

I. Range Staff:

Sergeant Perafan, Sergeant Longoria, Detective Hawkins, Detective Traynham, Detective Gutting and Officer Studer.

II. Assignments:

Sgt Perafan will be in charge of all range operations and oversight.

Sgt. Longoria will run AR-15 qualifications.

Detective Hawkins will run shotgun qualifications.

Detective Traynham and Officer Studer will run handgun (on and off duty) qualifications.

Detective Gutting will serve as a rover and fill in as needed on any range necessary.

III. Logistics:

The range for the month of November 2018 will consist of the following:

- a. Safety briefing.
- b. Classroom training.
- c. Range Demonstration (shooting course of fire).
- d. Tactical courses of fire.

The day will start at 0800 hours sharp with a safety debrief by Detective Gutting and Officer Studer. Sgt. Perafan will be designated on-site medic for any emergency/gunshot wound treatment. Evacuation vehicle will be determined at the start of each day by range staff.

The nearest Hospital is JFK and nearest trauma center is Desert Regional Medical Center. They will be notified ASAP in the event there is a medical emergency. The need to evacuate personnel or stand by for CDF will be the decision of Sgt. Perafan or members of the range staff.

Sworn personnel will be advised that no administrative gun handling will be instructed nor tolerated. Studies have shown administrative gun handling leads to negligent discharges. Sworn personnel will be directed to load and make ready at the loading barrel prior to running any course of fire. Sworn Personnel are required and expected to be on line ready to fight!

The purpose of this range qualification is to start off diagnosing shooter errors and introducing stress inoculation by way of timed drills and peer pressure. Peer pressure will come in the form of range staff having any personnel run the course of fire again while other personnel (who were successful) stand by and watch.

IV. Classroom Training:

Review basic of weapons handling/marksmanship to use or were involved in use of force or deadly force confrontation. Speak about the “Will to survive” and mental preparedness for potentially deadly conflicts.

V. Range Demonstration:

Firearms Instructors will demonstrate how to deploy the AR-15, Shotgun and .40 Cal Glock at targets from different distances and in various shooting positions. They will also demonstrate how to properly and safely shoot weak handed and re-load simulating an injury to their strong hand.

VI. Required Equipment:

- a. Steel Plate Targets Paper Targets/Mannequins Silhouette targets enough to run several courses of fire for all personnel for pistol, rifle and shotgun.
- b. Three standing steel targets
- c. Pepper popper
- d. Dueling tree
- e. Two blue water drums to be used as barricades
- f. Shot timers. If not available stop watches and whistles will be used.
- g. (1) Patrol Rifle
- h. (1) Patrol shotgun
- i. (1) Duty handgun
- j. (50) Rounds of .223 Cal ammunition per student
- k. (200) Rounds of 40. Cal ammunition per student
- l. (30) Rounds of Shotgun ammunition per student
- m. Total ammunition count for both range days approximately 10,000 Rounds 40. Cal, 2,300 Rounds .223 Cal and 1,500 Shotgun rounds. (Total approximate ammunition count 14,000 rounds).

VII. Learning Objectives for Tactical Shoot:

- a. Using a patrol rifle, shotgun and handgun engage targets at different distances/shooting stances.
- b. Advance on a target while shooting with rifle and transition to pistol.
- c. Move forward/laterally and engage targets with a pistol.
- d. Conduct reloads when needed.
- e. Demonstrate proper walking platform (Groucho walk) during shooting.
- f. Fix any handgun/shotgun malfunctions as needed as if it were a real incident.

VIII. Patrol Rifle Tactical Course of Fire:

- a. Course of fire starts will begin from the 50 yard line.
- b. At the shooters pace, on the command of "Threat" shooter will fire 10 rounds standing, 10 rounds kneeling and 10 rounds prone from the 50 yard line. All hits must be in the 8 ring of silhouette.
- c. From the 25 yard line, shooters will fire a "double tap" starting course of fire facing left, right and about. Course of fire will have a time of 3 seconds for each movement.
- d. From the 10 yard line, shooters will start from the low ready and fire double taps with a time constraint of 2 seconds. All shots must be within the 8 ring. This revolution is to be performed 4 times.
- e. From the 7 yard line, shooters will fire one round center mass (in the 8 ring) and transition to handgun. Once transitioned to handgun shooters will perform a failure drill. Any thrown headshot is a fail. If headshot is thrown shooter will repeat the drill until successful.
- f. This will complete the course of fire.
- g. A firearm instructor will accompany each student as they engage the course of fire.

IX. Patrol Shotgun Tactical Course of Fire:

- a. Shoot begins at the 50 yard line.
- b. Shooters will make shotgun patrol ready with 6 slugs in the tube and 6 buckshot in the side saddle.
- c. Shoot will begin from the 50 yard line with 3 rounds (one standing, one kneeling and one prone). All rounds must hit center mass of silhouette.
- d. Shoot will then pause and shooter will move to the 25 yard line.
- e. At the 25 yard line on the command of "Threat" shooters will fire three more slug rounds center mass, on the move to the 10 yard line.
- f. At the command of "Threat" at the 10 yard line combat load buckshot from side saddle once side saddle is emptied, shooter transitions to handgun. Shooters fire 4 rounds center mass from handgun.
- g. If time available each student is to patrol load 2 rounds of buckshot, fire then transition to handgun and perform failure drill (10 yard line). This should be performed for 6 revolutions.

X. Tactical Handgun Courses of Fire:

Accuracy Exam:

- a. Shooters will start at the 3 yard line and shot one round at their speed three times at a designated point of impact (spray paint dot on paper target). Shooters will not move to next distance until three hits are made.
- b. Once three rounds on the designated point are made, repeat course of fire on the 5, 7 and ten yard line. Personnel who fail to make shots will run course again while successful personnel stand by. This course of fire is to be done until each student is successful.
- c. It is the job of range staff to diagnose shooter errors and correct shooting.
- d. FULL MAGAZINE LOAD OUT! RANGE STAFF WILL ENSURE ENOUGH AMMUNITION IS DOWN RANGE FOR RE-QUALS.

DOT Torture Test:

- a. Dot torture test will be printed out and placed on target. Course of fire will be printed out and given to range staff by Officer Studer.
- b. FULL MAGAZINE LOAD OUT!

Shooting on the move:

- a. Single steel target is to be used during this course of fire.
- b. Each student is to line up and shoot 10 rounds while on the move from the 20 yard line to the 10 yard line. Each student must make 10 hits.
- c. FULL MAGAZINE LOAD OUT!

Modified El Presidente Drill:

- a. Three steel targets are to be used 10 yards away
- b. Three steel targets placed 3 feet away from each other abreast
- c. Shooter is to shoot two rounds on each target. Shooter is to then perform emergency reload and shoot two more rounds on each target. Once second volley is performed shooter is to make one shot on the pepper popper at 50 yards. Drill does not end until pepper popper is hit.
- d. FULL MAGAZINE LOAD OUT!

Shooting from Barricade Drill:

- a. One steel target is needed for this event.
- b. Shooters start at the 25 yard line and fire 4 round.
- c. Shooters then run to the 10 yard line to barricade (water barrels)
- d. Shooter kneels behind barricade and makes 6 shots on steel from the right, get behind cover, magazine change and 6 shots from the left. Each shooter must make all 12 shots.
- e. Each shooter will be timed for best time.

Dueling Tree Competition:

- a. Dueling tree is used for this event.
- b. Two lines of shooters will compete against each other. Whoever clears their side of the tree wins.

Competition goes until there is one winner. Peer stress is encouraged. Rank is not recognized during this event!