



El Cerrito Police Department

Lesson Plan April 08, 2019

4 Hour Outline:

0800 – 0830:	Safety Briefing and Review of Policy (Shooting at Vehicles)
0830 – 0900:	Duty Weapon Qualifications
0900 – 0930:	Handgun Training / Tap, Roll and Rack w/ Mag Changes
0930 – 1000:	Support Hand Draw / Support Hand Shoot w/ Reload
1000 – 1015:	Shotgun Manipulation
1015 – 1100:	Shooting from Cover (Simulated T-Stop w/ Patrol Vehicle)
1100 – 1200:	Off-Duty Weapon Qualification

Safety Briefing and Policy Review of 300.4 & 300.4.1:

Conduct a safety briefing to include all shooters and range staff in attendance.
Discuss range safety rules, locations of first aid kits and trauma packs.
Identify any needs for safety equipment prior to opening the range for shooting.
Discuss no video policy set forth by Fairfield PD

Policy Review

300.4	Deadly Force Applications
308.4.1	Shooting at or from Moving Vehicles

El Cerrito Police Department 30-Round Duty Handgun Qualification Course

Equipment: A BT-5 El Dorado DA target, duty handgun, magazines, 30 rounds of ammunition.

Standard: The officer will be required to demonstrate proper firearms safety, weapon handling, and the ability to effectively engage a target at various distances. Shots in the center red “X” ring, surrounding grey ring, the red “X” zone of the head, and the grey spinal column will be scored as 2 points. Any shot in the body but outside the red or grey zone will be scored as 1 point. Head shots not in the red “X” zone and shots not in the body will be scored as 0. There are a total of 60 points available.

Disqualifiers: Any score below 42 points (70%) or ANY safety violations.



* Officers will begin with only 5 rounds total in the gun (1 in the chamber, 4 in the magazine).

Distance	Engagement	Time	Number of Rounds	Total # of Rounds
3 Yards	Standing from the Holster Failure Drill	4 Sec	3	3
5 Yards	Standing from the Holster Double Tap, Out of Battery Reload, Failure Drill	10 Sec	5	8
7 Yards	Standing from the Low Ready Double Tap, Reload, Failure Drill	15 Sec	5	13
10 Yards	Standing from the Holster Three (3) rounds to the body	5 Sec	3	16
10-15 Yards	Moving backwards from the low ready Three (3) rounds to the body	8 Sec	3	19
10-15 Yards	Moving forward from the low ready Three (3) rounds to the body	8 Sec	3	22
15 Yards	Standing from the holster – double tap Move to kneeling – double tap	15 Sec	4	26
25 Yards	Standing from the holster – Fire four (4) rounds From standing, kneeling, or prone (officer’s choice)	20 Sec	4	30

IMMEDIATE ACTION DRILLS

The idea of a weapon's malfunction is not to figure out why it has malfunctioned, but more importantly, how to get the weapon back in action. The immediate action drill known as the "TAP, ROLL and RACK" is a fast way to clear a malfunction and get the weapon back into battery.

Utilizing a training handgun, demonstrate to the shooter's the manipulation of the handgun for an immediate action drill.

- Tilt the handgun up so the shooter can visually inspect the ejection port
- With the support hand, tap the bottom of the magazine to make sure it is seated.
- Roll the handgun towards the right allowing gravity to assist in removing any obstructions from the ejection port.
- Rack the slide to the rear as hard as possible and release it.
- Re-engage the target and assess for the threat.

If the malfunction is a catastrophic failure and cannot be cleared with the Tap, Roll and Rack, the method now requires either a transition to another weapon or stripping the magazine from the handgun, pulling the slide back and forth several times to clear the chamber, re-insert a loaded magazine and charge the weapon. Movement off of the threat line and/or seeking cover is vital in presenting a hard target to your aggressor.

The course of fire will require each shooter to partner up and load each other's magazines with a combination of live rounds and dummy rounds to simulate the necessity of an immediate action drill. 3 magazines fully loaded with at least 3 dummy rounds in each magazine. The course of fire will be repeated if time allows. On a threat command, the officers will draw and fire center mass until they have worked through all three magazines.

EQUIPMENT NEEDED:

- Standard B-27 targets or similar silhouette style
- Training handgun
- Dummy rounds for 9mm, .40 cal and .45 acp.

SUPPORT HAND DRAW / SHOOT / RELOAD

Modern pistol craft stresses a two-hand firing grip, which improves accuracy, speed and recoil control. But in a fluid self-defense situation, you can't count on both hands being available. The ability to deliver accurate, close-range fire with the dominant (strong) or non-dominant (support) hand is a valuable skill.

Officers will start with empty weapons to practice finding the most efficient way to draw their handguns from their holster with all safeties engaged. Once the officers have had the opportunity to find a method they are comfortable with, the officers will bring their weapons up on target and dry fire utilizing their support hand only. The officers will have at least two empty magazines so they can practice a magazine change utilizing only their support hand. Demonstration of using the rear sight on their duty belt, pants or boots can help them find a comfortable method before loading their weapons for a live fire exercise.

Course of fire will consist of three magazines loaded with 5 rounds each. On a threat command, they will draw their weapons, with their support hand only, fire 5 rounds center mass and continue through with emergency reloads as necessary until their weapons are dry.

EQUIPMENT NEEDED:

- Standard B-27 targets or similar silhouette style
- Training handgun

SHOTGUN MANIPULATION DRILLS

The purpose of this block of instruction is for a continued familiarization and the safe handling and operation of the duty shotgun. The proper storing, loading, unloading, manipulation and firing of the duty shotgun are perishable skills.

Officers will be expected to prepare the shotgun for duty by demonstrating a level of proficiency with the unloading and loading of the weapon. The shotgun will be checked for "patrol ready" status which is a loaded magazine tube, a depressed trigger and the weapon on safe.

The safe handling and firing of the duty shotgun will be demonstrated in the next course of fire.

EQUIPMENT NEEDED:

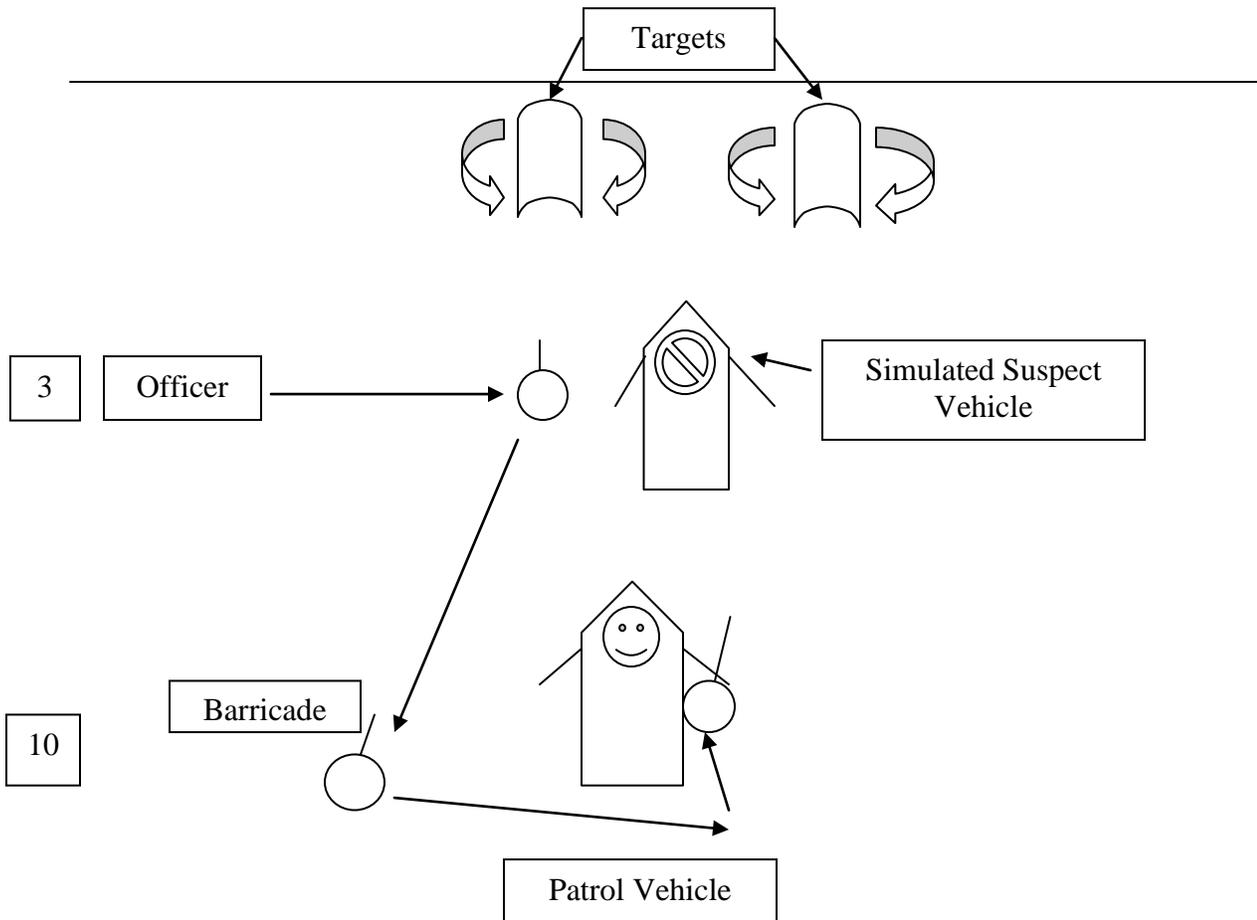
- Duty shotgun
- 12 gauge dummy rounds

SIMULATED T-STOP / SHOOTING FROM COVER

This scenario based course of fire will be used to address the potential threats during traffic enforcement stops. The idea is to address the threat as quickly and efficiently as possible while taking the opportunity to move locations, find cover and/or concealment, request assistance over the radio and reassess the threat(s).

The course of fire will begin with officers seated in the driver's side of a patrol vehicle. The emergency lights will be activated in a low-light situation. As the officer approaches the simulated suspect vehicle and driver, a target will present itself. Officers will be instructed to engage the target with their handgun before moving to cover. The targets will be turned to simulate no more threat. The officer will utilize the lull in the gunfight to conduct a tactical reload from cover, call in the shooting over the radio and request assistance. The target will turn again and the officer will address the target from cover. Target will turn away again. The officer is told that his/her handgun has suffered a catastrophic failure and he/she will need to retrieve their secondary weapon (Shotgun). Once the officer retrieves the shotgun, the target will face again and the officer will be instructed to engage with a double-tap. **See Diagram**

TRAFFIC STOP SCENARIO DIAGRAM WITH MULTIPLE TARGET ENGAGEMENT



El Cerrito Police Department Off-Duty Pistol Qualification Course

Equipment: A BT-5 El Dorado DA target, an off-duty handgun and holster with 25 rounds of handgun ammunition.

Standard: The officer will be required to demonstrate proper firearms safety, weapon handling, and the ability to effectively engage a target at various distances. Shots in the center red “X” ring, surrounding grey ring, the red “X” zone of the head, and the grey spinal column will be scored as 2 points. Any shot in the body but outside the red or grey zone will be scored as 1 point. Head shots not in the red “X” zone and shots not in the body will be scored as 0. There are a total of 50 points available.

Disqualifiers: Any score below 40 points (80%) or **ANY** safety violations.



Course of Fire

<u>Distance</u>	<u>Engagement</u>	<u>Total # of rounds</u>
3 Yards	(1) Double Tap / (1) Failure Drill	5
5 Yards	(1) Double Tap / (1) Failure Drill	5
7 Yards	(1) Double Tap / (1) Failure Drill	5
10 Yards	5 Rounds rapid fire	5
15 Yards	5 Rounds rapid fire	5
	TOTAL	25 ROUNDS