

Firearms

Expanded Course Outline

Introduction:

Introduce instructor and expertise.

A. Explain safety and range protocols.

(Live Fire) 1. Wrap Around Eye Protection is MANDATORY

2. Ear Protection is MANDATORY

3. Hats (Baseball Style) are Recommended

4. Long Sleeve Shirt are Recommended

5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor.

Additionally, Anyone May Stop an Exercise if They See a Safety Problem.

6. Report Any and All Injuries Immediately to an Instructor

7. AT NO TIME is any Participant Allowed to Leave the Training Area without the Permission of the Primary Instructor.

8. Remember to Work at Your Own Pace - Don't Over Exert Yourself

9. Realistic Training is Important, However Safety Comes First!

(Simunition) 1. No Live Ammunition Will be Loaded or Carried During Simulation Training Exercises (Double Checked by Participants & Instructors)

2. When Using Blank or Marking Cartridges, or Distraction Devices, You may Only Use Those that are Issued and You Must Double Check Them to Ensure they are Intact.

3. Issued Protective Gear e.g. Face shields, Padding, etc. Must be worn properly and at all times during Simulation/Simunition training until directed otherwise by the Instructor.
4. When using Simunition rounds, No Intentional Groin or head shots will be allowed and shots within two feet of a role-player are not allowed.
5. Students will immediately cease activities when a sharp sustained blast of a whistle, and/or an instructor yelling "stop" is announced.
6. Students will immediately cease actions upon a role player announcing "Stop" "Out of Role"!

- A. Explain to the students the course "Goal" and the "Performance Objectives."
- B. Identify for the students locations of restrooms, vending machines, phone, etc.

The courses of fire can be altered to include additional courses and or shortened depending on the students skill level firing the MP-5.

DAY 1

I. LECTURE - CLASS ROOM

A. DESCRIPTION

1. **Specifics**
2. **Unique features**
3. **Design**
4. **Serial Number location**
5. **Finish**

B. HISTORY

- 1. Description of code**
- 2. Origin**
- 3. Present manufacture**

C. NOMENCLATURE

1. Butt-stock with Sling Attachment and rear takedown pin.
2. Rotary rear sight
3. Scope mounts
4. Cocking lever and tube
5. Front sight
6. Barrel and lugs
7. Front sling mount and take down pin
8. Hand guard
9. Magazine release and paddle release button
10. Magazine well
11. Center Sling Mount
12. Center take down pin
13. Trigger, trigger guard, and pistol grip
14. Safety select lever

D. ACCESSORIES

1. Butt-stock
2. Scope mounts and sights
3. Forearms - lights
4. Barrel accessories and suppressers
5. Magazines - loader, unloader and clamps
6. Sight adjustment tools
7. Brushes and cleaning tools

E. BREAKDOWN AND ASSEMBLY

1. Assemblies (weapon clear and safe)
 - a. Remove sling
 - b. Bolt home
 - c. Remove rear stock
 - d. Remove bolt carrier group
 - e. remove trigger group
 1. Trigger housing
 2. Trigger assembly
 - f. remove front stock
 1. Light mount and light
 - g. magazine

1. End cap
 2. Spring
 3. Follower
2. Reassembly

3. Function check - no magazine in weapon - no ammo
 - a. After assembling, pull the cocking lever to the rear and release
 - b. Weapon on SAFE - pull trigger - the weapon will not fire.
 - c. Weapon on SEMI - pull trigger - the hammer will fall.
 - d. Holding the trigger - pull the cocking lever to the rear and release it.
 - e. Release the trigger - ensure the trigger resets
 - f. Repeat several times
 - g. Weapon on FULL - pull trigger and hold it - the hammer will fall
 - h. Pull the cocking lever and release it - every time the bolt slams home the hammer should fall. Resetting only after the trigger is released.

F. SIGHTS AND ADJUSTMENT AND AIMING

1. Sight Picture
2. Rotary Drum (one turn = 2" of movement @ 25 yards)
 - a. Sight tool
 - b. Elevation
 - c. Windage
3. Factory 3" group - completed at factory
4. Trajectory
 - a. Bullet impact - "low or left - turn drum clockwise"

G. MP-5 "FAMILY"

1. MP5 SD Suppressed version of MP-5
2. MP5 K Briefcase model

3. MP5 10/40 40 caliber version
4. MP5 SF Single fire
5. MP5 N Navy version
(ambidextrous trigger group, threaded barrel for suppressor)

H. 30rd MAGAZINE, MAGAZINE LOADING, FITTING THE SLING

1. Magazine - loading (hand and loading tool), unloading (hand and unloading tool), dual magazine clamps
2. Fitting sling to weapon to body (with vest and without vest) - three point sling.

II. DEPARTMENT AND BUREAU POLICIES REGARDING HECKLER & KOCH MP-5 SUBMACHINE GUN

A. Policy & Procedures - Attached

1. Use of firearms and Deadly Force - 3-01/025.30

B. Detective Division Order - (Narcotics Bureau - Heckler & Koch MP-5 submachine gun - 2-11) - Attached

1. Establish policy and training for the use and deployment of the MP-5 submachine gun.

- 2.. accountability -
3. policy guidelines -
4. Weapon security

a. On duty - when not in use the MP-5 will be secured with an approved locking device, in the trunk or interior of the vehicle.

b. Off duty - unloaded MP-5 will be secured with an approved locking device, in the trunk or interior of the vehicle, secured in a locked garage or secured unloaded and in a safe location away from children.

5. Training

a. Pass the Los Angeles County Sheriff Department Basic MP-5 Operator Course - 40 hours Qualification Course.

b. Remain current by attending the Quarterly MP-5 operators course and passing the quarter test.

c. If a Department member becomes delinquent in their qualification for a period of two quarters, that member will be unqualified to carry the MP-5 until such time they repeat the 40 hour Operator Course.

III. FUNDAMENTALS OF SHOOTING & READY POSITION, LOAD, UNLOAD, STOPPAGES.
(Primary Objective - control motion and consistency)

NO LIVE AMMO - DRY MP-5

- A. Slinging of MP-5
- B. Stance
 - 1. Feet shoulder-width apart
 - 2. Strong-leg slight off set and to the rear front weak leg
 - 3. Hips square to target
 - 4. Elbows tucked into the side
 - 5. Pull weapon into the shoulder
- C. Grip
 - 1. Strong side hand - firm but not over powering.
- D. Sighting
- E. Trigger control
- F. Follow through
- G. Scan & Breath
- H. Ready position

1. Weapon into shoulder
 2. Bring weapon up just below eye level - looking over the sights
 3. Finger off the trigger
 4. Manipulation of the safety selector lever
 - a. Safe
 - b. Semi-automatic fire
 - c. Automatic fire
- I. Load
1. MP-5 pointed in a safe direction - down range
 2. Safety on
 3. Cocking lever pulled to the rear and locked
 4. Magazine put into the magazine well & seated
 - a. Slight tug
 5. Slap the cocking lever home - never assist the lever home
- J. Unloading
1. MP-5 pointed in a safe direction - down range
 2. Safety on
 3. Cocking lever pulled to the rear and locked - weak hand
 4. Magazine pullout of magazine well - weak hand
 - a. Hitting the release paddle with the thumb of the weak hand
 5. Visually and physically inspect the chamber
- K. Reloading - (simulating the MP-5 has gone dry) single stack magazines
1. Remove a fresh magazine from the magazine pouch

2. Cocking lever pulled to the rear and locked
 3. Remove the magazine by hitting the release paddle allowing it to fall - weak hand
 4. Inserting the fresh magazine into the magazine well & seated
 - a. Slight tug
 5. Slap the cocking lever home - never assist the lever home

L. Stoppages

1. Empty magazine
2. Magazine not seated
3. Stove pipe
4. Double feed
5. Rounds stuck behind ejector
6. Rounds behind bolt
7. Bad ammo

III. **LIVE FIRE - 9mm ball rounds** - Students will have web gear on with the handgun in holster.

A. **Introduction to MP-5 and zeroing**

B. **Double Taps** - two rounds - one round fired right after the first round is fired

1. Hammer pair - immediate - fast but accurate - not throwing rounds
2. Controlled pair - slow - precision shooting - more accurate for a head shot

C. **TRANSITION DRILLS / Secondary weapon - Stoppages - Failure drill**

1. Press trigger - weapon doesn't fire

2. Weak hand - holding forearm of weapon - moving it to the weak side

(Recommended placing the weapon on safe)

3. SIMULTANEOUSLY - Strong hand - releasing the pistol grip of MP-5 - moving to side arm

4. Strong hand grips secondary weapon - draws weapon

5. Engage target(s) - if necessary

D. **RELOADS**

E. **DRUG & ARMOR DRILL** - suspect on drugs or wearing body armor - head shots and or pelvic area shots.

F. **MULTIPLE TARGETS**

IV. DAY 2 Range

A. Introduce instructor and safety on the range.

B. Explain safety and range protocols.

(Live Fire) 1. Wrap Around Eye Protection is MANDATORY

2. Ear Protection is MANDATORY

3. Hats (Baseball Style) is Recommended

4. Long Sleeve Shirt is Recommended

5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor. Additionally, Anyone May Stop an Exercise if They See a Problem

Safety

6. Report Any and All Injuries Immediately to an Instructor

7. AT NO TIME is any Participant Allowed to Leave the Training without the Permission of the Primary Instructor. Area

8. Remember to Work at Your Own Pace - Don't Over Exert Yourself

9. Realistic Training is Important, However Safety Comes First!

V. Weapon Maintenance - CLASSROOM

A. Break down of MP5 - cleaning

1. Cleaning - the MP-5 will function in extremely adverse conditions, will operate when extremely dirty and even damaged but will continue to fire. Should be cleaned after every time it is fired.

a. Fire 1000 rounds clean weapon.

b. Fire 300 rounds in an MP-5 SD weapon.

2. Solvents - **no gasoline** - use mineral spirits or dry solvents such as Varsol, Safety Clean #105.

3. Bore Cleaners - Hoppe's Nitro Solvent, Shooters Choice etc..

4. Bore Brushes - never stainless

a. Bronze bristle

b. Copper

c. Brass

5. Patches

6. Lubricants - Break-free, Eze-ox, Slick 50 1 lube, etc..

7. Preservatives - Break-free, Ballistol, rig, etc..

B. Care and Cleaning of MP-5

1. Barrel - always clean from the chamber end.

- a. Lube barrel inside and out.
2. Receiver - clean with mineral spirit solvents and brushes
 - a. Lube throughout
3. Bolt Group - clean with brush and solvents
 - a. Lube
4. Buttstock - clean with brush and solvents
 - a. Lube
5. Trigger Group - clean with brush and solvents, pouring may help
 - a. Lube - particular attention to the axles
6. Handguard - Wipe with a damp cloth, no lube.
7. Magazines - wipe the outside and the follower.
 - a. Lube - light - to prevent rust
8. Visual Checks - know your own weapon, if there is a problem, let the range staff know.

LIVE FIRE - 9mm ball rounds - Students will have web gear on with the handgun in holster.

VI. REVIEW

- A. Fundamentals of Shooting & Ready Position, Loading, Unloading, Reloading.
 1. Dry
- B. Stoppages
- C. Double Taps
- D. Transitions Drills

VII. AVAILABLE COVER DRILLS/SNAPPING DRILLS

A. **COVER** - This drill is used as if they are standing behind cover, without moving the feet, roll the upper torso out (bending at the hips), addressing the target(s) and rolling back behind cover.

B. **SNAPPING DRILLS** - during this course of fire the student from behind cover, will step out from cover and fire two rounds. Once the student fires the two rounds, the student will step back behind cover in a low ready position.

C. **MOVING DIAGONAL & SHOOTING** - one student at a time

During this course of fire the student will move in a diagonal direction (15 yards to 7 yards) shooting at the target as it turns towards the student or hears the "whistle" from the instructor. When the "whistle" is heard, the student will fire two rounds at the target while moving, never stopping to shoot the target. Once the student gets to the end, the student will get the COMMAND "back out", going backwards and again shooting the target when he hears the whistle. If the student empties his MP5 or a malfunction occurs, the student will transition to the handgun and completing the course of fire. This course will be completed moving diagonal from right to left and from left to right, backing out (7 yards to 15yards) after getting the COMMAND "back out"

D. **Introduction to Automatic Fire, Trigger Control Drills**

E. **DRUG & ARMOR**

1. This course of fire will allow the student to identify a suspect that is wearing body armor or is under the influence and the MP-5 rounds are not having no effect on the suspect. The student while in a proper shooting stance fire in automatic mode two rounds into the center of the chest, see that theirs no effect and fire two rounds into the pelvic girdle, still no effect and fire two rounds into the head.

F. **MULTIPLE TARGETS - POP BOTTLE TARGETS (using shape/numbers)**

1. During this course of fire the student will be able to shoot at more than one target multiple times. Always using a proper shooting stance, sight alignment and trigger control in full automatic mode. The purpose of this course is to shoot at more than one target. You shoot two rounds to the body of one target then shoot two rounds at the second target and then come back and fire two more rounds at the first target and two more rounds at the second target. This will be done in full automatic mode, all to the body.

G. **STATIC TURNS (Shoulder Fire)**

A. During this course of fire the student will be facing away (right/left side - 90 degrees) from the

target and when the whistle is blown, the student will turn facing the target, from safe turn the selector lever to full automatic, two rounds into the target. This course will also be completed facing away (180 degrees) from the target.

H. FIRING ON THE MOVE - "Hollywood Targets" - 25 yard line to 5 yard line

1. The student will move with the weapon in the shoulder using the buttstock as a pivot point, the MP5 will be dropped below eye level (no tunnel vision) scanning for targets, finger off the trigger and indexed, legs become shock absorbers, roll your feet (heel to toe) or step and drag to prevent tripping over items (toys, etc.).

RANGE CLEAN UP AND SECURING OF WEAPONS.

RANGE DAY 3

Safety Brief & Weapon Maintenance

I. Weapon Maintenance

A. Break down of MP5 - cleaning

1. Cleaning - the MP-5 will function in extremely adverse conditions, will operate when extremely dirty and even damaged but will continue to fire. Should be cleaned after every time it is fired.

2. Solvents - **no gasoline** - use mineral spirits or dry solvents such as Varsol, Safety Clean #105.

3. Bore Cleaners - Hoppe's Nitro Solvent, Shooters Choice etc..

4. Bore Brushes - **never stainless**

5. Patches

6. Lubricants - Break-free, Eze-ox, Slick 50 1 lube, etc..

7. Preservatives - Break-free, Ballistol, rig, etc..

B. Care and Cleaning of MP-5

1. Barrel - always clean from the chamber end.
2. Receiver - clean with mineral spirit solvents and brushes
3. Bolt Group - clean with brush and solvents, **clean behind extractor.**
4. Buttstock - clean with brush and solvents
5. Trigger Group - clean with brush and solvents, pouring may help
6. Handguard - Wipe with a damp cloth, no lube.
7. Magazines - wipe the outside and the follower.
8. Visual Checks - know your own weapon, if there is a problem, let a qualified MP-5 instructor know.

Safety Brief:

1. Treat every weapon as if it were loaded
2. Keep your finger out of the trigger and indexed until you have a target and are ready to shoot.
3. Be aware of your target and beyond.
4. Don't point your weapon at anything or anyone you don't intend on shooting/ destroying.

I. CLOSE QUARTER BATTLE (CQB) - used for low-light situations, the target is too close with no time to take aim and the operator is moving fast to the target. The operator is wearing face or eye coverings, gas masks, etc. which is restricting the operator from putting the buttstock into the shoulder and getting a good sight picture. (Not a replacement for any shooting method)

A. Thumb on selector lever, index finger off the trigger

- B. Being aggressive and punching out with the weak arm towards the target (as if using a bayonet), thumb riding the selector lever to the semi or auto mode, firing when on target.
- C. Weak elbow locked out straight and the sling is tight around the shoulder.
- D. Sights about chin level
- E. Stance is the same as shoulder fire

Load two magazine with 60 live rounds (30 rounds each)

Load one handgun magazine with 15 live rounds.

“Hollywood Targets” - 5 yard line

COMMAND “load handgun” - the students will load the handgun and re-holster.

COMMAND “Load” - one thirty round magazine into the MP5, shoulder the weapon, finger off the trigger and indexed waiting for the whistle to blow to fire the course of fire.

COMMAND whistle sound - the student will select auto, in CQB, fire two rounds into the body, and come to a low ready.

Each whistle sound the students will fire two rounds, in CQB.

When the students MP-5 runs dry, transition to the handgun and fire two rounds.

COMMAND reload - students will reload he MP-5, come to a low ready.

COMMAND whistle sound - the student will select auto, in CQB, fire two rounds into the body, and come to a low ready.

Each whistle sound the students will fire two rounds.

This course will be fire a total of 30 times.

COMMAND “unload” - the students will unload the MP-5.

Students will reload the magazines with 60 live rounds (30 in each magazine).

From the 15 yard line moving to the 5 yard line.

“Hollywood Targets” - two students - side by side - CQB

COMMAND “load handgun” - the students will load the handgun and re-holster.

COMMAND “Load” - one thirty round magazine into the MP5, shoulder the weapon, finger off the trigger and indexed waiting for the whistle to blow to fire the course of fire.

COMMAND “Move **COVERT speed**” - the students will begin moving from the 15 yard line, towards the 5 yard line.

COMMAND whistle sound - the student will select auto, in CQB, fire two rounds into the body, and come to a low ready.

Each whistle sound the students will fire two rounds, in CQB.

Once he student reaches the 5 yards line they will stop.

COMMAND “Moving back” - the students will begin moving backwards away from the target.

COMMAND whistle sound - the students will select auto, fire two rounds into the body and come to a low ready , never stopping to shoot.

Once the students reaches the 15 yard line the students will stop.

This course will be completed for a total of 60 rounds.

* IF the students MP-5 runs dry, transition to the handgun and fire two rounds and continue to move with the partner.

* A lull in the gun battle, reload the MP5s one at a time while the other member covers the target (suspects) down range

* In the event the instructor blows the whistle, firing two rounds at your partners target and two rounds at there own target.

* Changing reloading positions, to bring the guns full.

TOTAL ROUNDS 120

DINNER BREAK, NIGHT TIME SHOOTING

II. Relative Positioning Drills - Firing On The Move (CQB) - low light - gun light only

Students will load the magazines with 60 live rounds (30 in each magazine).

From the 15 yard line moving to the 5 yard line.

“Hollywood Targets” - CQB

COMMAND “load handgun” - the students will load the handgun and re-holster.

COMMAND “Load” - one thirty round magazine into the MP5, shoulder the weapon, finger off the trigger and indexed waiting for the whistle to blow to fire the course of fire.

COMMAND “Move **COVERT speed**” - the students will begin moving from the 15 yard line, towards the 5 yard line, using the MP-5 front light to see target and area in front.

COMMAND whistle sound - the student will select auto, in CQB, fire two rounds into the body, and come to a low ready.

Each whistle sound the students will fire two rounds, in CQB.

Once he student reaches the 5 yards line they will stop.

COMMAND “Moving back” - the students will begin moving backwards away from the target.

COMMAND whistle sound - the students will select auto, fire two rounds into the body and come to a low ready , never stopping to shoot.

Once the students reaches the 15 yard line the students will stop.

The students will continue to move and shoot for a total of 15 times.

COMMAND "reload" - the students will reload the MP-5.

COMMAND "Move **COVERT speed**" - the students will begin moving from the 15 yard line, towards the 5 yard line.

COMMAND whistle sound - the student will select auto, in CQB, fire two rounds into the body, and come to a low ready.

Each whistle sound the students will fire two rounds, in CQB.

Once he student reaches the 5 yards line they will stop.

COMMAND "Moving back" - the students will begin moving backwards away from the target.

COMMAND whistle sound - the students will select auto, fire two rounds into the body and come to a low ready , never stopping to shoot.

Once the students reaches the 15 yard line the students will stop.

COMMAND "unload" - students will unload the MP-5 and make it safe.

TOTAL ROUNDS - 60 rounds

III. Multiple Targets on the move (Shoulder) low light - gun light only

25 yard line moving to the 5 yard line

Load 2 magazines with 60 live rounds (30 rounds in each)

Load handgun magazine with 15 live rounds

COMMAND - "Load" - place magazine in weapon, from a standing position, put weapon into shoulder, low ready position. **HAMMER PAIR.**

COMMAND - "MOVE COVERT SPEED" - students will begin moving forward.

COMMAND - each "whistle" sound - select semiautomatic (leaving it in this position for the remaining course of fire), shooting 2 rounds (Hammer pair) into the center square or your target, 2 rounds (Hammer pair) into the center square of the target to your right, 2 rounds (Controlled pair) in the head of your target. (emphasize trigger control and sight alignment).

Repeating course for 4 times, conducting a reload drill, repeat course for 5 times.

If Malfunction occurs, Transition to handgun, complete course of fire, holster handgun, clear MP-5 malfunction/jam, reload MP-5, continue with drill.

INSTRUCTORS - if malfunction cannot be cleared by student, stop line, make all MP-5's safe, have assisting instructor clear malfunction/jam. Recover students, load MP-5's, continue with course of fire.

COMMAND - "Unload" - complete unload (weapons check).

Students will reload 2 magazines with 60 rounds, 30 rounds in each magazine.

Repeating course of fire 10 times.

Students will reload 2 magazines with 60 rounds (30 rounds in each).

The students will complete the course of fire one time using the **weak side** shooting stance and moving.

TOTAL ROUNDS - 120 rounds

IV. NIGHT SHOOT - Standards Drill - gun light only

Standards Drill (no movement)

Load 1 magazine with 4 live rounds, load 1 magazine with 30 live rounds and 10 live rounds in the handgun magazine. The course of fire will be the following:

**Range
Drill
Rounds
Time**

Semi 10 yrds
Dbltap
2rds
1.5 sec

10 yrds
reload
reload,
2rds
8.0 sec
2rds,

10yrds
transitions
fire MP-5, transition fire
2rds
4.0 sec
dry

10 yrds
armor
2rds
head
2.5 sec
body
2rds body,

10 yrds
multiple targets
2rds

Training Bureau Material : Firearms

each
target
2.5 sec

Auto 10 yds
auto 2
presses for 4rds (2rds each
press) 1.5 sec

10 yds body
armor 2 presses
for 4rds (2rds each
press) 2.5 sec

1 press for 2rds head

10 yds
multiple 2 presses for
4rds (2rds each press) 2.5 sec

Placing the weapons on safe and letting them hang (remembering the guns are loaded), the students will walk back to the 25 yard line and cover in front of their own target.

Semi 25yds
dbltp
2rds
2.0 sec

25 yds
dbltp kneeling 2

rds
2.5 sec

25 yds
dbltap prone 2
rds
3.0 sec

COMMAND - "Load", place magazine with 4 live rounds in weapon, from a standing position, put weapon into shoulder, low ready position. HAMMER PAIR. Second magazine in the pouch.

COMMAND - each "whistle" sound, select semi-automatic (leaving it in this position for the remaining course of fire and or told to change to automatic), shooting two rounds into the body of the target. (emphasize trigger control and sight alignment).

COMMAND - "Unload", complete unload (weapons check), will be completed at the end of the course of fire. Students will check the targets and get direction regarding timed portion.

This course will be shot a total of three times, allowing the students to gain confidence in the timed portions.

TOTAL ROUNDS - 108 rounds

I. **NIGHT SHOOT - Multiple Targets on the Move - CQB & Shoulder**

A. Multiple Targets - automatic fire - on the move (forward and backward in pairs)

Load 2 magazines with 30 live rounds and 1 handgun magazine with 15 live rounds.

The course of fire will be completed two students at a time, firing at multiple targets, shoulder to shoulder.

COMMAND - load - two students standing next to each other will load their handgun and re-holster. Load the MP-5 and at a low ready position.

COMMAND - "Move" - the students will move together from the 25 yard line towards the 5 yard once reaching the 5 yards line move backwards to the 25 yard line

COMMAND - each "whistle" sound - select automatic fire with the MP-5 in the "**Shoulder**", each student will pull the trigger 2 times for 4 rounds into each target (two targets for the student on the left and two targets for the student on the right).

The "whistle" sound will be heard a total of eight times, which make each student transition to the handgun and fire 2 rounds from the handgun.

COMMAND - reload - the students will reload the MP-5 and continue with the same course of fire for an additional eight times in "**CQB**" firing position.

COMMAND - unload - the students will unload the MP-5.

This course will be fire a total of 2 times.

TOTAL ROUNDS - 120 rounds

END OF DAY 3

DAY 4 - LASER VILLAGE OR SIMILAR LOCATION

I. REGISTRATION

- A. Fill out and explain POST critique form to students**
- B. Complete APIS roster**
- C. Discuss overview of training day with students to include:**
 - 1. Lectures
 - 2. Department policy and legal considerations
 - 3. “Live Fire” exercises (*AIS range*)
 - 4. Simunition training
 - 5. Role playing exercises
 - 6. Safety concerns

II. Introduction

A. Core Values

1. Reverence For Human Life

- a. An in-depth discussion on the seriousness of taking another person’s life. The relationship between this Core Value and the subject of tactical shooting issues will be discussed throughout the day.

B. Service Oriented Policing

C. Shooting Policy

3-05/025.30 “...Department members may use deadly force in self-defense or in the defense of others, only when they reasonably believe that death or serious physical injury is about to be inflicted on themselves or others.”

3-05/025.30 “...The firing of warning shots is inherently dangerous. They should not be fired except under the most compelling circumstances. Warning shots may be fired in an effort to stop a person only when the Department member is authorized to use deadly force, and if the member reasonably believes a warning shot can be fired safely in light of all circumstances of

the encounter.”

D. Discuss Overview of Training Day with Students to Include

1. Lectures
2. “Live Fire” exercises (mobile range)
3. Safety and equipment requirements
 - a. No live weapons
 - b. No live ammunition or magazines
 - c. No active chemical agents
 - d. No edged weapons
 - e. No impact weapons
 - f. Injury admonition

III. Deployment of MP-5 during Surveillance

(Narcotics Bureau Order 2-10-C)

A. Where the MP-5 is kept inside a vehicle during a tactical operation, (i.e. surveillance, vehicle take down, arrest of pedestrian) and can be readily accessible.

B. Vest, web gear and identification jacket

C. Exiting the vehicle with the MP-5

D. Contacting of suspect(s)

1. Detaining pending the arrest team

2. Hands on suspect - **it is recommended the weapon is placed on safe prior to going “hands-on” a suspect.**

E. Transition

1. MP-5 and handgun

1. If necessary - handing the MP-5 off to an other team member.

IV. Vehicle Take Downs (Surveillance - Narcotics Bureau Order 2-10-C)

A. Vehicle "Take Downs" are conducted when the a marked police or Sheriff unit is not available or the safety of the stop will be completed safer with an experienced team and the stop needs to be completed due to the safety of the occupants (UC/CI) and the possibility of a vehicle pursuit could occur with a marked unit. The stop will be a modified "blue angel," using unmarked vehicles as surprise, the speed in setting the containment around the vehicle, and knowledge of where the safest place to conduct the stop.

1. Deployment of the MP-5 will be conducted during vehicle take downs as well as shotguns and M-4.
2. Safety of other team members, pedestrians and suspects will be the responsibility of the person(s) deploying the MP-5, with regards to the back drop and going "Hands on" a suspect.
3. The #1 vehicle will come to a stop, using stop signs, stop lights, etc..to assist in concealing the arrest team. The driver will exit the vehicle and walk away from it.
4. The #3,#4 and #5 vehicles, using the emergency lights, will set in a manner directly behind the suspect vehicle, in a felony stop positioning, exiting the vehicle and contacting the suspect(s).
5. The #6 vehicle, using the emergency lights, will block traffic behind the stop.

V. Tactical Entries

A. Tactical entries are conducted in the same manner with the MP-5 as they are with only deploying a handgun or shotgun into a house during a raid.

1. Operations Plans - will indicate all members deploying any firearm (MP-5, Shotgun, M-4,etc.) and tools (ram, pick, bolt cutters, etc.) other than their handgun.
2. **At no time will the deployment of any additional firearms (MP-**

5, shotgun, M-4,etc.) be used to sway not contacting the Special Weapons Team (SEB), if the RIB form check list indicates contacting them.

VI. Under Cover Operations and Confidential Informant(s) - Cover and Recovery.

Narcotics Bureau Order 2-10 C

- A. The covering of UC and CI operations will be completed within Department Policy.
 - 1. Operations Plans - will indicate all members deploying MP-5, Shotgun, M-4 and the roll of each person in the operation.
 - 2. Operations of this type can change instantly and the rescue team has to pre-staged and prepared for a quick response to the location, vehicle, or parking lot, in order to recover the UC and or CI.
 - 3. Knowing the Visual Emergency signals and Audible Emergency signals and also seeing the UC/CI before the operation is mandatory for the rescue personnel.

Searching and Movement Techniques

VII. Containment and Approach

A. Containment

- 1. Initial observations
- 2. Control egress and ingress
- 3. Layoff people and vehicles
- 4. Concealment and cover

B. Intelligence Gathering

- 1. Layout
- 2. Possible location of suspects
- 3. Suspect's firepower

C. Approaches

1. Choice of entry portal
2. Assigning hazards or portals
3. Minimizing exposure

D. Fields of Fire

1. Doors and windows
2. Roof
3. Vents
4. Foundation area
5. Bushes and terrain
6. Vehicles
7. Nearby structures
8. View from inside
9. Dogs
10. Stealth and night movement

VIII. Equipment Considerations

A. Weapons Deployment

1. Size and familiarity
2. Distance capability
3. Incapacitating rounds
4. Shotguns
5. Shields: approach and search
6. Body armor

B. Noise Control

1. Radios
2. Footsteps
3. Other equipment

C. **Wedges**

D. **Mirrors**

E. **Flashlights**

IX. Entry and Movement

A. **Decision Making**

1. Safe Entry and Movement is based on:
 - a. Observation
 - b. Assessment (prioritizing and threat management)

 - c. Solutions

B. **Discuss Dangers:**

1. Complacency
2. Inexperience
3. Base tactics on the expectation of finding aggressive, armed suspects
4. Flexibility is crucial
5. Basic contingency planning and search patterns

C. Entry

1. Identify priorities
2. Positioning at the entry portal

D. Threat Assessment

1. Entry method is based on observed hazards and layout
2. Identification and prioritizing of hazards
3. Layout
4. "Cover and Concealment"
5. "Stationary cover" myth
6. Diversions and announcements
7. Use of K-9
8. Doorway as "Fatal Funnel"
9. Choosing entry personnel and order
10. Specific assignments

E. Movement

1. Individual Vs. Team Movement
2. Basic "Isosceles" shooting stance, while moving
3. Shoulder to shoulder movement
4. Contact with partner
5. Keeping the hazards in front of you
6. Center of the room Vs. "Running the Walls"
7. Fields of View and Fields of Fire
8. Utilizing personnel
9. Avoiding simultaneous searches
10. Avoiding Cross Fires (including through walls and doors)
11. Controlling multiple hazards
12. Continual re-assessment

13. Listening for suspect(s)

X. Individual Considerations

A. Discipline in Team Search

1. Maintaining area of responsibility

B. Visual Perspectives

C. "Slicing the Pie"

*** "Distance = Depth Handout"**

- Slicing the Pie
- Third Eye Principle
- Discuss lowering gun enough to maintain peripheral

D. Weapons Handling

1. Guns preceding eyes
2. Switching gun from strong hand to weak

- E. **Thoroughness of Search**
 - 1. Cupboards and small areas

- F. **Continuous Crouching**

- G. **Communication**

- 1. Whispering
- 2. Hand Signals
- 3. Direct communication
- 4. Moving after communication
- 5. Assuming:
 - a. Partners see and hear the same things
 - b. Partners know what you plan to do
- 6. Keeping containment personnel aware
- 7.

- XI. **Less Lethal Weapons**

- B. Less Lethal Force Options

Note: this is not a less lethal weapons certification course

- 1. SL-6/SL-1
- 2. Stinger 12 (beanbag)
- 3. Taser
- 4. O.C. spray
- 5. Impact weapons
- 6. Deployment

- a. Policy/procedure regarding less lethal weapons (handout)
- b. Reporting procedures regarding less lethal weapons (handout)
- 6. Effectiveness of less lethal weapons
 - a. Minimum distances
 - A. SL-6/SL-1 no minimum distance
 - B. Stinger 12 - 10 yds (30 ft)
 - C. Taser - limited by individual weapon/circumstances
 - D. O.C. spray - 3 ft

 - b. Maximum distances
 - A. SL-6/SL-1
 - A. KOI (standard) - up to 100 meters but not recommended
 - B. KOILE - loss of accuracy after 20 meters
 - B. Stinger 12 - 25 yds
 - C. Taser - 15 ft
 - D. O.C. spray - depending on variables (wind)
- 2. Tactical considerations
 - b. Proper deployment
 - c. Safe distances
 - d. Cover person (designated shooter)
 - e. Contingency plans
 - f. Familiarity of equipment
 - g. Making announcement when less lethal weapons is used

XII. Interior Hazards and Dealing With Obstacles/Terrain

B. Lighting

- 1. Room lights vs. flashlights
- 2. May illuminate suspect or create identifiable shadows
- 3. Strobe Vs. constant beam
- 4. Demo. "Harry's" technique
- 5. Booby traps

C. Light Control

- 1. Strobe

2. Rolling flashlight or leaving stationary
3. Movement after flashlight issue
4. Back lighting
5. Night vision

D. Corners

1. Discuss again: Distance = Depth or “Slicing the Pie” Vs. “Quick Peak”

E. Doors

1. Closed Vs. cracked or open
2. Methods for opening (knob side etc.)
3. Kicking doors
4. Bracketing doors
5. Following the door open Vs. waiting momentarily
6. Closets, bathrooms and side rooms - clearing the main room first
7. “Wrapping Doors” reduces exposure, back lighting and allows room for others to enter
8. “Button Hook” technique
9. “Crossing” technique
10. Covering moving personnel

F. Hallways

1. No cover
2. Limited movement
3. Multiple hazards
4. Using both sides of the hall

G. Objects

1. Low objects from side to side vs. over the top
2. Cabinets and small locations
3. Under beds, inside couches

H. Stairs

1. Lack of cover and movement restrictions
2. Control from bottom before team ascends

3. Speed and stealth
4. Covering “up”
5. Types of ascents

I. Attics and Below Floor Spaces

1. Signs of use
2. Methods of opening
3. K-9

XIII. Other Factors

A. Aggression, Barricaded Suspects and Weapons Potential

1. Deferring to a S.W.T. or K-9
2. Cover and “Cover Fire” issues
3. Firing through walls, doors and objects
4. Holding vs. retreat *(ATF/WACO VIDEO)*
5. Suspect escaping toward containment personnel

B. Officer Down

1. Target acquisition
2. “Cover Fire”
3. Extraction (discuss techniques)
4. Exit location vs. holding

Medical aid (transport deputy in radio car vs. waiting for paramedics)

XIV. Incapacitation

B. Wound Ballistics

1. The effects of various ammunition on the human body

2. A 9mm round striking the body of a human (below the neck) will not positively knock down or stop a person immediately.
3. Effects vary from person to person but research shows that torso shots will not always stop a threat. (Dr. David Rasumoff, LCMC, LASD reserve)
4. Having this knowledge is essential to achieve immediate incapacitation.
5. Incapacitation is the immediate termination of hostile action against law enforcement officers or citizens.
6. Heart injury may not stop an assailant instantly (FBI Academy Firearms Training Unit, Wound Ballistics Workshops, September, 1987). This study indicated that with a heart shot, there can be a 15-20 sec. ambulation period. A suspect with their heart blown out could continue to fight for a period of time. (1986 FBI Dade County Fl. Incident)
 - b. "Fail Safe Drill" pattern shooting involving two shots to the torso and a single shot to the head. Head shots will occur without thought, the necessity for a head shot is based upon the reaction of the suspect to the torso shots.
 - c. The vast majority of training is conducted by having the students direct their rounds at the center mass of a suspect.

XV. TACTICAL DIAGRAMING

A. Introduction

1. Determine possible aggression
2. Better than going in cold
3. Determine possible aggression
4. Increase safety & effectiveness

5. Prior warrants have been diagramed
6. Model homes or same model within neighborhood

B. Using Doors to Determine Layout

1. Exterior doors
2. Solid core or steel
3. Minimum 36" wide
4. Open inward (except some housing projects)
5. Lack of traffic patterns may show blocked door
6. High likelihood of door opening against a wall
7. Security screens
8. Open out from same side as door hinges
9. Location on house may determine the room(s) they open into
10. Sliding glass windows used most on family rooms and lesser, master bedrooms.

C. Using Windows to Determine Layout

1. Sizes
2. Large picture windows often used in living rooms and dining rooms
3. Medium sized windows used in bedrooms
4. Small and translucent windows often used in bathrooms
5. Location in relation to door
6. Square footage of window divided by twenty, multiplied by one-hundred equals square footage of room: $(\text{Sq Ft of Window} + 20) * 100 = \text{Sq Ft of room}$
7. Reinforcements
8. May include interior steel covering
9. Location on wall
10. Generally located in center of interior walls
11. Kitchens usually have a window over sink
12. Bathrooms often have a window over sink
13. Showers often have a small, high window in stall
14. Multiple windows are symmetrical (e.g. same size, spaced evenly)
15. Window coverings - fanciest in master bedroom
16. Lights (surveillance)
17. Bedroom lights are first on in morning and last off at night
18. Window air conditioners (most often located in master bedroom and living room)
19. Roof shapes help determine interior layout
20. Three areas inside a residence
21. Living, sleeping, and food preparation

22. Living areas usually adjacent to sleeping areas
23. Dormers
24. Windows in dormers may indicate an upper level sleeping area
25. Vented dormers often are primarily used for attic ventilation
26. Gables
27. Windows and vents may be used as lookouts and gun-ports
28. Windows usually mean converted attic space - vents often mean attic ventilation only
29. Chimneys (fireplaces) often locate family rooms and master bedrooms

D. Vents Locate Appliances (Water / Combustion)

1. Plumbing (water) vents - generally: 1-1/2" steel or PVC pipe 1' over roof, with flashing, uncovered
2. Toilets - locates bathrooms
3. Sinks - locates kitchen in combination with stove vents
4. Tubs & showers - locates bathrooms
5. Combustion vents - generally: rise 2" with cover
6. Heaters/forced air units
7. Often away from bedrooms due to noise
8. Larger vents with cover - often 3' tall
9. Water heaters - usually garage or near kitchen door
10. May have their own exterior door
11. Medium sized pipe often 3' tall with cover
12. Stoves - most often located next to walls
13. Combustion vents may not be visible if routed into a chimney
14. Wall vents
15. Stoves - locates kitchen - stoves often cause dark grease stains on wall
16. Laundry appliance vents - often in kitchen or near garage
17. Note that good builders will route vents to the rear of the house for appearance
18. Turbine vents are used for attic ventilation

E. Exterior Features for Planning

1. Terrain features
2. Use major landmarks to identify the location (e.g. trees, light poles, etc.)
3. Anything that won't move
4. Trees & shrubs
5. Provide cover and concealment

6. May cause hindrance, movement problems
7. Fences - manual vs. electric
8. May require bolt cutters
9. Dogs
10. Yard cars & recreational vehicles
11. Interior of location often matches condition of cars
12. Traffic patterns
13. Children's toys, nearby schools
14. Garages and outbuildings
15. Crawl-spaces and basements
16. Look for hidden entrances under floor
17. Often in closets

F. Interior Architectural Considerations

1. Stairs
2. Look for unusually sized closets or crawl spaces under stairs
3. Closets
4. Closets open out
5. Doors
6. Doors usually open against a wall opposite the doorknob
7. Usually 36" or smaller - often hollow core
8. If you can see the hinges, the door opens toward you
9. Doors often open into rooms - exception small bathrooms and kitchens
10. Exterior doors open in
11. Service windows may connect kitchens with dining or family rooms
12. Light switches
13. Usually located at chest height on doorknob side or on wall next to where door opens
14. Light switches in front of door may indicate a close

G. Motels & hotels planning

1. Difference between hotels and motels
2. Most motels use the same layout for standard units
3. Interconnecting doors near front door
4. Restrooms usually in far rear of room
5. Bed located on wall opposite door
6. Cabinets/dresser/TV located on same wall as door

7. Table & chairs located under front window
8. Large sliders and balconies usually near bed
9. Most hotels use the same layout for standard units
10. Interconnecting doors near rear
11. Restrooms usually in front of room, near front door
12. Table & chairs located at rear, near balcony or large rear window or slider
13. Simple numbering system for rooms - first number is floor, second numbers run clockwise or counter clockwise from front
14. In hotels, odd/even numbering in hallways

H. Apartment Planning

1. Apartments generally have identical layouts to the units above and below them
2. Plumbing (bathrooms, kitchens, etc.) often about the same rooms in the apartment next door
3. Next door apartments are usually mirror-images of each other
4. Simple numbering systems - similar to motels
5. Front door opens to living room

I. Other Considerations

1. Most common holdout places - bathrooms, attics, closets
2. Considerations for use of chemical agents
3. Most common hiding places for contraband - bathrooms and kitchens
4. Diversions - type and location
5. Penetration of 9mm rounds through walls

XVI. DEPARTMENT POLICY AND LEGAL CONSIDERATION

A. Search Warrant Hierarchical Index

1. **Lower Risk** - May be served by one or two investigators and/ or patrol personnel. Does not require an entry team.
2. **Moderate Risk** - May be served at the unit level
3. **High Risk** - May be served by a T.E.T. (tactical entry team) or by unit level.
4. **Highest Risk** - Shall be served by a Special Enforcement Bureau Special Weapons Team.

B. Check List for Escalation to Highest Risk Warrant

*The presence of any or all of the following hazards shall be considered when deciding whether or not to request a S.W.T. or T.E.T., in the execution of a plan to serve a high risk warrant.

1. Heavily barricaded location (i.e. sally-port, internal fortification, multiple gates, etc.)
2. Automatic weapons believed to be on the premises (CRI information, probable cause to believe, etc.)
3. Suspect(s) wanted for armed assault on a peace officer
4. Hostages believed to be at the location
5. Barred doors and windows
6. Counter surveillance (i.e. closed circuit T.V., intruder devices, etc.)
7. Guard dogs
8. Third strike candidate
9. Violent criminal history (armed violence against public or peace officers)

- 10. Firearms or other deadly weapons at the location (CRI information or observed by officers)
- 11. Threat by suspect(s) against officers

C. Should a proposed operation contain one or more of the hazards listed as items 1 through 4, it shall be deemed highest risk and service by a S.W.T. shall be required. In addition, if a proposed operation contains three or more hazards listed as 5 through 11, it is recommended that S.E.B. be contacted. S.E.B. personnel will assess the situation and assist the handling unit in determining whether or not a S.W.T. or T.E.T. will be needed.

D. If there is any doubt as to the appropriate level of support necessary to safely execute an operation, it is recommended that the unit contact S.E.B. for clarification.

E. In determining the need for a T.E.T., many factors should be considered; however the paramount issue is and will always be, the safety of those involved in the entry.

F. The responsibility for requesting a T.E.T. rests upon the concerned incident commander.

G. **Audio and Video Taping**

1. All search warrants served by S.E.B. or unit level personnel, shall be audio taped from the "knock and notice".
 - b. An exception to this is in the event that a warrant is being served at a place of business for the retrieval of either bank or business records.
2. Upon rendering the location secure, the entry team leader shall ensure that the location is video taped prior to a search for evidence or property. The location shall again be video taped prior to leaving the location.

H. **Knock and Notice 1531 P.C. & 844 P.C.**

1. Officers should go to the front door of the premises described on the warrant and knock on

the door. If an occupant opens the door or states "who is it?", the officer should state "police officers, we have a search warrant, let us in".

2. If the door is opened and the occupant attempts to close it, officers may then forcibly hold the door open and enter. If it was merely a voice from within that asked, "who is it?", officers must then allow a reasonable time for the occupant to open the door before forcing entry. 30 to 60 second wait is probably sufficient in most case.
3. If it appears that the occupants are not going to answer the door or are arming themselves or are trying to destroy evidence, then entry can be made as soon as this becomes clear.

I. **Night Time Service**

1. Defined as those hours between 10:00 PM and 7:00 AM
2. Good Cause:
 - b. Case law clearly permits a night search upon a showing or probable cause to believe that the items to be seized may be moved, destroyed, secreted, or made otherwise unavailable if the warrant cannot be served during nighttime hours.

LUNCH

XVII. SIMUNITION SAFETY BRIEFING

- A. Students will secure all personal weapons and ammunition in their vehicles.

- B. A check for any weapons and live ammunition will be conducted by the training staff.
- C. Students will wear their own personal body armor and be issued eye, face and throat protection. All safety equipment will be double checked by instructors for proper fit and safety coverage.
- D. A Simunition weapon (painted blue), magazines (pre-loaded by the instructor) and all protective equipment will be issued to each student. Weapons and magazines will be loaded and inspected by a designated instructor prior to being issued. In the event that a student may need to load or unload their weapon the student shall perform this exercise under the strict supervision of an instructor, in a safe area.
- E. Each student as they enter the secured training area will again be checked by an instructor for any live ammunition or weapons.
- F. Optimum student/instructor radio should be 2-1. Each instructor is responsible for the safety guidelines in each scenario. Each participant also has the responsibility to call a halt to the scenario if a safety hazard arises.

XVIII. SITUATIONAL ROLE PLAYING

- A. **Warrant Service / Two Story Condo**(no suspect - moving with the MP-5)
 - 1. During this course the students will begin moving as part of a team, utilizing the MP-5 as the primary weapon. The students will not change prior tactical movement training.

B. **Warrant Service / Gary's Bar** (recovery of UC/CI -officer down)

1. During this course the students will be exiting a vehicle (van, Sudan) with the MP-5 as a team, make entry on a location, moving to the area where they will be extracting a dummy (simulated UC/CI) and exiting the location.

C. **Warrant Service / Upstairs Apartment** (immediate action)

1. During this course the students will be moving as a team, making entry into a location, confronting a suspect, engaging the suspect, exiting both a non-violent suspect and regressing out of the location.

a. suspect - armed

b. suspect - unarmed

D. **Vehicle Take Downs** (parking lot)

1. During this course the students will be exiting one of several vehicles (parked in a felony stop positions), engaging a suspect inside a vehicle, and as the suspects exits the vehicle, confronting the suspect.

a. suspect - armed and engaging team

b. suspect - unarmed with a cellular phone

E. **Vehicle - CI / UC recovery** (parking lot)

1. During this course the students will be utilizing a van, exiting the van,

Tactically moving to a vehicle occupied by a suspect and a dummy (simulated UC/CI), engaging a suspect and extracting the dummy.

a. suspect - armed - drops weapon hands up

b. suspect - armed and engages team.

F. **Live Fire Simulator** (conducted in the mobile range) **OPTIONAL**

1. This exercise is conducted in the mobile range with at least two instructors present. A series of three video taped dynamic warrant service entries are played on a screen constructed of foam sheeting.

Students are put through this exercise one at a time. The student is given a fully loaded MP-5 and a Beretta 92F and placed approximately 15 feet away from the screen. The student takes a "ready pistol" stance with the weapon and is instructed to take appropriate action as the scenario is played. The scenarios begin and end from the "low ready" position. After each scenario, the student de-cock the weapon, leaving it on safe and hands it to the instructor. The student then moves forward with the other instructor to check their marksmanship and decision making.

Training Points and Tactics:

1. Principles of double tap and assess
2. Third eye principle
3. Threat assessment
4. Off target off trigger, on target on trigger
5. Combat shooting techniques
6. Weapon familiarity and proficiency

RANGE DAY 5

- I. Introduce instructor and safety on the range.

Explain safety and range protocols.

- (Live Fire)
1. Wrap Around Eye Protection is MANDATORY
 2. Ear Protection is MANDATORY
 3. Hats (Baseball Style) is Recommended
 4. Long Sleeve Shirt is Recommended
 5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor. Additionally, Anyone May Stop an Exercise if They See a Safety Problem
 6. Report Any and All Injuries Immediately to an Instructor
 7. AT NO TIME is any Participant Allowed to Leave the Training Area without the Permission of the Primary Instructor.
 8. Remember to Work at Your Own Pace - Don't Over Exert Yourself
 9. Realistic Training is Important, However Safety Comes First!

II. Weapon Maintenance - CLASSROOM

A. Break down of MP5 - cleaning

1. Cleaning - the MP-5 will function in extremely adverse conditions, will operate when extremely dirty and even damaged but will continue to fire. Should be cleaned after every time it is fired.
 - a. Fire 1000 rounds clean weapon.
 - b. Fire 300 rounds in an MP-5 SD weapon.
2. Solvents - **no gasoline** - use mineral spirits or dry solvents such as Varsol, Safety Clean #105.
3. Bore Cleaners - Hoppe's Nitro Solvent, Shooters Choice etc..
4. Bore Brushes - never stainless
 - a. Bronze bristle

- b. Copper
 - c. Brass
5. Patches
 6. Lubricants - Break-free, Eze-ox, Slick 50 1 lube, etc..
 7. Preservatives - Break-free, Ballistol, rig, etc..

B. Care and Cleaning of MP-5

1. Barrel - always clean from the chamber end.
 - a. Lube barrel inside and out.
2. Receiver - clean with mineral spirit solvents and brushes
 - a. Lube throughout
3. Bolt Group - clean with brush and solvents
 - a. Lube
4. Buttstock - clean with brush and solvents
 - a. Lightly Lube
5. Trigger Group - clean with brush and solvents, pouring may help
 - a. Lube - particular attention to the axles
6. Handguard - Wipe with a damp cloth, no lube.
7. Magazines - wipe the outside and the follower.
 - a. Lube - light - to prevent rust
8. Visual Checks - know your own weapon, if there is a problem, let the range staff know.

BREAK

LIVE FIRE - 9mm ball rounds - Students will have web gear on with the hand gun in holster.

II. Standards Drill Course - (Review of shooting the MP-5)

A. Standards Drill (no movement)

Load 1 magazine with 4 live rounds, load 1 magazine with 30 live rounds and 10 live rounds in the handgun magazine. The course of fire will be the following:

**Range
Drill
Rounds
Time**

Semi 10 yds
Dbltap
2rds
1.5 sec

10 yds
reload
reload,
2rds
8.0 sec
2rds,

10yds
transitions
fire MP-5, transition fire
2rds
4.0 sec
dry

10 yds
armor
2rds body,
body

2.0 sec

25 yds
dbltap kneeling 2
rds
2.5 sec

25 yds
dbltap prone 2
rds
3.0 sec

COMMAND - "Load", place magazine with 4 live rounds in weapon, from a standing position, put weapon into shoulder, low ready position. HAMMER PAIR. Second magazine in the pouch.

COMMAND - Each "whistle" sound, select semi-automatic (leaving it in this position for the remaining course of fire and or told to change to automatic), shooting two rounds into the body of the target. (emphasize trigger control and sight alignment).

COMMAND - "Unload", complete unload (weapons check), will be completed at the end of the course of fire. Students will check the targets and get direction regarding timed portion.

This course will be shot a total of three times, allowing the students to gain confidence in the timed portions.

TOTAL ROUNDS - 108 rounds

BREAK

III. Multiple Targets on the Move - CQB & Shoulder

A. Multiple Targets - automatic fire - on the move (forward and backward in pairs)

Load 2 magazines with 30 live rounds and 1 handgun magazine with 15 live rounds.

The course of fire will be completed two students at a time, firing at multiple targets, shoulder to shoulder.

COMMAND - Load - two students standing next to each other will load their handgun and re-holster. Load the MP-5 and at a low ready position.

COMMAND - "Move" - the students will move together from the 25 yard line towards the 5 yard once reaching the 5 yards line move backwards to the 25 yard line

COMMAND - Each "whistle" sound - select automatic fire with the MP-5 in the "**Shoulder**", each student will pull the trigger 2 times for 4 rounds into each target (two targets for the student on the left and two targets for the student on the right).

The "whistle" sound will be heard a total of eight times, which make each student transition to the handgun and fire 2 rounds from the handgun.

COMMAND - reload - the students will reload the MP-5 and continue with the same course of fire for an additional eight times in "**CQB**" firing position.

COMMAND - unload - the students will unload the MP-5.

This course will be fire a total of 2 times.

TOTAL ROUNDS - 120 rounds

BREAK/ LUNCH

IV. QUALIFICATION Course

A. Qualification course - this will be the Los Angeles County Sheriff Department - Minimum Performance Standards - Qualification

(MPS-Q) for a total of 40 live rounds. The course will be the following:

Los Angeles County Sheriff Department

Minimum Performance Standards - Qualification

NAME _____

UNIT _____

DATE _____

Range Action (sec)	Mode			Time
	Pass	Pass	Fail	

w/re-mediation

Training Bureau Material : Firearms

		5yds (dry fire Mp5, trans 3.0	Transition
	to handgun fire 2 rds body)		
5yrds	Load		
		5yds Semi rds body) 1.5	DbI Tap (2
		5yds Semi targets (2) 2.5	Multiple
	2 rds, body, each target		
		5yrds Semi Drill , 2rds body, 2 rds head 2.5	Failure
	(one rd in triangle, other in head)		
		5yrd Auto presses, 4 rds) 1.5	DbI Tap (2
		5yrd Auto 4rds body (2 presses) 8.0	Reload -
	Reload, 4rds body (2 presses)		
		5yrd Auto	Failure

Drill - 4rds body (2 presses)
3.0

2rds head (1 press) (one rd in triangle,
other in head area)

5yrd Auto **On The**
Move - Backward - to 25yrd
1.5

4rds body (2 presses)

25yrd Semi **Standing -**
2rds body
3.0

25yrd Semi **Standing**
to Kneeling - 2rds body
4.0

or Squatting

25yrd Auto **On The**
Move - Forward - to 5yrd
4.5

4rds body (2 presses) - **Transition** -

To handgun fire 2rds body.

B. Two MP-5 magazines will be loaded with 30 live rounds (60 live rounds) and one handgun magazine will be loaded with 10 live rounds.

1. At the end of the course of fire, the student will have a total of 19 live rounds in the MP-5 magazines (one round will be ejected during the reload segment of the course, which will total the 60 rounds).

C. The qualification will be scored in two segments

1. Timed (pass, pass with re-mediation or fail)

2. Minimum passing is a score of 80 (2 points deducted for more or less than 19 live rounds left in the two MP-5 magazines and 2 points deducted for rounds outside the "Pop Bottle" target)

V. Debriefing and Critique

A. Debriefing and questions - students will be debriefed and allowed to ask questions regarding the training.

B. All students will insure they have signed all class rosters prior to leaving.

END OF Day 5

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Training Bureau Material : Firearms

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