**Instructional Goal:** The course will provide the trainee with the minimum topics of tactical firearms and lethal force required in the POST Perishable Skills Training Program (PSP). The trainee will develop the necessary firearms tactical knowledge and skills to survive and win a realistic lethal force encounter. The course consists of a hands-on/practical skills firearms training for in-service officers.

# **Tactical Firearms:**

Minimum Topics/Exercises:

- Basic Tactical Firearms Situations, Judgment and Decision-Making Exercise(s)
- Class Exercises/Student Evaluation/Testing
- □ Safety guidelines/orientation
- Sight Alignment, Trigger Control, Accuracy
- Target recognition and analysis
- Weapons Clearing
- Live Fire Tactical/or Simunitions Tactical

# Performance Objectives:

Using small group activities, the students will:

- A. Demonstrate knowledge of their individual Department Use of Force/Firearms Policy
- B. Demonstrate a minimum standard of tactical handgun proficiency with every technique, exercise, and course-of-fire, to include
  - 1. Judgment and Decision Making
  - 2. Weapons Safety
  - 3. Basic Presentation Technique
  - 4. Fundamentals of Shooting
  - 5. Target/Non-Target Identification
  - 6. Speed, Accuracy and Effectiveness under stress and movement conditions
  - 7. Shot Placement: Stopping Power B Multiple rounds
  - 8. Verify marksmanship

This course provides updated legislative content of Penal Code Section 835a.

<u>Minimum standards of performance shall be tested by an instructor observing the</u> <u>trainee during their performance of each technique, exercise and course-of-fire. If</u> <u>the trainee does not meet minimum standards, as established by the presenter,</u> <u>remediation will be provided until the standard is met.</u>

# I. INTRODUCTION AND OVERVIEW

(15 mins) PSP I (c)

- A. Introduction, Registration and Orientation
- B. Course Objectives/Overview, Exercises, Evaluation/Testing
- C. LAPD Four Basic Firearms Safety Rules
  - 1. All are always loaded
  - 2. Never allow the muzzle to cover anything you are not willing to shoot/destroy

3. Keep finger off trigger until your sights are aligned on the target and you intend to shoot

- 4. Be sure of your target and background
- D. Weapons Safety Orientation, Review of Range and Shooting Safety Rules (Pre-range weapons unloading procedures and lunch/extended break reload/unload rules)
  - 1. Range and Tactical Safety
    - a. Follow Range Rules
    - b. Follow Instructor commands
    - c. Strict Weapon Discipline and Muzzle Control
    - d. No lasering of personal body parts
    - e. Movement and Reloading only on Double Action
  - 2. Review of Range Safety Rules
    - a. Cover primary elements as a checklist with students
    - b. Local emergency/first aid procedures to include radio/telephone procedures, closest medical facility

### **II. FUNDAMENTALS OF MARKSMANSHIP, PRESENTATION,**

(30 mins) PSP I (b), (d), (e), (f)

- A. Seven elements of marksmanship
  - 1. Grip
  - 2. Stance
  - 3. Sight Picture
  - 4. Sight Alignment
  - 5. Trigger Control
  - 6. Breath Control
  - 7. Follow Through
- B. Basic presentation and re-holstering firearms
  - 1. Practice draw stroke five count presentation refresher
  - 2. Dry fire to evaluate elements of marksmanship
  - 3. Review flashlight techniques
  - 4. Review reloading and malfunction drills

C. **EXERCISE I** – Individual basic slow fire marksmanship with coaching and correction, reestablish or reinforce fundamentals of marksmanship

- 1. Slow Fire Coached one on one with instructor 10 rounds of live ammunition
  - a. Demonstrate safe loading of firearms
    - b. 1 round slow fire from low ready five iterations from 7 yards
    - c. 1 round slow fire from low ready five iterations from 12 yards
    - d. Threat assessment, scanning
    - e. Demonstrate safe unloading of firearm
    - f. Demonstrate safe re-holstering of firearms
- 2. Slow Fire Target Recognition and Analysis
  - a. Targets scored and marked, score recorded 70% or 70 points required to pass
  - b. Coaching and repeat as necessary to develop reinforcement of fundamentals and confidence in student's individual ability

### <u>Minimum standards of performance shall be tested by an instructor observing the</u> <u>trainee during their performance of each technique, exercise and course-of-fire. If</u> <u>the trainee does not meet minimum standards, as established by the presenter,</u> <u>remediation will be provided until the standard is met.</u>

# III. ADVANCED SHOOTING, PRESENTATION, MARKSMANSHIP

#### (30 mins) PSP I (b), (d), (e), (f)

# A. EXERCISE 2 – Individual advanced marksmanship with coaching and correction

- 1. Failure Drill Coached one on one with instructor 12 rounds of live ammunition and PACT timer
  - a. Demonstrate safe loading of firearms
  - Failure drill on two targets from 7 yards 2 iterations with coaching in between
  - c. Threat assessment, scanning
  - d. Demonstrate safe unloading of firearm
  - e. Demonstrate safe re-holstering of firearms
- 2. Failure Drill Target Recognition and Analysis student advised of score and time
  - a. Balance speed with accuracy
  - b. Transition from one target to another
- 3. 2 x 2 x 2 Drill Coached one on one with instructor 12 rounds of live ammunition
  - a. Demonstrate safe loading of firearms
  - f. 2 x 2 x 2 drill on one target from 10 yards 2 iterations with coaching in between (shoot 2 – reload from slide lock – shoot 2 – reload from slide lock – shoot 2 – reload from slide lock) – revolvers reload two rounds
  - b. Threat assessment, scanning
  - c. Demonstrate safe unloading of firearm
  - d. Demonstrate safe re-holstering of firearms
- 4. 2 x 2 x 2 Drill Target Recognition and Analysis student advised of score and time
  - a. Balance speed with accuracy
  - b. Reloading quickly and getting firearm back into service

## **IV. SITUATION SIMULATIONS**

(30 mins) PSP I (a), (b), (c), (d), (e), (g), (h), (i), (k)

### A. *LEARNING ACTIVITY:* Group response to a use of force scenario

**Purpose:** To provide the students with a scenario in which the student must use critical thinking skills, force options, communications, de-escalation to address a scenario in which numerous innocent "no-shoot" background elements are presented in a 3-dimensional indepth range.

### Procedure: Small Group Activity

- 1. Students will be placed into a small group outside of the range
- 2. Students will be read a scenario prior to entering the range
- 3. Students will be able to deploy less lethal equipment to include tasers, 40 mm, beanbags and batons, etc.
- 4. Range lighting and props will be adjusted as needed
- 5. A dedicated safety officer will monitor all range activities
- 6. A dedicated controller will adjust the Lumatics targets to depict bystander, less lethal and lethal targets and adjust the level of aggression based upon officer's response or lack thereof
- 7. Lumatics targets can be set to various levels of "defeat" to emphasize the need to apply force and evaluate the efficacy of force applications, both lethal and less lethal
- 8. Lumatics targets will also indicate whether late rounds or errant rounds have hit bystanders etc.
- 9. Bystander targets will also be depicted with cartoon pictogram targets

### V. DEBRIEF

(15 mins) PSP I (b), (h), (i)

- 1. Policy and force options
- 2. Public safety statement and separation issues
- 3. Debriefs will cover the following at a minimum:
  - a. Tactical Communications Officer to Officer/Suspect/Citizen/Victim
    - b. Officer Safety
    - c. Communications Elements
  - d. Intentional/Unintentional Contact Escalation vs. De-escalation
- 4. Unload range ammunition, reissue ammunition, reload duty firearm, SQUAB

# SUMMARY OF TRAINING ELEMENTS

Time	Content	Rounds / Distance	Purpose
0 – 15 minutes	In-brief, safety, CV-19 rules	0	PSP I (c)
15 – 45 minutes	Basic Individual Shooting	10 / 7 & 12 yds	PSP I (b), (d), (e), (f)
45 – 75 minutes	Advanced Individual Shooting	24 / 7 & 10 yds	PSP I (b), (d), (e), (f)
75 – 105 minutes	Sit Sim / Group Learning Activity	0-5 / various	PSP I (a), (b), (c), (d), (e), (g), (h), (i), (k)
105 – 120 minutes	Debrief	0	PSP I (b), (h), (i)