & History

Ram & Titan

Sledge & Go Bar

Shotloks or TKO

Rip Ram

Hydra - Force

Bar Pulls

Break & Rake

Painters Pole

USE OF DISTRACTION DEVICES

Introduction & History

Types & Nomenclature of Distraction Devices

Types of Diversions

Hazards and Enhancers

Criteria and Justifications for Use

Method of Deployment

Legal Aspects

Rendering Safe Procedures

Safety Brief

Practical Exercises

INDEPENDENT LABORATORY TEST

**DEF-TEC CORPORATION=S
M-25 DISTRACTION DEVICE**

**SUMMARY LETTER REPORT ON ACOUSTICAL AND LIGHT INTENSITY
MEASUREMENTS OF A STUN GRENADE**

On January 9, 1989, the noise level and light intensity of several DEF-TEC Corporation stun grenades were measured in an ordnance test facility. Measurements were made in a room approximately 13 by 13 by 9 feet high. Since the noise levels exceeded the maximum sound

pressure level measurable by a microphone, a PCB Piezotronics Inc. Pressure transducer was used to measure the sound pressure levels. The sound pressure level was measured at 5 feet from the stun grenade. The overall maximum peak sound pressure level was measured using a GenRad Precision Sound Level Meter.

Two different charge loads were tested. They were 19 grams and 15 grams. Several discharges of each load were measured. The average peak sound pressure level for the 19 gram load was 177 db. The values ranged from 174 to 181 db. For the 15 gram load the average peak sound pressure level was 174.5 db. The values ranged from 173 to 176 db.

In addition to the peak sound pressure levels of the stun grenade, the light intensity and duration of the detonation were also measured. For the 19 gram load the average light intensity was 5,858,000 candela. The values ranged from 4,534,000 to 6,400,000 candela. These candela values are for a light duration of 9 milliseconds. For the 15 gram load the average value of light intensity was 2,420,000 candela with a range of 2,304,000 to 2,809,000 candela. Again, the light duration was 9 milliseconds.

RENDERING SAFE

In the event that a Distraction Device fails to function, the following steps should be followed if a Bomb Squad or an E.O.D. unit is not available.

1. Allow the device to set for at least 30 minutes before recovering device
2. Approach the device wearing the proper protective clothing (gloves, goggles, hearing protection or helmet with face shield).
3. Using a long handle shovel, pick up the device and remove it to a safe location and place the device in a pail of water for 24 hours, or until the inner cardboard body has unravelled, and the filler has been diluted in the water.
4. The device can then be removed from the water. The fuze assembly and brass adapter can be removed using the same steps as in reloading the device.
5. Make sure the device is dry, and any cardboard removed from the inside of the device before attempting to reload the device with a new assembly.

**** DO NOT attempt to puncture the cardboard tube containing the charge with a sharp pointed object, as detonation could take place, resulting in serious injury or death.**