Certain documents or portions of documents related to this training may be exempt from disclosure under the California Public Records Act on one or more of the following grounds:

- a. They are records dealing with security and safety procedures that are exempt pursuant to Government Code Section 6254(f). (Northern California Police Practices Project v. Craig (1979) 90 Cal.App.3d 116, 121-122.);
- b. They are materials for which the City of San Rafael does not hold the copyright or have permission to publish.

Where exempt material can be reasonably segregated from nonexempt material in these records, the exempt material has been redacted and the nonexempt material is shown. Where it is not reasonably possible to segregate out the exempt material, the Department is withholding the entire document from disclosure.

COURSE TITLE: High Risk Entry Training

COURSE OBJECTIVES: To review and expand on the High Risk Entry Training / Procedures. Instruction to include:

- I. Discussion on pre-entry preparation, entry, post-entry debriefings
- II. Practical Exercises

COURSE CONTENT.	8.0 Hours
I. High Risk Entry discussion (pre-entry, entry, post-entry)	2.0 Hours
II Practical Exercises	6.0 Hours

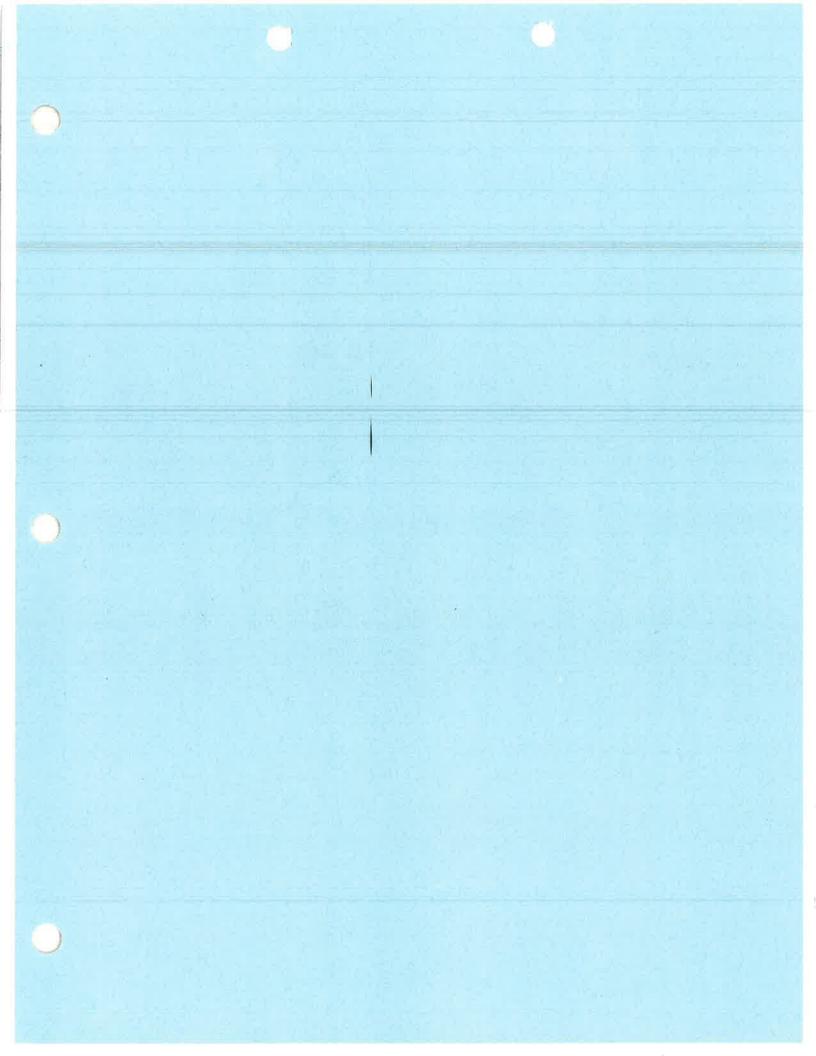
- I. Pre-Entry Raid Planning
 - A. Scout location
 - 1. Route to location
 - a. Check points
 - 2. Parking
 - a. Unfriendly neighborhoods
 - b. Out of view from location
 - 3. Approach to location
 - a. Cover & concealment
 - 4. Front door, alternate doors, children, animals
 - 5. Equipment needed to enter
 - B. Photographs, overheads, sketches
 - C. Prior police contacts
 - D. City/County Building Department
 - 1. Construction background
- II. Briefing Sheets
 - A. Personnel
 - B. Duties / Assignments
 - C. UC / CI Operatives

- D. Background / Mission
- E. Wire Codes Standardization
- F. Rally Points
- G. Contingency Plans

III. High Risk Entries

- A. Approaching location
 - 1. Shield
 - 2. Neighbors
- B. Breeching doors
 - 1. Ram; Pry-bar
 - 2. Light-sound diversionary devices
- C. Funnel of Death
 - 1. Play-off each other
 - 2. Number 1 can not be wrong
 - 3. Close contact
 - 4. Verbal communication / Exiting rooms
 - 5. Minimum of two (2) agents into a room

- D. Contacting subjects / Fleeing subjects
- E. Movement down hallways
 - 1. Do not pass unchecked doors
 - 2. Cover weapons down range / To rear
 - 3. Hi/Low & multiple weapons down range
 - 4. Long guns
 - 5. Officer down drills
- F. Stairways
 - 1. Exterior / Interior
- G. Perimeter
 - 1. Cover vs. Concealment



SWAT TRAINING/RANGE DAY 07-15-04

0700-0730: MEET AT PD AND GO TO SRHS FOR TEST

0730-0830: OLD FBI SWAT TEST

0830-0900: PACK SWAT AND RANGE GEAR INTO TRUCK

0900-0930: DRIVE TO RR&GC

0930-1000: PAPERWORK AND RANGE SETUP

1000-1200: COLD BORE RIFLE AND PISTOL/RIFLE AND PISTOL

QUALIFICATION

1200-1300: LUNCH

1300-1400: FULL AUTO DRILL/TEAM MOVMENT DRILL

1400-1500: RIFLE AND PISTOL COURSE

1500-1530: CLEAN RANGE AND PUT EQUIPMENT AWAY

1530-1600: DRIVE BACK TO PD

1600-1700 PUT EQUIPMENT AWAY/DE-BRIEF

1700 OD

National Training Concepts Patrol Rifle Qualification Course

Target:

Department Qualification Target (H.& K #2 Target)

Scoring area is the Critical Incapacitation Zone (CIZ) marked on the target

or expanded zone established by departmental policy.

Ammunition: 50 Rounds of Duty Rifle. 14 Rounds of Duty Handgun

Equipment: Ri

Rifle & Handgun, Three 20 / 30 Round magazines

Eye/Ear Protection, Duty Gear, Ballistic Vest.

Scoring:

Two Point for every "HIT" in the CIZ or expanded zone.

50 Hits is 100%

2 Points off every miss

Qualification is Pass / Fail 84% or better as established by departmental

policy

	Distance	Rounds Fired	Position	Remarks
	50 Yards	5 Rounds	Prone	
	50 Yards	5 Rounds	Sitting	Open or Closed Leg
	25 Yards	5 Rounds	Standing	Tactical Reload
	25 Yards	5 Rounds	Kneeling (unsupported).	
	25 Yards	5 Rounds	Kneeling (supported)	
÷	15 Yards	3 Rounds	Standing	Tactical Reload
	15 Yards	3 Rounds	Kneeling	
	15 Yards	2 Rounds	Shooting on the move	
	15 Yards	3 Rounds	Tactical Shuffle	8
			987 (2 D 1 / 1 II 1
ï	10 Yards	3 Rounds (2 +1)	Drug / Armor Drill	2 Body / 1 Head
	10 Yards	3 Rounds (2 + 1)	Drug / Armor Drill	2 Body / 1 Head
	7 Yards	2 Rounds	Malfunction Drill/Transition	Clear Malfunction
	7 Yards	2 Rounds	Malfunction Drill/Transition	Clear Malfunction
	7 Yards	3 Rounds (2 + 1)	CQB Grip to Extended Grip	2 Body / 1 Head
	7 Yards	3 Rounds $(2 + 1)$	CQB Grip to Extended Grip	2 Body / I Head

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25 Yards	5 Rounds	Kneeling (supported)	
15 Yards	3 Rounds	Standing	Tactical Reload
15 Yards	3 Rounds	Kneeling	2
15 Yards	2 Rounds	Shooting on the move	
15 Yards	3 Rounds	Tactical Shuffle	- 2
	3	*	55
1.0 Yards	3 Rounds (2 +1)	Drug / Armor Drill	2 Body / 1 Head
10 Yards	3 Rounds $(2 + 1)$	Drug / Armor Drill	2 Body / I Head
		2	74
7 Yards	2 Rounds	Malfunction Drill/Transition	Clear Malfunction
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