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**JOINT SWAT TRAINING SRPD, MCSO, NPD, TCPD**

**ALAMEDA COUNTY TRAINING FACILITY 2004**

\*SEE ATTACHED LESSON PLAN

\*SRPD SWAT OPERATORS WHO ATTENDED:

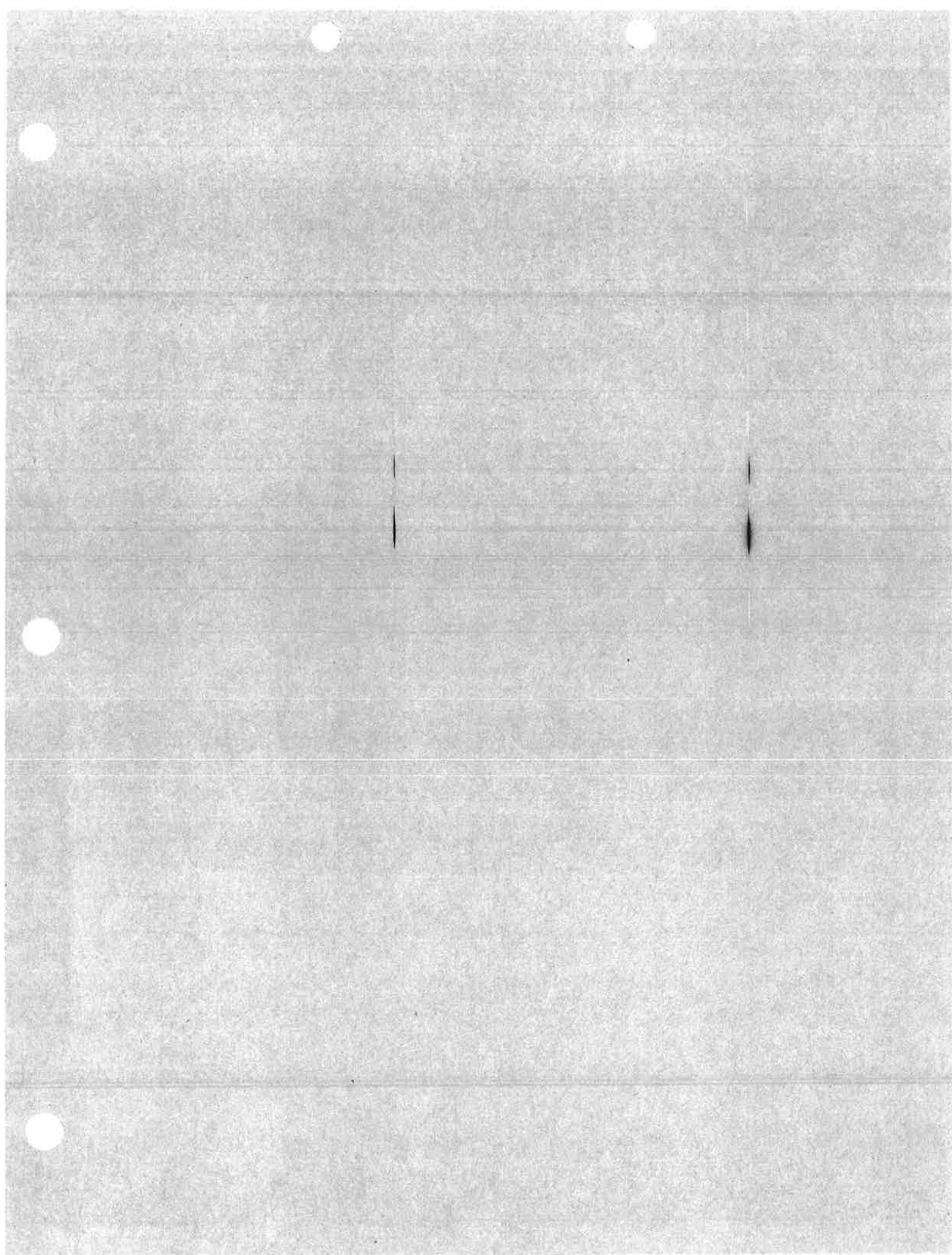
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\*TACTICAL COMMANDER WHO ATTENDED:

- [REDACTED]

\*TRAINING HOURS:

- Range time: 8 hours
- Live fire house: 8 hours
- Diminutions/Tactical entry houses: 4 hours
- MMWD/Terrorist lecture: 4 hours



# **RANGE GUIDELINES**

## **SRPD, MCSO, NPD, TCPD, JOINT SWAT TRAINING ALAMEDA COUNTY NOVEMBER 2004**

### **1) LOCATION: FRANGIBLE SHOOT HOUSE**

#### **A. HALL TACTICS**

1. Move to breach point
  - a. Take the hall with a long hall cover
  - b. Team members move to room breach point
    1. Team enters
    2. Team uses flash bang and enters

#### **B. ROOM ENTRIES**

1. Two or three man entries
2. Cross or button hook
3. Proper shooting lanes
  - a. Out of the fatal funnel
  - b. One step off the back wall
  - c. Stable shooting platform
  - d. Deep corners and scan

#### **C. SHOT PLACEMENT (targets must be placed low in the shoot house)**

1. Head shots
2. Failure/drug/armor drill
3. Minimum shots needed to stop threat
4. No shoot and shoot target identification

#### **D. DOWN OFFICER DRILL**

1. SWAT officer is left behind and threat is eliminated
  - a. Medical attention given after threat is eliminated
2. Entry made to save downed officer
  - a. Medical team with SWAT members go to officer
  - b. Contact team goes to suspect/threat

1. House must be inspected prior to training for any hazards.
2. Brass and flash bang debris must be cleaned up upon conclusion of training.

## **2) LOCATION: TACTICAL RANGE**

### **A. COLD BORE SHOTS**

1. Cold bore rifle 25 yards
  - a. Operators will run from the back of the range to the 25 yard line
  - b. One round to the head in five seconds
2. Cold bore pistol 7 yards
  - a. Operators will run from the back of the range to the 7 yard line
  - b. One round to the head in five seconds
3. Pistol qualification
  - a. 3 yard line fifteen seconds, 12 rounds from the 3 position with one reload, step back and scan from the 5 position
  - b. 7 yard line fifteen seconds, 12 rounds from the 5 position with one reload, scan
  - c. 25 yard line 30 seconds, 12 rounds from the 5 position with one reload, scan

### **B. PISTOL RELOAD DRILLS FROM THE 7 YARD LINE**

1. Tactical reloads (2 rounds reload)
  - a. From cover
  - b. From the kneeling position
2. Combat reloads (2 rounds reload)
  - a. From cover
  - b. Standing or kneeling position
  - c. Team communication
    1. Cover
    2. Gotcha
    3. Ready

### **C. RIFLE RELOAD DRILLS FROM THE 15 YARD LINE**

1. Tactical reloads (2 rounds reload)
  - a. From cover
  - b. From the kneeling position

2. Combat reloads (2 rounds reload)
  - a. From cover
  - b. Standing or kneeling position
  - c. Team communication
    1. Cover
    2. Gotcha
    3. Ready
3. Movement Drills
  - a. Forward movement from varying distances
  - b. Moving to the rear from varying distances
  - c. Lateral movement, left and right
    1. All shooters on one side of the range
    2. Walk lateral to target, pivot upper body and engage target when shooter is on the cement shooting lane (2 shots).

#### **D. FULL AUTO DRILLS**

1. 3 shot drills with forward movement
2. Starting at 10, 7, 5, 3, yards
3. 3 shot drills from stationary shooting position
4. 10, 7, 5, 3, yards

### **3) LOCATION: RIFLE RANGE (OUT TO 200 YARDS)**

#### **A. RIFLE QUALIFICATION**

1. 50 yards 5 rounds
  - a. Prone
2. 50 yards 5 rounds
  - a. Sitting (open or closed leg)
3. 25 yards 5 rounds
  - a. Standing with a tactical reload
4. 25 yards 5 rounds
  - a. Kneeling unsupported
5. 25 yards 5 rounds
  - a. Kneeling supported
6. 15 yards 3 rounds
  - a. Standing with a tactical reload
7. 15 yards 3 rounds
  - a. Kneeling
8. 15 yards 2 rounds
  - a. Shooting on the move
9. 15 yards 3 rounds
  - a. tactical shuffle

10. 10 yards 3 rounds
  - a. (2+1) drug/armor drill (2 body/1head)
11. 10 yards 3 rounds
  - a. (2+1) drug/armor drill (2 body/1 head)
12. 7 yards 2 rounds
  - a. Malfunction drill/transition and clear malfunction
13. 7 yards 2 rounds
  - a. Malfunction drill/transition and clear malfunction
14. 7 yards 3 rounds
  - a. (2+1) CQB grip to extended grip (2 body/1head)
15. 7 yards 3 rounds
  - a. (2+1) CQB grip to extended grip (2 body/1head)

#### **B. THREAT ASSESSMENT COURSE**

1. Four courses using three targets per course
  - a. Three turning targets, one threat and two no shoots (mix)
  - b. Two operators start at 15 yard line and move toward targets
  - c. Targets are activated to face shooters and two shots are fired at the treat

#### **C. SNIPER**

1. 100 or 200 yards
  - a. Personal lesson plane
    1. Standing, seated, kneeling, prone  
(no team members down range while sniper fire)

### **4) LOCATION: PISTOL RANGE**

#### **A. PISTOL QUALIFICATION**

1. 3 yard line fifteen seconds, 12 rounds from the 3 position with one reload, step back and scan from the 5 position
2. 7 yard line fifteen seconds, 12 rounds from the 5 position with one reload, scan
3. 25 yard line 30 seconds, 12 rounds from the 5 position with one reload, scan

#### **B. PISTOL RELOAD DRILLS FROM THE 7 YARD LINE**

1. Tactical reloads (2 rounds reload)
  - a. From cover
  - b. From the kneeling position
2. Combat reloads (2 rounds reload)
  - a. From cover

- b. Standing or kneeling position
- c. Team communication
  - 1. Cover
  - 2. Gotcha
  - 3. Ready

**C. IMMEDIATE REACTION DRILL**

- 1. Rifle fails to fire
  - a. Rifle on safe, press trigger with no shot fired
  - b. Rifle slung to side
  - c. Draw pistol and fir two rounds

**5) LOCATION: SIMUNITIONS VILLAGE**

**A. ACTIVE SHOOTER**

- 1. Team tactics

**B. HOSTAGE RESCUE**

- 1. Team tactics

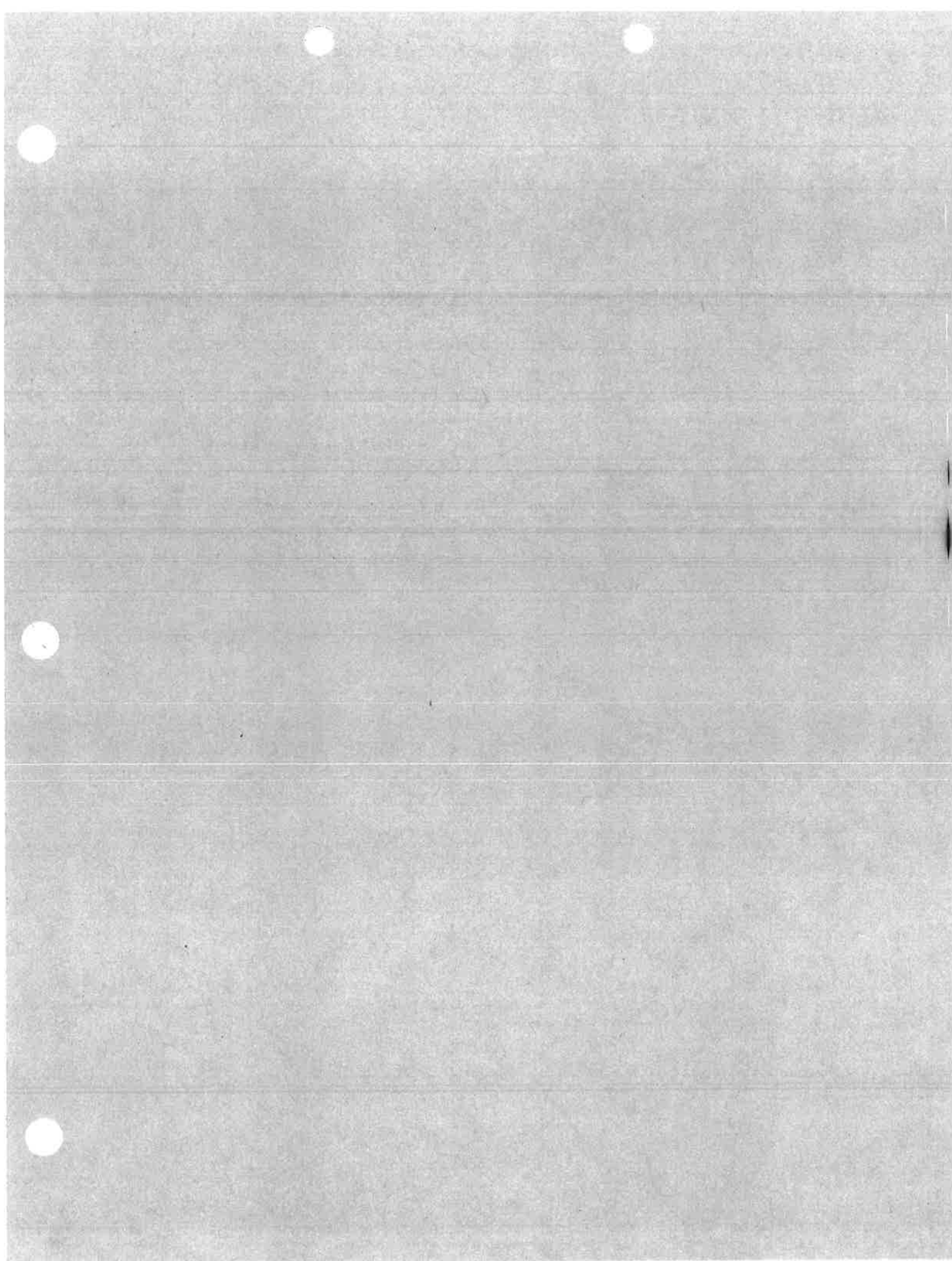
**C. SLOW SEARCH**

- 1. Team tactics

**D. DOWN OFFICER/OFFICER RESCUE**

- 1. Team tactics





## **SAFETY NOTES:**

1. Targets in shoot house must be placed low enough so that they will not endanger observers on catwalk or escape from the house.
2. Targets must not be placed where a team member would be on the other side while an operator is engaging the target.
3. Ears and eye protection must be worn at all times by all persons in or about the shoot house.
4. House must be inspected for occupants prior to allowing a group to enter for a live fire exercise.
5. Do not shoot steel targets rated for pistols with 223/5.56 cal carbines.
6. Only paper targets can be used in the shoot house.
7. Instructors and observers must wear ear protection, eye protection and personal body armor while on the shoot house cat walk.
8. All frangible ammunition must be inspected by each team's range master.
9. Each operator is responsible for confirm each round they load in a magazine is frangible ammunition when they are training in the shoot house.

## RANGE SAFETY RULES

1. SAFETY IS THE RESPONSIBILITY OF EVERYONE.
2. NO FIRING IS ALLOWED ON THE RANGE UNLESS A QUALIFIED INSTRUCTOR IS PRESENT AND SUPERVISING THE FIRING.
3. ONLY AUTHORIZED FIREARMS AND AMMUNITION MAY BE USED.
4. EYE/EAR PROTECTION AND HEAD COVER IS STRONGLY RECOMMENDED.
5. DO NOT ATTEMPT TO USE FIREARMS WHILE UNDER THE INFLUENCE OF DRUGS OR ALCOHOL. REPORT THE USE OF ANY PRESCRIPTION DRUGS TO AN INSTRUCTOR.
6. DRY FIRING IS ALLOWED ONLY ON THE FIRING LINE.
7. WHEN FIREARMS ARE BROUGHT TO THE FIRING LINE THEY WILL BE IN AN OPEN, EMPTY CONDITION, MAGAZINES REMOVED. EVERY PERSON IS RESPONSIBLE FOR UNLOADING THEIR OWN FIREARM. A VISUAL AND PHYSICAL INSPECTION WILL BE MADE EVERY TIME A FIREARM IS UNLOADED.
8. ONLY BRING TO THE FIRING LINE THAT AMMUNITION AND EQUIPMENT THAT IS REQUIRED. A CLUTTERED FIRING LINE IS A DANGEROUS FIRING LINE!
9. NO ONE WILL GO FORWARD OF, OR LEAVE, THE FIRING LINE UNLESS DIRECTED TO DO SO BY THE SUPERVISING INSTRUCTOR.
10. BE MINDFUL AT ALL TIMES OF THE DIRECTION OF THE MUZZLE. THE TRIGGER FINGER WILL ONLY BE IN THE TRIGGER GUARD WHEN THE TARGET IS IN THE SIGHTS AND YOU ARE ABOUT TO SHOOT.
11. OBEY ALL COMMANDS FROM THE TOWER INSTANTLY. BE CAREFUL NOT TO ANTICIPATE TOWER COMMANDS.
12. WHEN THE TOWER ASKS A QUESTION SUCH AS "IS THE LINE LOADED" OR "IS THE LINE SAFE", RESPOND ONLY IF YOU, OR SOMEONE ELSE, IS NOT READY.
13. ANY INJURY SUSTAINED, NO MATTER HOW MINOR, MUST BE REPORTED TO AN INSTRUCTOR AT THE FIRST OPPORTUNITY.

# **RANGE SAFETY CONSIDERATIONS**

## **REQUIRED RANGE SAFETY EQUIPMENT**

1. Ear Protection
  - a. No ear plugs only
2. Wrap-Around Eye Protection
  - a. Wrap-around design necessary to prevent "splatter" from steel targets from entering the gap behind conventional glasses.
3. Baseball Cap
  - a. Necessary to prevent hot airborne shell cases from lodging between the eye protection and the face causing muzzle control problems.

## **HOT RANGE PROCEDURE**

After receiving an initial command to load, it is your responsibility to keep your gun loaded. We will not give commands to reload. This accomplishes two things:

1. It teaches shooters to make their own decision to reload after firing, rather than being told to do so by someone else.
2. Reinforces safety Rule #1 by making the rule factually correct.

Two rules are needed to function safely with a hot range:

1. All handguns must remain holstered except while under command by a range officer to draw.
2. Shooters may not bend over on the line for any reason until the line has been declared safe by the Rangemaster.
  - a. This prevents bending over in front of someone else's muzzle.

muzzle down, finger off. As the muzzle continues its downward arc, the gun is decocked or safety applied. The goal is to be in a decocked, finger-off-the trigger condition whenever the officer is in a ready position. Any lack of consistency will be likely to result in either a negligent discharge or a miss. After the ready position is reached, the officer should actually turn the head and move the weapon in a search for more attackers.

If the handgun used is a revolver or double action only pistol, no decocking will be needed during the process. If the gun has a slide mounted decocker/safety, it should be manipulated as if spring-loaded. That is, in a "down-up" motion so that the lever is not left in the down position even momentarily. If the gun is a single action pistol or a double action pistol with a safety but no decocker, the safety should be pushed up as the muzzle moves downward and the thumb immediately placed back on top of the safety in anticipation of firing. When using these guns, the thumb should always be resting on top of the safety unless actually engaged in pushing it back up.

# **FIREARMS SAFETY RULES**

## **CARDINAL RULES:**

1. Treat all weapons as if they are loaded.
2. Keep the muzzle pointed away from anything you do not intend to destroy.
3. Keep your finger out of the trigger guard until you are on target.
4. Be sure of your target and beyond.

## **GENERAL RULES:**

1. All live fire firearms training must be supervised by a certified Firearms Instructor.
2. All safety rules will be strictly enforced. Unsafe or careless behavior will not be tolerated.
3. Keep weapons pointed in a safe direction at all times.
3. Upon first handling a weapon, immediately face a safe direction and perform a safety check (unload the weapon if necessary, check to make sure the weapon is unloaded, and then check again).
4. Never offer a weapon to or receive a weapon from another person unless the action is open, the weapon is unloaded, and the open ejection port can be seen by the person receiving the weapon.
6. When transporting a weapon to and from the range, handguns should be holstered, shoulder weapons should be carried in a safe condition with 1.) the muzzle pointed up and elevated above the head of the tallest person or 2.) muzzle down.
7. Follow all commands from the tower or from a firearms instructor as they are given. Do not anticipate commands.
8. Immediately signal any unsafe condition on the range by raising a hand in the air. Keep the hand in the air until acknowledged by a firearms instructor or the tower.  
**NOTE:** Any person on the range can call for a "cease fire".
9. All loading and unloading during training sessions will be conducted on the firing line and only when instructed to do so.
10. Once a course of fire has begun, do not leave the firing line until the line has been cleared and you are instructed to do so.
11. Do not draw a weapon from the holster unless instructed to do so.
12. No talking on the firing line unless it is with a firearms instructor.

# USING STEEL TARGETS SAFELY

By Tony L. Jones

Steel targets are often used by law enforcement agencies to provide unique and safe tactically-oriented firearms training. Indeed, by using reasonable safety precautions, steel targets can be used with nominal risk to shooters, observers and bystanders. However, the identification of hazards and establishing effective countermeasures is necessary in order to neutralize their potentially deadly effects. Before we discuss hazards and countermeasures, let's focus on the attributes that make steel targets valuable as training aids.

## Reactive Steel Targets

Steel targets are often designed to be reactive (falling, swinging, turning, spinning, bobbing, etc.) when struck by a bullet. These reactive capabilities give immediate visual feedback and help train the shooter to maintain concentration while targets are reacting. Remember, on-reactive targets often do not instill the important combat skill of shooting until the threat has been neutralized, nor do they provide a simulation of a bobbing, weaving, twisting, turning, or otherwise moving adversary. Steel targets also produce the audible feedback of hits as the bullet strikes the steel. Visual and audible feedback provides the shooter with immediate gratification.

## Non-Reactive Steel Targets

In some instances steel targets can provide valuable training in the non-reactive mode. For example, non-reactive steel targets allow visual verification of hits from the firing line by observing bullet impact marks on painted steel (visual verification may eliminate the need to go down range to score targets, saving valuable training time). Of course, the audible feedback of hits will be realized as well. Steel targets can be made in a variety of shapes and sizes, such as torsos, half silhouette, full silhouette, head and shoulder area, head area, or a small "no reflex" one. These targets can be used in multiple target scenarios, to train several shooters at the same time and can be varied to develop a number of tactical marksmanship skills. Steel targets are also valuable for saving training time and logistical assets. They can eliminate or streamline the need to go down range for scoring; they require no taping of holes; they avoid time-consuming paper target cycles (facing, removal, and replacement); they diminish trash generation by not using paper, and finally, they are durable and able to withstand the impact of many bullets and adverse weather conditions.

## Drawbacks

Of course, steel targets are not without drawbacks. Indeed, improperly designed or damaged targets can be dangerous or even deadly to use. The primary hazard is the return of bullets and/or fragments from the target to the firing line or adjacent areas. Bullets impacting steel targets typically fragment and splatter radically from the surface of the target. A study conducted in New Mexico by Sandia National Laboratories in 1983 concluded that fragments from typical handgun calibers are contained within a 20 degree angle, and 12 gauge birdshot or buckshot are contained within a 47 degree angle from the surface of a steel target when the projectile's path was perpendicular to the target. These fragments or splatter may retain sufficient mass and velocity to injure shooters, observers and bystanders.

## **Dimples**

Dimples or slight indentations are caused by using ammunition or calibers not intended for use on that specific target. Steel targets having dimples in excess of one-sixteenth of an inch deep should be immediately removed from use.

## **Craters**

Craters are extreme indentations formed by a bullet boring into the surface of the steel with enough energy to push up a ridge of steel around the perimeter of the crater. Dimples or craters which cause a convex protrusion on the reverse side of a steel target are known as pimples. If a dimpled target is reversed for shooting, pimples will now be on the side facing the shooter, causing a hazard. Dimples, craters, and pimples will all cause indeterminate ricochet and/or splatter angles. Regardless of the orientation of the main impact surface area of the target, the bullet or fragments will leave the target surface at an angle relative to the last point of contact with the surface.

## **Target Bows**

Target bows are formed when bullets repeatedly strike the same general area. Targets that bow in excess of 10 degrees should be removed from the range. To determine the depth of bowing, a straight edge is placed on the face of the steel target, ensuring contact at the top and bottom of the target. Next determine the point on the face of the target that depicts the maximum air space between the straight edge and the target face. The formula used to determine the maximum allowable depth of a target that is completely bowed is:  $\frac{1}{2}$  the length of the target x the tangent of 10 degrees or .17632. For example: a 20 inch target's bow should not exceed 1.7 inches, a 38 inch target's bow should not exceed 2.9 inches and a 42 inch target's bow should not exceed 3.7 inches. A target bowed in one specific area is evaluated by measuring the bowed portion of the target x the tangent of 10 degrees or .17632. Again, any target that has any surface area bowed in excess of 10 degrees should be removed from the range.

## **Cracks**

Cracks pose the same potential hazards as dimples, craters, and pimples. Cracks usually form in the surface of irregularly shaped targets where the shapes come together. Cracks are caused by excessive impacts, weak structural points, or bullet impact on a target edge.

## **Perforations**

Perforations are formed when a bullet completely penetrates the target. They occur as a result of using ammunition or calibers not intended for use on a particular target. As perforations occur, the holes from prior shots can easily deflect subsequently fired bullets back to the firing line. Steel targets are manufactured to be hard, thick, and malleable enough to defeat the effects of certain calibers and ballistics. Thus, steel targets should be chosen to support the training objective, ammunition, and weapons platform used. For example: hardness is measured in terms of Brinell Hardness (BHN). A steel target with a minimum of 200 BHN is intended for light handgun cartridges. Only all lead, lightly loaded, target ammunition of calibers .22 through .38