

**LOS ANGELES POLICE DEPARTMENT**  
**Stand Alone 7 Firearms LD 35 Firearms**  
**Session No. 26 – Day Pistol Combat Test & Review for Pistol Manipulations Test**

Hours: 3

**LD 35 (RBC Calendar Location Week 13 Thursday)**

LOCATION: Range

TRAINING NEEDS: None

HANDOUTS: None

**LD 35 VII.C1-7**

**I. Live-Fire Range Drills: Skip Load**

- A. Assemble the entire group of recruits on one range and instruct them to skip load four magazine with 5 live and 1 snapcap in each magazine. Place one skip loaded magazine in the holstered pistol and one in a pocket. Place the other two skip loaded magazines in the magazine pouches.
- B. Explain to the recruits that they will fire two magazines at the 30 foot line and two magazines at the 21 foot line. They will fire all body shots on one target.
- C. There will be no time limit imposed on the shooter. However, the shooters should self-impose a time limit on themselves that is appropriate for each distance. Remind the recruits that an appropriate time for a body shot is approximately 1 second per shot. This will be helpful in preparation for the upcoming Pistol Combat Test. It is the recruit's responsibility to keep their pistol loaded after firing the first magazine.
- D. Dismiss the recruits to the 30 foot line. Have the recruits begin firing the first skip loaded magazine from the low ready and with the chamber empty. Remind them to use a self-imposed time limit. Have them holster after they have reloaded.
- E. After they have looked at their target, have them repeat the same drill at the 30 foot line. Point out their responsibility to reload the gun on their own if any recruits failed to do so.
- F. Have the recruits move up to the 21 foot line and repeat the same drills with the two remaining skip loaded magazines. Shoot on the same target body for all 20 rounds.
- G. Have the recruits change out the dirty targets and pick up all their magazines and snap caps and then exit the range.

**II. TEST: Conduct the POST Day Pistol Combat Test (2 hours)**

**An exercise test that requires a student to demonstrate competency in combat shooting principles and tactics using a handgun, while wearing body armor and duty equipment, under daylight conditions on a combat course of fire.**

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**The course of fire must simulate the physical and mental stress that would be most nearly created by actual field combat situations. The test will minimally include threat assessment, multiple targets, left and right handed shooting positions, multiple shooting positions, and the use of cover and concealment.**

**The student is required to fire a minimum of 30 rounds of service ammunition using a presenter approved service handgun, with acceptable accuracy standards and under time restrictions established by the presenter.**

**The student is required to tactically load and reload the handgun using the loading device authorized by the presenter and clear any malfunctions that may occur during the course of fire.**

**The student will demonstrate competency in the following performance dimensions:**

- **Firearms Safety**
- **Mechanical Functions**
- **Manipulations**
- **Judgment/Decision Making**
- **Basic Shooting Principles**
- **Combat Shooting Principles/Tactics**
- **Accuracy**

**(LD 35 VII.C1-7)**

- A. Set up the ranges in preparation for the POST Day Pistol Combat TEST.
- B. At various times during training the recruit will have practiced all of the elements involved with this course of fire. The recruit will have to apply the techniques in accordance with the scenario. The philosophy is to teach the recruit the elements required to survive a gun fight, not a specific course. These elements can be applied any place and at any time the recruit deems necessary, whether it be on a range or in the field.
- C. Read the following information to the recruits in a class circle off the range prior to the walk-through.
  1. The Combat Course is designed to test a shooter's marksmanship ability under realistic and stressful situations. During the test, you will be expected to engage multiple targets from known distances within reasonable amounts of time. A hit will be recorded for every shot that you make in the 8, 9, or 10 ring of a body. For head shots to count, they must be within the scoring ring. The shooter should be aware that there is also a decision-making aspect to the course and not all targets will represent a use of deadly force situation. The shooter may be presented with a hostage situation where there is a hostage and hostage-taker depicted on a target.

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2. For the purposes of this test, the shooter should attempt to shoot at all black silhouette targets. The cartoon/digital type targets may depict an unarmed individual, an armed suspect, or a hostage situation and the shooter will have to make a decision to shoot that target or not based on what the shooter sees. It is the shooter's responsibility to be aware of their environment and possible hostile targets.
3. Shooting a no-shoot target will result in a failure of the test. For the purposes of this test only, intentionally failing to attempt a shot at, or deliberately missing a hostage-taker will be considered an attempt to cheat the course and will also result in a failure. It is understood that in a real life situation there may be other mitigating factors, however an attempt at firing at the hostage taker must be made during the test because we are testing the shooter's ability to engage a reduced target (head shot) under stress.
4. An instructor will advise the shooter how many times to shoot at a target by either calling out "body shots" or "failure drill". If instructor orders "body shots" then the shooter has the opportunity to shoot each of the targets they are presented with two times in the body. If an instructor orders "failure drill", the shooter will have the opportunity to shoot each of the targets two times in the body and once in the head. Once again, in a real situation the shooter may choose to shoot a different amount of shots based on the tactical situation they are faced with at the time. Only the designated number of rounds will count towards the score. Extra shots will not count.
5. During this course the shooter is also expected to make tactical movements. For the purpose of safety, an instructor will run through the course at the shooter's side. The shooter shall follow the orders that officer provides. If the shooter hears the instructor yell "STOP" or "CEASE FIRE", the shooter should immediately stop and wait for further instructions. Finally, shooters are expected to manage their own ammunition during this test. There will be no instruction provided when to reload once the test has started.
6. This is a test. The course of fire and how to shoot it are answers to the test. Discussing this information with any recruit that has not yet taken their test will be considered cheating. This includes other squads and classes to follow. Any recruit that violates this order will likely fail the test for cheating. Attempting to "game" the course in any manner will be considered cheating as well. These are integrity issues and will likely result in termination for integrity.

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- D. With the targets faced away, take the class onto the range for a safety walk-through. Keep it brief and limit it to the direction of travel and safety considerations.
- E. Dismiss the recruits from the range and instruct them to load three magazines to capacity.
- F. Make assignments to the instructors as to their assignments on the range for conducting the test.
- G. For night qualification
1. Rounds fired from 25, 17, and 12 yards are “body shots”. The “save the hostage” target is a single headshot.
  2. Rounds fired from 10, 7, and 3 yards are “failure drills”.
  3. Ammo management is the shooter’s responsibility.
    - a. Shooters will not be instructed when to reload.
  4. A passing score is 27 hits for day qualification and 23 hits for night qualification.
    - a. Scoring
      1. Body shots in the 8, 9, and 10 ring = 10 points
      2. Head shots in the 10 ring and the eye/nose area of the hostage target = 10 points
      3. Shooting the hostage = deduct 10 points
      4. Anything outside the 8 ring or center head shots = 0 points
      5. Head shots mashed into the body or body shots into the head = 0 points
      6. Rounds breaking the line = the higher point value
- H. Marking shot holes
1. 1<sup>st</sup> shooter’s hits – Vertical line from the 12 o’clock position.
  2. 2<sup>nd</sup> shooter’s hits – Horizontal line from the 3 o’clock position.
  3. 3<sup>rd</sup> shooter’s hits – Vertical line from the 6 o’clock position.
  4. 4<sup>th</sup> shooter’s hits – Horizontal line from the 9 o’clock position.
  5. 5<sup>th</sup> shooter’s hits – A circle around the shot (use this mark if there is only one more shooter left to shoot the test).
- Note to instructor
- After the 5<sup>th</sup> shooter, change the targets. Do not mark the 5<sup>th</sup> shooter’s hits, unless there is only one more shooter to go.
  - 2<sup>nd</sup> attempts use clean front, clean back targets for each shooter.
  - Remember to save 2<sup>nd</sup> attempt failure targets.
- I. To meet current POST standards, right and left-hand shooting is required.
1. Upon completion of the 9 foot line multiple targets, ensure the recruit has at least 3 rounds remaining.
  2. Have the recruit holster and move to the 30 foot line for the final stage.
  3. The recruit will fire a failure drill with no time limit using a two-hand shooting position where the shooter’s primary grip on the pistol is with their support hand.

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- J. After the recruit finishes the final failure drill, have them switch the pistol back into their primary hand. Then immediately turn the recruit towards the side wall and have he/she unload and holster an empty weapon. The instructors can move forward as soon as the line is safe and begin scoring the targets. The recruit may then pick up any magazine on the deck and stand at the back of the range for the remainder of the test.
- K. Primary instructor
1. The primary instructor should have minimal involvement with the operation of the test.
  2. While targets are being scored, prepare the next shooter by doing the following.
    - a. Make ready for live fire facing back wall.
    - b. Answer recruits questions regarding the test.
    - c. Complete the necessary scoring and remediation paperwork.
  3. Primary instructors should not be, if possible, Runners, Scorers, or Rangemasters.
- L. Rangemaster / operating the computer in the tower
1. Load the POST Combat Test course on the computer.
  2. Running the course
    - a. Begin with the targets faced away.
    - b. When the shooter is ready, over the microphone tell the shooter to be ready and start phase 1 to face targets.
    - c. When the shooter is finished phase 1, face the target away.
    - d. As the shooter approaches the subsequent phases, face the targets.
    - e. The targets should be faced approximately 1 step before the shooter gets to the next shooting position, except for the 9 foot line phase.
  3. After the shooter has completed the prescribed number of rounds at each position, and the computer has not timed out the phase by facing the targets away, the rangemaster may manually face the targets away if there is excess time remaining on the phase.
  4. Continue as above for each phase, including the hostage target.
  5. After firing the 9 foot line phase and holstering, the shooter will move back to the 30 foot line with the accompanying instructor. Activate the final phase of fire, which will face one, single target for the shooter to fire a failure drill on.
  6. Ensure the shooter has holstered and the line is safe for the instructors to move forward and score. Declare the line safe. The targets to be scored will automatically face per the program.
  7. Once the targets have been scored, face all the targets away and prepare to start again from the top.

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- M. Runners: The Runner is the assigned instructor that will move with the shooter, give instructions, and safely navigate the shooter through the course. The instructor should be wearing body armor.
1. Verbally guide the shooter to the next scenario.
    - a. Keep physical contact to a minimum.
    - b. If necessary hands on guidance may be used to stop or prevent a safety issue.
  2. As you approach each phase, advise the shooter “Body Shots” or “Failure Drill”
    - a. It is the shooter’s responsibility to be aware of and determine which targets to shoot.
    - b. If unnoticed, do not assist by advising that hostile targets are facing.
    - c. If there is no reaction to the hostage target, advise the shooter to "Save the Hostage".
  3. Ensure the shooter’s finger is off the trigger during movement.
  4. Ensure the shooters muzzle is pointed downrange in a safe direction.
  5. Verbally enforce the proper use of cover.
    - a) **NOTE:** Do not physically move a shooter to cover.
  6. Keep the shooter moving (The shooter should be either firing, reloading, or moving to the next scenario).
  7. Do not advise when or where to reload. When the shooter begins to perform a reload, allow him time to complete it before advising him to move to the next scenario.
    - a) **NOTE:** Do not stall or give clues. The shooters are required to think for themselves.
  8. After the 9 foot line phase is over, ensure the shooter has at least 3-rounds in the pistol and is holstered. Instruct the shooter to move back to the orange cone at the 30 foot line.
  9. Instruct the shooter to draw to the low ready and guide the shooter into a support hand, two-hand low ready position.
  10. Instruct the shooter to fire a failure drill with NO time limit on the facing target.
  11. After the shooter finishes the final failure drill, have them switch the pistol back into their primary hand. Then immediately turn the shooter towards the side wall and have he/she unload and holster an empty weapon. The instructors can move forward as soon as the line is safe and begin scoring the targets. The shooter may then pick up any magazines on the deck and stand at the back of the range for the remainder of the test.

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**N. DEBRIEF**

1. Once the recruits have all completed the test, have them clean up the range.
2. Give the recruits their scores and have them record it in their field officer's notebook.
3. Ensure that all Remediation paperwork is signed and completed.
4. Give some positive feedback to the recruits and ask them for their impressions and feedback after taking the test.
5. Ensure that all live ammo has been collected.

**III. Conduct drills to reinforce the previously taught pistol manipulation skills in preparation for the LAPD Pistol Manipulations Test next session. (1 hour)**

**A. Assemble the class on the range and conduct training drills to reinforce the following pistol manipulation skills that have been previously taught.**

1. Drawing and Holstering
2. Chamber Checks: Daytime and Low-Light
3. Loading and Unloading
4. Tactical Reload
5. In-Battery and Out-of-Battery Speed Reloads
6. Harries Flashlight Technique
7. Failure to Fire Malfunction
8. Failure to Eject Malfunction
9. Failure to Extract Malfunction
10. Field Stripping and Lubrication Points

**B. I. Clean up and Conclusion**

1. Pick up all snap caps and magazines. Conduct a visual inspection of all magazines before having the recruits put them away in their range bags.
2. Have the recruits return their pistols to the gun boxes.
3. Remind the recruits to practice their manipulations at home, and to continue to dry-practice.
4. Remind them that they will be taking the LAPD Pistol Manipulations Test in their next firearms session.