

Private Security/Private Detective/Bail Recovery Agent
STUDY GUIDE

Firearms Certification



TABLE OF CONTENTS

Text	Page
TABLE OF CONTENTS.....	i
Updated July 2007	ii
Updated September 2008.....	ii
INTRODUCTION	1
CHOOSING TO CARRY A GUN	3
USE OF LESS-THAN-DEADLY FORCE by a Security Guard, Bail Recovery Agent, or Detective	4
USE OF DEADLY FORCE.....	6
ESCALATION OF FORCE CONTINUUM	7
TOTALITY OF CIRCUMSTANCES	9
DUTY TO ACT	11
RESPONSIBILITIES AFTER USING FORCE.....	12
CRIMINAL PENALTIES FOR UNLAWFUL USE OF FORCE.....	13
CIVIL LIABILITY FOR USE OF FORCE.....	14
SHOOTING DECISIONS	15
Decision Making.....	16
Four Stages of Awareness.....	18
Shooting Decision Scenarios	19
CORRECT RESPONSES TO SHOOTING SCENARIOS	24
SAFE GUN HANDLING	26
Safety While Cleaning Your Gun.....	28
Home Safety.....	29
Reduction of Risk Due to Lead Ingestion.....	29
Ritual Dry Practice, by Bill Burris.....	32
Step Three: Go Into “Practice Mode”	32
Step Four: Perform Practice.....	33
Step Five: When Practice Is Over, Go Into “Reality Mode”	33
Step Seven: Put the Gun Away Immediately.....	33
The Safe Low Ready Position	34
GOOD SENSE TACTICS FOR THE USE OF FIREARMS	37
The Modern Technique.....	45
The Modern Isosceles Stance.....	47
TURNING 90 DEGREES TO THE TARGET.....	48
Pistol Manipulations	53
REVOLVER RELOADING.....	60
TRIGGER FINGER PLACEMENT	64
Malfunction Clearance.....	65
Rack & Cant.....	65
Assess.....	66
AMMUNITION MALFUNCTIONS.....	70
PISTOL POWER	71
CONCEALED CARRY	73
LOADING AND UNLOADING.....	81
Credits.....	84

These materials are intended to assist the private security guard, bail recovery agent, or private detective in preparing for the firearms certification process. They are provided by the Washington State Criminal Justice Training Commission pursuant to RCW 18.160 & 43.101.

While this study guide addresses the use of force, deadly force, and firearms, it is not legal advice. The explanations contained in this guide have been reviewed by an attorney and have been stated as clearly as possible. Unfortunately, the law and its interpretation by the courts are not always so clear-cut. Also, statutes and rules based on court decisions may change over time. While periodic revisions to this study guide will be made as the statutes and decision-based rules change, care must be taken by the user to learn of revisions of applicable law. You should consult with your own attorney to obtain legal advice. It is recommended that employers have this study guide reviewed by their own legal counsel.

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January 1997
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Updated July 2007

Updated September 2008

INTRODUCTION

In 1991, the Washington State Legislature, with the support of the private security industry, enacted several bills requiring the licensing of both private security guards and private detectives. Those licensed guards and detectives who carry firearms in the course of their jobs are also required to have a firearms certification from the Washington State Criminal Justice Training Commission, and to recertify each year. This firearms certification qualifies you for a special armed private security guard, armed private detective license, or armed bail recovery agent license.

This firearms certification in which you are participating is an eight-hour program, and the recertification is a four-hour program. According to law, you may not carry a firearm in the performance of your duties until you have been issued an armed private security or armed private detective license. There is no temporary provision in the law; even successful completion of this certification does not allow you to perform your duties armed. You must possess an armed private security guard or armed private detective license before carrying a firearm while working.

This certification is a combination of instruction and testing. It is not intended to be a basic firearms or marksmanship course - you or your employer should have provided weapon handling and marksmanship training prior to this certification. Since the study materials have been sent to you prior to the certification, you will be able to study and master the written material which will be presented and tested, and the skills and shooting abilities required.

Here are the program requirements:

- You must be certified with the type of firearm(s) you will carry or use.
- All written questions must be answered correctly - that is, 100% is required to pass (You are allowed to use your notes and discuss your answers with the instructor).
- You must successfully demonstrate all firearm-handling skills required - this is a pass/fail test and failure to demonstrate proficiency will result in failure of the certification process.
- You must successfully complete the firing qualification.
- Your employer must initiate the firearms certification process and application, but the firearms certificate is issued in the name of the individual guard or detective.
- Any safety violation that you commit during the process of certification may result in failure.

The instructor will provide you with clear rules and instructions as you proceed through this certification. In order to maintain safety both in the classroom and on the range, the instructor has absolute authority in regard to how you handle any firearm.

Failure to comply with the instructor's commands may result in dismissal from the certification process. If you witness unsafe range practices by the certifying instructor, you should advise the instructor of your concerns immediately. If the instructor does not provide an acceptable explanation or response, remove yourself from the range and notify the Washington State Criminal Justice Training Commission as quickly as possible.

If you fail this certification, your employer may enroll you in future certification programs. There is no limit to the number of attempts at certification. It is the responsibility of the employer to provide whatever training is necessary to successfully accomplish this firearm certification.

Review of Test Questions

You may not perform the duties of an armed private security guard or armed private detective while waiting for your armed license to be issued by the Department or Licensing.

You must be certified with each firearm that you will use on the job. A change in the type of firearm you use requires recertification.

The instructor has absolute authority over the handling of firearms during this certification.

CHOOSING TO CARRY A GUN

Choosing to carry a gun as a security guard or private detective is a personal choice that you must make. Your employer does not make this decision for you. You must decide if:

- You are willing to shoot and possibly kill someone who threatens your life or the life of another person who is with you;
- You are capable of making the on-the-spot decision to use deadly force;
- You thoroughly understand the law on the use of deadly force;
- You are able to live with your decision after injuring or killing someone.

If you have doubts about any of these issues, then you are not prepared to carry a gun in the performance of your job. You must resolve any questions you have about your willingness and ability to use deadly force before you carry a gun. If you fail to make these important decisions now, you will jeopardize your own life, and the lives of other people with whom you work. You cannot view the gun as just a threat that you will not actually use. You must be willing to take another's life if the situation requires this action.

Review of Test Questions

The decision to carry or use a gun is a personal choice that is made by you.

Before carrying a gun, you must thoroughly understand the law on the use of deadly force.

USE OF LESS-THAN-DEADLY FORCE by a Security Guard, Bail Recovery Agent, or Detective

This certification deals primarily with the use of firearms, and thus, deadly force. The use of deadly force by a private security guard or private detective is likely to occur during the confrontation or apprehension of a suspect, or in defense against an attack. In such situations, the law allows the use of necessary force, but it is important to note that deadly force is not permitted except as a last resort.

In order to understand when deadly force can be used, it is necessary to first understand when less-than-deadly physical force or restraint is permitted. Here is the statute that addresses the use of less-than-deadly physical force:

RCW 9A.16.020, "Use of Force - When Lawful"

"The use, attempt, or offer to use force upon or toward the person of another is not unlawful in the following cases:

- (1) Whenever necessarily used by a public officer in the performance of a legal duty, or a person assisting the officer and acting under the officer's direction;
- (2) Whenever necessarily used by a person arresting one who has committed a felony and delivering him or her to a public officer competent to receive him or her into custody;
- (3) Whenever used by a party about to be injured, or by another lawfully aiding him or her, in preventing or attempting to prevent an offense against his or her person, or a malicious trespass, or other malicious interference with real or personal property lawfully in his or her possession, in case the force is not more than is necessary;
- (4) Whenever reasonably used by a person to detain someone who enters or remains unlawfully in a building or on real property lawfully in the possession of such person, so long as such detention is reasonable in duration and manner to investigate the reason for the detained person's presence on the premises, and so long as the premises in question did not reasonably appear to be intended to be open to members of the public;
- (5) Whenever used by a carrier of passengers or the carrier's authorized agent or servant, or other person assisting them at their request in expelling from a carriage, railway car, vessel, or other vehicle, a passenger who refuses to obey a lawful and reasonable regulation prescribed for the conduct of passengers, if such vehicle has first been stopped and the force used is not more than is necessary to expel the offender with reasonable regard to the offender's personal safety;
- (6) Whenever used by any person to prevent a mentally ill, mentally incompetent, or mentally disabled person from committing an act dangerous to any person, or in enforcing necessary restraint for the protection or restoration to health of the person during such period only as is necessary to obtain legal authority for the restraint or custody of the person."

In addition to the above lawful uses of force, RCW 9A.16.080 specifically allows a peace officer, merchant, or his authorized employee or agent to detain a suspect, "...in a reasonable manner and for not more than a reasonable time to permit such investigation or questioning..." if there exists, "...reasonable grounds to believe that the person so detained was committing or attempting to commit theft or shoplifting..." This lawful use of force is limited to the premises or immediate vicinity where the suspected theft took place. The law allows the detention for suspected shoplifting no matter what the value of the merchandise. Thus, shoplifting is one situation where you are allowed to detain a suspect for a misdemeanor crime.

While these statutes address many specific situations, the basic rule is that a citizen may use only that minimum level of force necessary to:

1. Arrest a person you know has committed a felony;
2. Protect yourself or another from assault or injury;
3. Prevent theft or property damage;
4. Detain a trespasser for the purpose of investigation; or
5. Detain a suspected shoplifter.

Since this is not a course in what constitutes "reasonable cause," you should request additional training and clarification from your employer if you have doubts or questions about when you can confront, question, detain or arrest a suspect.

Review of Test Questions

You may use only reasonable and necessary force to protect property or lawfully detain a suspected criminal.

USE OF DEADLY FORCE

As explained above, the law allows a private individual to use necessary and reasonable force to arrest a felon, detain a shoplifter or trespasser, and protect life or property. The law does not generally allow an individual to use deadly force for these purposes.

Washington law allows the use of deadly force by a peace officer, under the provisions of 9A.16.040. Private security guards and private detectives are not peace officers and the situations in which they may use deadly force are set forth in RCW 9A.16.050:

RCW 9A.16.050 Homicide - By Other Person - When Justifiable

Homicide is also justifiable when committed either:

- (1) In the lawful defense of the slayer, or his or her husband, wife, parent, child, brother, or sister, or of any other person in his presence or company, when there is reasonable ground to apprehend a design on the part of the person slain to commit a felony or to do some great personal injury to the slayer or to any such person, and there is imminent danger of such design being accomplished; or
- (2) In the actual resistance of an attempt to commit a felony upon the slayer, in his presence, or upon or in a dwelling, or other place of abode, in which he is.

An argument can be made that RCW 9A.16.040 “Use of Deadly Force by Public Officer” applies to private citizens under some circumstances (see Section 3, chapter 209, Laws of 1986). However, the authors of this guide believe that the safest legal approach is to limit the use of deadly force to those situations in 9A.16.050.

In summary, although the law appears to allow some latitude in the use of deadly force, it is recommended that deadly force be use by a private security guard/detective only:

1. in defense of his/her own life (to prevent someone from seriously injuring or killing him or herself.).
2. in the defense of another’s life (to prevent someone from seriously injuring or killing another person in his/her presence.).

Review of Test Questions

The law does not usually allow you to use deadly force to prevent a property crime.

The law allows you to use deadly force to defend your life.

The law allows you to use deadly force to defend another person’s life.

ESCALATION OF FORCE CONTINUUM

While your employers policies may only permit officers who have the proper training with a defensive weapon(s) to carry that weapon(s) and only on assignments that authorize the use of defensive weapons, you still have the legal right to defend yourself with that level of force which is reasonable and necessary to protect your life or the life of another from harm, great personal injury or death.

You, as a private security guard or private detective (or any person for that matter) may legally do whatever is reasonable and necessary to protect your life or the life of another. While you may be issued and carry primary self defense weapons such as firearms and chemical sprays, you may improvise and use any object at your disposal to protect yourself or another in a manner that is reasonable and necessary if you do not have a defensive weapon, such as when working on unarmed sites, or you do not have access to your primary weapons or your primary weapons are inoperative.

In any situation that arises, you will be expected to act in good faith, use good judgment and take an appropriate and reasonable course of action.

The circumstances that may lead to the use of force or deadly force by a private security guard or private detective cannot be predicted but they will probably arise out of the job situation. Some examples are: A guard happens upon a crime in progress, a guard is protecting property which is the target of a robbery or burglary, a guard confronts a trespasser or intruder, a detective is assaulted during an investigation. It is clear that the law does not permit the use of deadly force in order to protect property. But the law does not require that you allow a criminal to successfully complete his crime without interference. You may use reasonable and necessary force to prevent the occurrence of a crime and to detain a shoplifter or arrest a felon, or to protect yourself from an assault.

The key concept is that you may use only as much force as is required to prevent the escape of the suspect or the continuation of the assault. To use an exaggerated example, a store security guard cannot shoot a shoplifter who chooses to run. In this case a reasonable application of force would begin with verbal (voice) commands such as "stop!" and continue with hands-on attempts at control.

If the shoplifter were to draw a pistol or other deadly weapon after being stopped, and threaten the guard with the pistol, then the guard is justified in using deadly force in self-defense. Note that the guard is not permitted to use deadly force to stop the shoplifter or detain the suspect - the guard is only allowed to use deadly force when he/she or someone else in his/her presence is threatened with death or great personal injury. The level of force used must correspond to the amount of force used in the attempt to escape or assault, plus whatever additional force is required to overcome the escape or assault.

As a security officer, your primary goal in a confrontation or an attack is to defend yourself or others from the assailant and/or control the situation. It is imperative that control/defense not be a 50/50 balance. You should have a better than 50/50 chance of winning and not just 50 percent of the time. You must generally use greater force than your attacker, but not deadly force.

In real life, the difficulty lies in making the split second decision to apply the correct, reasonable, necessary and effective level of force. Here is a chart that will help you understand how the level of force you use corresponds with a suspect's resistance. Keep in mind that an incident may start at a higher level or may escalate quite quickly. Thus, you may need to start at or go to a higher level of force to gain control of the situation and/or defend yourself or others.

ESCALATION OF FORCE CONTINUUM	
RESISTANCE - What the suspect does	RESPONSE - What the guard/detective does
<p>PRESENCE Resistive Presence Verbal Resistance Refusing to Comply</p>	<p>PRESENCE Communicating - Gathering Information Verbal Requests Giving Choices/ Setting Limits Giving Directions/ Verbal Warnings *CONTROL*</p>
<p>RESISTANCE Refuses to Leave Passive Resistance Actively aggressive Attempts to Escape</p>	<p>DEFENSIVE TACTICS LEVEL I OPEN HAND DEFENSIVE TACTICS Restraining Techniques Hair Holds Pepper Spray *CONTROL*</p>
<p>NON LETHAL ATTACK Open Hand Attack Closed Hand Attack Punches and Kicks</p>	<p>DEFENSIVE TACTICS LEVEL II NON LETHAL DEFENSIVE TACTICS Restraining Techniques Pepper Sprays Punches and Kicks / Impact Weapons *CONTROL*</p>
<p>LETHAL ATTACK Non Lethal Weapons Used in a Lethal Manner Any Object Used in a Lethal Manner Attempts to Disarm You Lethal Weapons Firearms</p>	<p>DEFENSIVE TACTICS LEVEL III DEFENSIVE LETHAL FORCE Lethal Weapons Firearms</p>

This continuum includes many different kinds of skills and types of weapons. If you do not have these available to you then you have fewer choices. The point of this continuum is that the level of force you use must be directly related to the force used against you.

TOTALITY OF CIRCUMSTANCES

When faced with a situation, you must assess the totality of the situation so that you may respond with the appropriate level of force. Circumstances to consider may include, but not limited to:

Age: The age of the attacker versus the age of the security officer. One or the other may be younger and more physically fit. A teenager has twice the stamina of a person of about 40.

Physical Size: A person may have superior size and/or strength and may not be able to be controlled or moved by a smaller person.

Fitness: The fitness level of a person that engages in regular activity may give them an advantage over a less fit person.

Skill Level: A highly trained individual may have a distinct advantage over a person with a lesser skill level. This is true in self-defense, just like it is in sports. Does the attacker have military, boxing, wrestling or martial arts skills or training that may give him/her an advantage over you?

Numbers: Security officers need to consider the number of attackers versus the number of defenders. There really is power in numbers.

Weapons: Whether or not the attacker has a weapon or access to a weapon is a serious concern. Also how dangerous is the weapon that the attacker(s) has access to. Are there common everyday items within reach that may be used as a weapon?

Injury/Exhaustion: Are you or the attacker injured or exhausted? How much longer are you able to continue your defense before you succumb to exhaustion?

Position of Advantage: Who has the position of advantage? Are there obstacles between you and the attacker(s)? Who has the best ground position? Is there available cover? Do you and/or others have a clear path to retreat?

Special Knowledge: Do you or the attacker have any special knowledge that will give one of you an advantage? Do you have any special knowledge of the particular attacker - for instance, that he regularly carries a knife, or that he has attacked and injured people in the past?

Seriousness of the Offense: Does the seriousness of the offense warrant the level of force to be applied.

Aggressiveness of the Attacker(s): A determined or angry attacker is a lot harder to defend against than an attacker whose heart is not in it. Emotions play a large part in a person's behavior. They may not be thinking clearly do to their mental state.

Intoxication or Use of Drugs: Alcohol alters a person's judgment. Drugs may also alter a person's judgment and/or perception. Some drugs may also give person added strength.

Propensity for Violence: The person may have a known propensity for violence. A history of violence in a person's past is a good indicator that the person will continue violent behavior. Persons with mental disabilities may not be able to reason.

Innocent People in the Area: Are there innocent people nearby who are in danger from the individual(s) if a violent encounter occurs or cannot be controlled quickly?

Security Guards Ability to Summon Aid or Assistance: Will the guard or detective have an opportunity to summon aid or assistance if suddenly attacked. How far away and how long will it take for basic law enforcement personnel to arrive?

Degree of Harm Which Failure to Control the Subject May Create: If the security guard or detective is not able to control or stop the subject, what property may be destroyed or stolen and/or who may be at risk of attack next?

Other Prevailing Environmental and Tactical Conditions: It is impossible to list every possible factor. What unforeseen conditions exist?

It is reasonable that a discrepancy in the age, gender, physical size, fitness or skill level of individuals involved in the confrontation may dictate that an officer use more or less force to control a situation or defend against an attacker(s). It may also be reasonable for a single security officer to use more force in controlling or defending against multiple attackers.

Review of Test Questions

Any use of force by you must be no more than that which is reasonable and necessary to overcome resistance to order.

DUTY TO ACT

A law enforcement officer has a duty to act when confronted with illegal behavior or resistance to a lawful command. The citizen, private security guard, bail recovery agent, or detective may often choose to observe and report criminal behavior rather than attempt to overcome the resistance or forcibly detain. Unless faced with a deadly threat from which it is impossible to escape, the guard, bail recovery agent, or detective would be well advised to withdraw or retreat to a position of safety, while calling for police assistance. While the law may allow you to use a certain level of force to make an arrest or detention, it may be prudent to withdraw from a situation that you believe may escalate. ***You are never required by law to use force or deadly force.***

Review of Test Questions

A private citizen has no duty or requirement to use deadly force in any situation.

The responsibility of most guards is to observe, deter and report and a guard's presence does not guarantee that an incident will not occur. In an emergency involving your client, your first priority should be for your safety. Next, you may have a contractual responsibility to take appropriate action within your ability to do so to protect your client from harm. You always have discretionary ability and are never required to use force. Your employer may have procedures and/or guidelines for you to follow in the event of an emergency. Depending upon the circumstances, appropriate action to take may include rendering first aid, summoning police, fire or medical aid, escorting the client to a position of safety, directing emergency personnel to the scene, attempting to deter/interrupt an attack by your presence and verbal intervention and/or attempting to fend off the attack. A security officer or private detective who stands by and does nothing may leave him/herself and their employer subject to civil suit by the client he/she's expected to protect.

RESPONSIBILITIES AFTER USING FORCE

If you have used force of any kind, including deadly force, and if your assailant is no longer a threat, then you should administer first aid, within your ability to do so, and summon medical assistance. This may mean that you stop bleeding and treat for shock. In order to do this safely, you should be trained in a Red Cross or equivalent course in First Aid, Blood Borne Pathogens, and CPR. Additionally, it is advisable to handcuff the wounded individual so that he or she cannot attack or disarm you as you administer first aid.

Call the police as soon as possible if you used/drew your weapon. If the threat has been contained and it is safe to do so, holster your gun. Since the police will be responding to a “shots fired” call, they may approach the scene with caution and with guns drawn. It is critical that you identify yourself clearly and do not point your gun at the responding officers. Have your identification in your hand and keep your hands clearly away from your gun. Follow orders given by the officers. *If you are not in uniform, these steps are even more important since it will be impossible for the officers to know that you are a security officer or detective.*

You are not required to talk to the police after shooting someone. You may wish to talk to an attorney before giving a statement. If you refuse to give information to the police, you may be detained or arrested based on the information known to the officers at that time. Before you begin to carry a gun as part of your job, you may wish to talk with your employer about what kind of legal assistance will be provided for you.

Review of Test Questions

You are not required to talk to the police before you have a chance to get legal advice.

You should administer first aid to someone you have injured, when it is safe to do so.

You must call for medical and police assistance as soon as possible.

You should identify yourself clearly and pose no threat to the police in order to reduce the chance that you will be mistaken for a criminal.

CRIMINAL PENALTIES FOR UNLAWFUL USE OF FORCE

Use of force or deadly force when law does not allow it may result in your arrest for assault or homicide.

Criminal charges for an assault with a firearm do not necessarily require that the gun be fired; for example, someone who threatens another without legal justification by pointing a gun at him or her has committed an assault. An assault with a firearm is usually considered to be a first or second-degree assault (both of these are felonies). Conviction of such a crime may carry a sentence from ten to 20 years.

Should your use of force result in the unlawful death of another person, you may be charged with either manslaughter if your recklessness caused the death, or murder if you intended to kill the person. Penalties for manslaughter may be up to ten years in prison. Murder carries a sentence up to life in prison, unless certain aggravating circumstances exist, in which case the court may impose the death penalty.

It is your responsibility as the person carrying or using a weapon to use it responsibly and within the law. Neither your employer nor any other person is criminally responsible for your acts with a firearm. Under criminal law, you alone have the responsibility for any display or firing of a firearm. If you have any doubt about your ability to make crucial life-and-death decisions regarding the use of deadly force, then you should not carry a firearm.

Review of Test Questions

Your employer is not criminally responsible for your actions with a firearm.

Pointing a firearm at another person, without a legitimate reason to do so, is an assault.

Recklessness by you that results in the death of another is manslaughter.

Intentional and unlawful killing of another person is criminal homicide.

CIVIL LIABILITY FOR USE OF FORCE

Should you use force or deadly force that causes harm or injury to someone, you may be sued in civil court for damages. Generally the person suing must show that he or she has been damaged, that your actions caused the damage, or that you acted recklessly and without legal justification. (These facts must be demonstrated with a preponderance of the evidence, which means that the weight of the facts supports the claim against you.)

Usually, your defense will be that the injured party, by his own acts, brought about the injury; and that your actions were within the law and in defense of yourself or another. A judge or jury decides each case based on the facts presented.

Review of Test Questions

Someone whom you injure may sue you for monetary damages if you have used force recklessly or illegally.

Your best defense against a civil suit is knowledge of the law, good judgment, and adequate training with your weapon and on use of force.

SHOOTING DECISIONS

The decision to draw or point your gun, or to shoot or not shoot someone must be made instantly and correctly. Only practiced thought and good judgment will allow you to make good shooting decisions.

Verbal Identification and Commands

In some cases, you may have the opportunity to control a potentially deadly situation by giving clear verbal commands. In all situations you should identify yourself if at all possible. It is not reasonable to expect that someone will follow your orders if you are not in uniform or if they cannot see who you are, unless you have clearly identified yourself. The proper form of self-identification is a matter of your employer's policy but here are some choices:

- "security officer,"
- "security,"
- "private security,"
- "armed security,"
- "private detective,"
- "Armed private detective,"
- "Bail Recovery Agent."

If someone is moving or escaping or making a threatening movement, the proper commands include:

- "stop,"
- "don't move,"
- "raise your hands,"
- "Let me see your hands."

If someone is making a threatening movement that you feel is a deadly threat, then before shooting (time permitting) you should use a command like:

- "Stop or I'll shoot."
- "Drop the gun/knife/weapon or I'll shoot."

Although we cannot give you commands for every situation you may be in, whatever command you give ***must be loud, clear and repeated*** until the subject complies. Do not use slang (like "freeze"), which might be misinterpreted.

You are not required to give verbal commands prior to using deadly force if you are in the process of defending yourself and could not reasonably be expected to do so. You should practice verbal commands on your own and on the range during practice.

Review of Test Questions

When confronting someone or giving commands, you should identify yourself.

You should give a command like, "Stop or I will shoot" before using deadly force, if time allows you to do so.

Decision Making

Continual practice will improve your ability to make quick, accurate shoot/don't shoot decisions. This practice may be mental (creating "what if" situations in your head and solving them), done on the range with a coach and shoot/don't shoot targets, or simulated (through the use of films or other visual simulations).

Three conditions must exist to justify the use of deadly force. These three are:

1. The **ABILITY** exists for another person to do you great personal injury or cause your death.
2. The **OPPORTUNITY** exists for another person to do you great personal injury or cause your death.
3. Your life is in **JEOPARDY** because of the actions of this person.

Ask yourself these questions:

Does this person have the **ABILITY** to do me great physical harm or to kill me? This usually means that this person has a weapon. The weapon could be a gun, a knife, a club, a piece of pipe, or a wood 2x4. Some people have the strength or **ABILITY** to seriously damage or kill you with just their hands. Multiple attackers may also be able to seriously harm or kill you even though they are unarmed.

Does this person have the **OPPORTUNITY** to do me great physical harm or to kill me? This means that the person is in a location or at a distance that will permit them to harm you. A man with a knife is not a threat to you when he is 100 yards away, but he will be able to kill you within two seconds when he is only seven yards from you. Thus, at 100 yards he does not have the **OPPORTUNITY** to harm you, but at seven yards he does have the **OPPORTUNITY**. A man with a high power rifle is a deadly threat when he is 1000 yards away. Obviously the **OPPORTUNITY** can change very quickly. Things that might affect this include distance, the type of weapon involved, and the kind of protection or cover that you have.

Does this person put you or another person in **JEOPARDY** by his or her actions? This means that the person's actions are directed at someone in such a way that they may cause a person great physical harm or kill him/her. For example, a man walking toward you carrying a shotgun has a weapon (**ABILITY**), is within 20 yards and can see you (**OPPORTUNITY**), but unless he points the shotgun at you and unless you believe that he intends to do you harm, **JEOPARDY** does not exist. The situation you are in will help you determine whether or not **JEOPARDY** exists. For instance, an employee at the plant you are guarding who removes a shotgun from his trunk may be merely transferring it to another employee's trunk for a trip to the shooting range, or he may be heading into the plant in order to seek revenge for losing his job. You must evaluate all of the circumstances and actions, as well as the person's response to your questions or orders; all of these things will help you determine whether this person intends to put your life in jeopardy.

All Three Requirements Must Exist Before You May Use Deadly Force To Protect Yourself Or Another.

Review of Test Questions

You may use deadly force in self defense of another person has:

- the ability to greatly harm or kill you,
- the opportunity to greatly harm or kill you, and
- By his/her actions indicates intent to put your life in jeopardy.

Four Stages of Awareness

Col. Jeff Cooper has written an excellent essay on the subject, titled, “Mental Conditioning for Combat”, which normally accompanies this handout. However, one of the most important lessons to be learned from the reading is found in a simple system of “Color Codes” which outline four levels of awareness. He believes that being aware is more important than being prepared. No matter how well prepared or armed an officer is, they cannot defend themselves if they are unaware that there is danger. The four color codes and their meaning are:

White- A non-combative state of mind, which means you are UNALERT and UNAWARE of what is going on around you. If attacked in CONDITION WHITE, you would be completely surprised and would most likely die; unless your assailant was inept, which they frequently are. We would all like to live in this state of mind and the majority of the population does. The fact is, however, that the world is not a friendly place. A COP should never be in this state of mind, ever.

Yellow- A state of RELAXED or GENERAL ALERTNESS. You are looking around and AWARE of all that is going on around you. Everyone should be in Condition Yellow for their own peace of mind. Certainly every Police Officer who is on-duty and anyone who is armed should be in condition YELLOW. We can maintain this state of awareness comfortably and indefinitely, without undue nervous strain. This is not a state of paranoia.

Orange- A state of alarm, SPECIFIC ALERT. Something or someone has aroused your suspicion; you have a specific tactical situation in mind and are thinking combatively. You cannot remain in Condition Orange indefinitely, but certainly for several hours if necessary. It has been said that it is comforting to be armed at such times, but it is not always possible.

Red- This is your FIGHTING mode, that of defensive combat. You are engaged in battle, but not necessarily using force. If you are holding someone at gunpoint (at GUARD), you had better be in CONDITION RED. You are in full control of all your assets and faculties.

Note: Being AWARE can often avoid the need to use force to resolve a conflict.

Review of Test Questions

The Four Stages of Awareness are White, Yellow Orange, and Red

Shooting Decision Scenarios

The scenarios that follow may be typical of those you encounter in real life. Put yourself into each scenario and in the space allowed write a description of the correct response or action you would take. In each scenario, make the decision to shoot or not to shoot.

Scenario #1: You are a lone-armed guard patrolling a warehouse on the night shift. The warehouse is located in an industrial area, and it contains electronic equipment, including televisions and stereos. It is 3:00 a.m. when you hear noises in an area of the warehouse and move to investigate. You cautiously approach the area and observe two men stacking cartons near a door. The door appears to have been forced open. Both men hear you approach and turn toward you - their hands are empty and they do not move in your direction.

Your Response:

Scenario #2: You are an armed plainclothes security guard in a department store. You have followed a suspicious woman in the store for about ten minutes and during that time observed her place several unpaid-for items in her purse. She passes the check stand without paying and quickly heads for the parking lot. Just outside the store you identify yourself and ask her to accompany you back into the store. She refuses and continues to walk away. You identify yourself again and indicate that you are detaining her for shoplifting and that she must await the arrival of the police. She ignores you, and you place a hand on her arm to detain her. At this point, the shoplift suspect attacks you with her hands, striking and scratching you in the face. Then you feel your handgun, which is concealed under your coat, being pulled from the holster. You are able to grasp the gun, but she has both hands on it and is about to pull it from you.

Your Response:

Scenario #3: You are an armed private detective trying to locate a teenage girl who has run away from home. You have information that indicates that she may be staying with several other people in an apartment. You have arrived at this apartment, you hear shouting inside, but you knock on the door. The woman who answers the door is drunk and belligerent. You identify yourself and begin to ask her some questions when she turns away, leaving the door open, and begins to shout at a man who is standing in the living room. You have apparently interrupted a fight in progress. Suddenly the man pulls a large hunting knife from his belt and lunges at the woman, stabbing her. She is screaming for help and bleeding.

Your Response:

Scenario #4: You are an armed security guard on your way home from work. You are still in uniform and you have your duty gun belt on (this may be a violation of company policy). It is 1:00 AM but you decide to stop at the all-night market for a deli sandwich. As you step out of your car, two masked men back out of the store with guns in their hands. The store is well lit and you can see the clerk behind the counter who still has her hands held high in the air. You do not have a radio with which to call for help. The gunmen see you and begin to turn and point their guns toward you.

Your Response:

Scenario #5: You are an armored truck guard delivering cash to a store. As you step out of the truck, a man runs by and knocks you to the ground - he grabs the cash bag away from you and runs away.

Your Response:

Scenario #6: You are an armored truck guard delivering cash to a store in a busy shopping mall during business hours. A man steps out of a store as you walk by and pulls a baseball bat from under his coat; he hits your partner in the head, knocking him to the ground. You are carrying the cash bag and the man now turns toward you ready to swing the bat.

Your Response:

Scenario #7: You have been assigned a bank lobby as an area to guard. Although you are armed, your instructions are to trip the alarm if possible, but not to engage any armed robbers. You notice that one of the tellers is glancing toward you and that she looks scared. A customer is standing at her window. As you move toward the teller to find out what is wrong, the customer turns and you see him begin to draw a gun from under his jacket. At this point you are standing only five feet from the man with the gun.

Your Response:

Scenario #8: You are the armed gate guard at a storage facility. Your job is to identify people and vehicles going in and out of the gate, and to deny access to unauthorized people. A car has pulled up to the gate and the driver has been unable to show the proper identification or give you any good reason to allow entry. You have refused entry and have not opened the gate. The driver has been ordered to leave and begins to back away; suddenly he shifts into low gear and rams the gate, partially knocking it open. You draw your weapon to the low ready position and the driver sees you do this. He backs the car and turns the wheel to aim the car at you. Your only protection is a sheet-metal guard hut.

Your Response:

Scenario #9: You are an armed and uniformed guard patrolling a private residential area at night. Dispatch notifies you that there is an audible burglary alarm at one of the homes - the dispatcher says that the resident of this home is on vacation and will not be returning for at least another week. You respond and leave your patrol car to investigate the outside of the home. As you walk around the house checking doors and windows you come to the back door, which you find to be open.

As you look inside through the door, a man steps into view from another room. He is holding something in his hand that you believe to be a gun.

Your Response:

Scenario #10: You are an armed private detective hired to protect a local business that has been the target of harassment by local youth. In the past, considerable damage and vandalism have been done. You have stepped outside the business to get some fresh air and, as you round the corner of the building you see fresh graffiti painted on the wall. These are two young men standing by the wall - they turn toward you and you see a glint of metal in the hand of one subject.

Your Response:

Scenario #11: You are licensed bail enforcement agent working in a three-man team. You have a valid contract to locate and apprehend a male subject for failing to appear for sentencing on a DUI case. The bond is \$20,000 and has to be paid in seven days. The defendant's house, on his documentation was empty at the time you started searching for him. His indemnitor was his mother who lives out of state. She has not seen or heard of him since the bond was posted. You been able locate an address for his girlfriend and are arriving at that residence now. You have notified the local police, and they have noted your address.

You send one agent to the back and approach the front door with two agents. As you approach you see three male subjects in the living room. Two of them leave the living room and go to another part of the house, while another answers the door. One of the subjects who left the living room appears to be the defendant but you are not positive. The person who comes to the door is argumentative, challenges your authority to be there and says he does not know who the other individuals were. He is totally uncooperative and he is very nervous.

Your agent in the rear sees a person who appears to be holding a shotgun through a crack in the blinds. He reports this to you by radio.

Your Response:

Scenario #12: You are a licensed Bail Enforcement Agent working in a two-man team. You have a valid contract to locate and apprehend an individual for failing to appear in court on a case involving a no contact order violation. It is a \$1000.00 bond. Your investigation reveals that the defendant has several warrants for other cases, most involving violence.

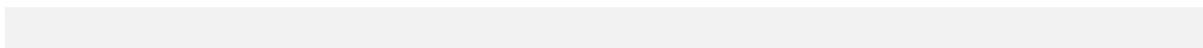
When you contact the victim's residence for information on the defendant you discover that he is there and they are having a heated argument. She lets you and your partner into the living room, where the defendant is. He is very agitated and challenging. When you tell them why you are there, he turns away, puts his right hand in his pocket and tries to move from the room.

Your Response:

Scenario #13: You are a licensed bail enforcement agent working a two-man team. You and your partner have stopped for coffee at a 7-11 and are about to get into your car. You are both armed and wearing equipment vests with your gun and holster visible.

As you are getting in your Ford Crown Victoria, a subject in a ski mask walks from behind the store and along the side toward the front. As soon as he sees you and your partner he turns and runs. You notice that he has a shiny object in his right hand as he goes around the corner behind the store away from you.

Your Response:



CORRECT RESPONSES TO SHOOTING SCENARIOS

Scenario #1: At this point, this is a no-shoot situation. You have not been threatened and you are controlling the situation.

Scenario #2: If you are able to shoot to defend yourself, you are justified. The situation should make you fear for your life.

Scenario #3: You are not legally required to shoot. You are justified in shooting to protect the woman.

Scenario #4: You are justified in shooting to defend yourself. You should use verbal commands if time allows. You should seek cover.

Scenario #5: This is a felony robbery and you are justified in resisting it with deadly force. However, once the crime has happened, you are not justified in using deadly force merely to prevent the escape of the robber. Legally, you may pursue and attempt to apprehend the criminal.

Scenario #6: You are justified in shooting if the assailant is close enough to hit you. Use verbal commands if time allows. Check the area around and beyond your target. You may choose to resort to other measures if there is a danger to others such as bystanders nearby that may be struck if you miss your intended target.

Scenario #7: You are justified in pointing your gun at the man with the gun and giving verbal commands. If the man draws his gun and you feel your life is in danger, you are legally justified in shooting.

Scenario #8: You are justified in shooting to protect yourself. You may need to dodge out of the way of the vehicle. Shots from you that stop the driver may not stop the vehicle.

Scenario #9: You do not know who the other man is and are not justified in shooting. You should take cover or retreat, and identify yourself, commanding the man to drop his gun.

Scenario #10: Identify yourself and command them to stop so that you can question them. If you believe that these men are armed, you may be justified in drawing your gun. This is a no-shoot situation until you know that one or both of these men is armed, and they show that they intend to assault you.

Scenario #11: Have your agents back away from the house but keep it under observation. Call the police and ask for an officer to meet the lead agent in the general area where he can describe the circumstances that occurred. Any further action will depend on the response by the police.

Scenario #12: You may use appropriate verbal commands and reasonable and necessary force, such as your hands a Taser or chemical agents to apprehend and control the defendant should he continue to refuse to cooperate. You are justified in drawing your firearm and giving verbal commands for the defendant to submit. If he draws a firearm or knife from his pocket and turns toward you, you may use deadly force.

Scenario #13: Try to determine where he goes, whether he gets into a vehicle, its description and direction of travel. Contact the clerk in the store and call the police. Stay with the clerk until the police arrive and report what you have seen.

SAFE GUN HANDLING

Basic Safety Rules

Four basic rules of firearms safety are the foundation of good gun handling. These four rules apply to ALL situations. The rules apply on the firing range, at home, while on the job - everywhere and at all times.

1. ALL GUNS ARE ALWAYS LOADED. No Exceptions. Don't pretend that this is true; be deadly serious about it. The assumption that a gun is unloaded is the cause of many tragic shootings. Once the cylinder is closed on a revolver or the slide is closed (in battery) on a semi-auto pistol then the gun is a "loaded" gun, whether or not you believe that a round is in the chamber.

2. NEVER LET THE MUZZLE COVER ANYTHING YOU ARE NOT WILLING TO DESTROY. The muzzle end of a gun - the end the bullet comes out of - is the dangerous end of the gun. It is impossible to keep a firearm from being pointed somewhere, so unless you have a target to fire at, always keep your firearm pointed in a "safe direction". A safe direction is one in which, if an accidental discharge occurs, there will be no human injury or death and at most minor property damage. People who have been around guns a lot in a casual or uncontrolled environment often become careless about where the gun is pointing. You may hear them say, "Don't worry about it, it isn't loaded." Of course, this violates rule 1. If a gun is under your control (that is, in your hands) then you must always be aware of where the muzzle is pointed.

This rule is not just a shooting rule it is a handling rule. You are responsible for muzzle control while cleaning the gun, loading and unloading the gun and whenever you are carrying or holding the gun. This rule applies even while "indexing" during searching or challenging.

3. KEEP YOUR FINGER OFF THE TRIGGER UNTIL YOUR SIGHTS ARE ON THE TARGET AND YOU ARE READY TO FIRE. The trigger finger must be off the trigger until you are "on target" and ready to fire. If you train on the range with this technique, then this will not be any slower than leaving your finger on the trigger. Your trigger finger stays off the trigger as the gun comes on target and goes on the trigger when you decide to fire. After firing the trigger finger comes off the trigger and stays off as you lower the gun to the low ready position.

The finger is not on the trigger during the following operations: when drawing the gun from the holster or removing a long gun like a shotgun or rifle from its rack; when searching with the gun in your hand; when running or moving with the gun in your hand; while reloading the gun; while clearing a malfunction of the gun; when holstering the gun or placing a long gun in its case or rack.

The purpose of this rule is to prevent the firing of the gun until you truly intend to fire it. This rule will prevent the vast majority of unintentional discharges. The fingers of the hand will all clench when you are startled, under extreme stress, about to lose your gun in a struggle, or when falling. Unless you have trained yourself to keep your finger off the trigger, you may fire the gun without intending to do so.

People under stress undergo physiological changes that include loss of the ability to perform precise movements with the hands and fingers. At the same time, muscle strength and tension increase. Even in a training environment it is possible to see this unconscious response to stress. Individuals carrying revolvers, who are improperly trained to keep their finger on the trigger, will often exert enough pressure on the trigger to pull the hammer halfway back, without being aware that they are doing this.

For these reasons, no matter what kind of gun is being used, the rule remains the same - keep your finger off the trigger until your gun is on target. The proper position for the trigger finger (when not on the trigger) is on the frame of the gun, outside of the trigger guard.

4. BE SURE OF THE TARGET, AS WELL AS THE SURROUNDINGS AND BEYOND. You must identify the target and know what is behind and beyond it. If you intend to fire your weapon, you must be sure that you have properly identified your target. Even during the stress of a real gun battle, shooting at movement or muzzle flashes or any other unidentified target is a serious error, since you do not know at what you are shooting. Fellow officers who have not bothered to identify the target shoot many police officers each year. Those officers who work in plain, civilian clothes are at the greatest risk of being shot if they display a weapon. The same is true of private security officers and detectives.

Just because a person is armed does not automatically make him or her a threat, and does not sufficiently identify that person as someone you can shoot. In darkness, you should use your flashlight to identify the potential threat. Verbal challenges may also serve to help identify a questionable person.

Be aware of the area behind your intended target. Even in a situation where you are justified in shooting, there may be innocent bystanders behind and beyond the intended target; the presence of these people may cause you to hold your fire.

Modern handgun ammunition will penetrate several interior sheetrock walls, and some bullets will pass through exterior walls and retain enough energy to kill or wound someone on the other side. If you must shoot inside a building, do not consider walls of sheet metal, sheetrock, plywood, etc., as a safe, bullet-stopping background.

Although many consider a firing range to be a safe shooting environment, the responsibility for determining that it is safe to shoot is yours. It is possible for shooters to begin shooting when someone is still downrange behind the targets. Some firing ranges have a fairly low backstop behind the targets, and it is possible to fire bullets over the top of this backstop. A handgun bullet fired at a 30-degree angle may travel over 1/4 mile and retain enough energy to kill or wound.

Since you are pointing the gun and pulling the trigger, where and what the bullet hits is your responsibility.

There are no exceptions to the above basic safety rules. If you follow these rules, you cannot have a firearms "accident."

Safety While Cleaning Your Gun

The four basic safety rules covered above always apply while cleaning your gun. In addition, the gun must be unloaded in a safe place prior to cleaning or disassembly. Note that some semi-auto pistols (like the Glock) require that the user pull the trigger in order to disassemble the gun; of course, this means that the user must have a safe place to unload the gun, point the gun and pull the trigger before disassembling the gun. The safety ritual that must be observed whenever you clean or disassemble your gun is this:

1. You must remove all ammunition from the gun and the immediate area. The gun must be unloaded; the magazines empty, the duty belt and speed loaders/extra magazines removed from sight and reach.

Verify that the gun is empty both by looking and touching. Place your smallest finger in the chamber of a semi-automatic pistol (it is possible for a mechanical defect to cause a cartridge to remain in the chamber).

2. Permit no distractions during the process. If you are interrupted during the unloading or cleaning, you must go back to the beginning of this ritual to verify again that the gun is unloaded. Some interruptions that may lead to an accident include taking phone calls, watching television, having visitors or children come in. What often happens is that the gun is loaded at some point just before or during the interruption, and the user does not remember that the gun is loaded when he returns to it after the interruption. The user of the gun then treats the gun as if it is unloaded and fires it.
3. Make a conscious switch to practice mode. Tell yourself out loud that the gun is unloaded for the purpose of cleaning.
4. You must have a safe, bullet-stopping aim point if you will snap or dry-fire the gun during the cleaning, disassembly, or assembly process. Never violate the safety rules that require you to treat all guns as if they are loaded, and point the gun only at something you are willing to destroy.
5. Once the gun is reassembled make a conscious switch back to reality. Say out loud, "The gun is loaded and will fire if I pull the trigger." You must impress upon yourself that it is no longer safe to handle the gun.
6. When the gun is reassembled you should put it away immediately. The gun should be holstered and cased, whether loaded or not, and removed from sight and reach. If the gun is left within sight and reach, there will be a temptation to pick it up and snap the trigger.

There are no shortcuts to gun safety. If you follow the above ritual every time, you will not have a gun accident.

Home Safety

The four basic rules of gun safety apply at home, but there are some additional considerations since you may not be the only person who will have access to the gun at home. Children, spouse, relatives or visitors may have access to your gun if you keep it in the home. Guns attract the curious who may have no training in safe handling.

Here are some ideas that may help you maintain a safe home:

- Leave your gun at work with your employer. Many employers will not allow you take a gun home while others give you a choice. If you cannot secure the gun at home then consider asking your employer to arrange for safe storage.
- Lock your gun in the trunk of the vehicle that you use and control access to the keys.
- Install a deadbolt on a closet door and make a routine of placing your gun in the locked closet as soon as you arrive home.
- Buy a small lockable gun box to which only you have the combination.
- Install a trigger lock or bore lock on the gun when it is not in use. These are available in gun stores for a reasonable price.
- Educate your family and children about gun safety to minimize their risk, not only at your home, but also if they should encounter a gun while in another's home.
- Education of children is practical if they are at an age where they can understand your instructions and the concept of death, and can reasonably be expected to be responsible for their actions.
- No one can set the standard for safety in your home - you must decide how your gun is best stored. There are no statutes in this State governing the storage of guns in a private residence, but the courts have found in some civil cases that there is a duty to protect minors from access to firearms.

Reduction of Risk Due to Lead Ingestion

Lead is a heavy metal and toxic substance. There are many metals used by the human body in day-to-day metabolism. Lead is not one of them.

For our purpose, with firearms use, exposure to lead comes from the following forms: combustion of lead azide or lead styphnate in primers, exposure of the projectile base to hot gases, friction of the projectile and barrel, and impact of the bullet with the target and backstop.

The most common way for this lead to enter the human body is through inhalation and ingestion. Aside from the inhalation of lead from the air in the range environment, lead may

be ingested and spread around other environments (e.g. your home, vehicle, clothing, food, etc.) if hands are not cleaned and hair and clothes not washed before further contamination occurs.

Due to the toxic nature of lead, any over-exposure can lead to poisoning. Short-term over-exposure in high doses can lead to brain dysfunction, leading to seizures, coma, and death by cardio-respiratory arrest.

Long-term over-exposure may lead to the damage of blood forming, nervous, digestive, and reproductive systems. Common symptoms are:

- Loss of memory and difficulty in concentration fatigue
- Irritability and aggressiveness
- Loss of sexual interest
- Insomnia
- Depression
- Headaches
- Neurological symptoms, such as muscle twitching
- Encephalopathy (major brain & CNS dysfunction)
- Elevated blood pressure
- Digestive difficulties and abdominal pain
- Weight loss
- Joint pain, particularly in long bone joints
- Kidney and/or liver damage
- In women, menstrual irregularity and decreased fertility
- Potential birth defects to an unborn fetus
- Sore or bleeding gums
- Hyperactivity

PREVENTION:

The largest contributor to high lead levels in shooters is inhalation due to poor ventilation of indoor ranges. When possible do not shoot on indoor ranges. When shooting indoors, you should ensure adequate ventilation (no smoke should hang in the shooting area), avoid going downrange, and wear a mask or respirator along with other protective gear. If possible shoot fully encased bullets, and use lead free primers.

In any range environment, indoor or outdoor, exposure may be limited if you follow these guidelines:

- Wash hands, forearms, and faces with soap upon leaving the range and before eating, smoking, or putting anything in your mouth.
- Wear a hat and glasses while shooting.
- Wash your hair before going to bed, also thoroughly clean facial hair.
- Don't eat, drink, or smoke in range environments.

- Blow your nose after leaving the range.
- Wash clothing worn on the range before contaminating others.
- When picking up brass, don't put empty cases in your mouth or use your hat as a storage container.

These same range procedures should be followed if a firearm is cleaned after leaving the range.

While we want and expect you to train in the gear you will wear on the street, you should be careful to clean it after use on the range. Shoes worn on the range will carry lead into your home. They should be cleaned or not worn inside. Be sure to shower when you get home, or before, in your departments locker room.

Remember, the people who are especially susceptible to the effects of lead ingestion are pregnant women (and the fetus they are carrying) and small children. Pregnant women should never be allowed in a range and should not be exposed to high levels of lead. If your spouse or friend is pregnant, take every precaution to prevent exposing them to high levels of lead.

We realize that all of this seems like a lot of trouble, however, a generation ago, only the wimps wore hearing protection on the range. Due to that attitude, there are a lot of retired cops running around answering phones that aren't ringing. Protect yourself, you're one of the good guys, and we have to win the fights, we also want to have a long enjoyable life.

Review of Test Questions

Identify four methods for preventing lead ingestion.

Ritual Dry Practice, by Bill Burris

There is a procedure to follow which will eliminate unintentional discharges when used in conjunction with the four primary weapons safety rules.

These rules are:

1. All Guns Are Always Loaded
2. Never Point A Gun At Anything You're Not Willing To Shoot (Destroy)
3. Keep Your Finger Off the Trigger Until Your Sights Are On Target.
4. Be Sure Of Your Target, And The Backstop Beyond

The procedure is called "Ritual Dry Fire Practice" and involves taking several extra steps whenever you perform practice or maintenance with no intention of actually shooting the gun.

Step One: Select the Proper Time and Place

The proper time is when you are alone. Anyone around you during your practice serves only one purpose, that of unintended victim should you have a weapon discharge. One exception to the "be alone" rule is if someone is actually involved in the practice with you. There should be no distractions. No television, telephone, eating, or conversations with people who drop in on you. If you are interrupted during a practice session, practice stops immediately, and when the distraction leaves, you start over from step one.

The proper place is one which affords a safe backstop to point your gun at. This must be something which will stop your bullet if you fire one. Your backstop might be a woodpile, sandbags, or other object which doesn't pose a threat of ricochet. Whatever you select or construct for this purpose must be capable of stopping the type of ammunition your gun fires.

Step Two: Remove All Live Ammunition from Your Training Area

This means all live ammunition, including that in your gun, on your person, and in your vicinity. If you are in a room, remove the ammunition from that room. If you are outdoors, remove the ammunition far enough away that it will take conscious effort to retrieve it before you will be able to reload the gun.

Step Three: Go Into "Practice Mode"

This is where the "ritual" occurs. We want to make a positive mental shift to the realization that we are operating in a set of altered circumstances wherein it is permissible to do things we would not normally do, such as squeeze the trigger when we don't actually intend to shoot the gun.

We say to ourselves, out loud, “This is practice time; I’m going to practice now”. We repeat this statement three times in order to be mentally focused on what we are about to do.

Step Four: Perform Practice

At this time we practice whatever we need. It might be pistol presentation (draw), sight alignment/picture, or compressed surprise breaks (trigger squeeze). Usually we practice a combination of skills or maintenance procedures.

Step Five: When Practice Is Over, Go Into “Reality Mode”

This is the traditionally dangerous time, when the gun is reloaded, and a shot is fired. To avoid this, we conduct a second ritual to shift our mind firmly back to the reality that when the trigger is next squeezed, a bullet will destroy whatever the gun is pointed at. We say to ourselves, out loud, “Practice is over, this is real”. This is repeated three times.

Step Six: Put the Gun into the Condition You Normally Keep It (Loaded)

This keeps us in compliance with safety rule one. If you are concerned about loaded firearms around the house, you should be. Guns are inherently dangerous, and should not be left unattended. Children are likely to find them and proceed to experiment. Children can load firearms, as well as obtain ammunition from their friends’ homes. They don’t intend to shoot the gun, but often children do. It’s not whether the gun is loaded, but whether it is accessible that you should be concerned about. When you are not in direct control of your firearm, it should be secured in such a manner that children cannot get it into a firing mode. Lock the gun in a safe, a gun case, or place a locking mechanism on it. This is your responsibility whether a child (or irresponsible adult) is invited into your home or not. Should one of these individuals obtain your unsecured firearm, you may be very unpleasantly surprised at your potential civil liabilities when someone is injured or killed with your gun.

Step Seven: Put the Gun Away Immediately

Place the gun in its storage area, or holster if you are going to work. Try not to handle the gun again for at least an hour after Ritual Dry Fire Practice. When you next touch it, you want all vestiges of “Practice Mode” to be gone from your thinking process.

These seven steps will assure that you do not have an accidental or negligent discharge while handling your firearms. They are well worth your time and effort.

The Safe Low Ready Position

With a handgun, you may have a need to cover someone, or move with your gun out of the holster and in your hand. With a long gun such as a shotgun or rifle, you may need to have the gun at your shoulder but not pointed at a target. The position of readiness is referred to as low ready, and with the handgun it is the position in which you will carry your gun when it is not holstered but when you do not have a target at which you wish to point the gun. When a long gun is not being carried slung on the shoulder or in a safe port-arms position, use this position when you must carry the gun in readiness but when you do not have a target at which you are pointing the gun.

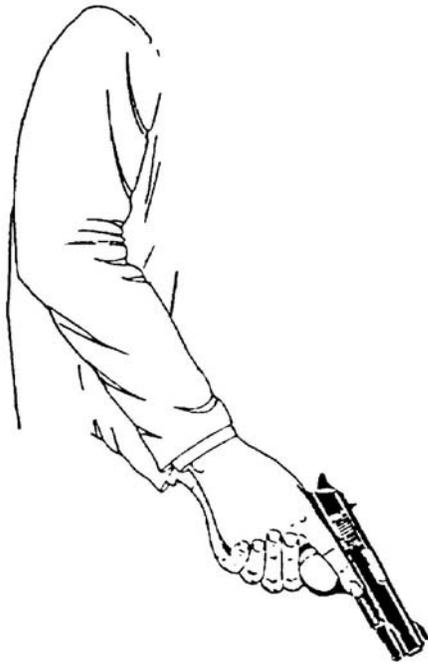


Fig. 1 Handgun Low Ready

To summarize, the ready position is the position in which you will carry your gun when it is not in the holster and not on target. The low ready position describes the direction the muzzle should be pointed - that is, the muzzle should be pointed down, at the ground, at about a 45-degree angle. The purpose of the low ready position is to maintain control of the muzzle of your gun at all times. Experience has shown that pointing the gun with the muzzle up is not as safe as the low ready position. Problems with the muzzle up position include:

- You may lean over the muzzle of the gun and risk shooting yourself in the head,
- You may, without realizing it, point the gun at bystanders who are above your position.

- You may discharge the gun in an unsafe direction if you unintentionally pull the trigger.
- You will probably be unaware of exactly where the muzzle of the gun is pointed.
- If you stumble or fall, the gun will probably be discharged in an unsafe direction.
- If you need to fire the gun, it is slower to bring the gun down onto the target than it is to bring it up.
- Your physical control of the gun is lessened by holding it up. If someone grabs the gun, they will probably be able to take it away from you. This is even truer with a long gun than a handgun.

The low ready position overcomes most of the problems stated above. With the muzzle of the gun low and in front of the body you are aware of where you are pointing the gun at all times. Unintentional discharges will be directed at the ground where the chance of hitting a bystander is minimized and the risk of ricochet is minimized. From the low ready position you can quickly bring the gun on target without obstructing your view of the target.

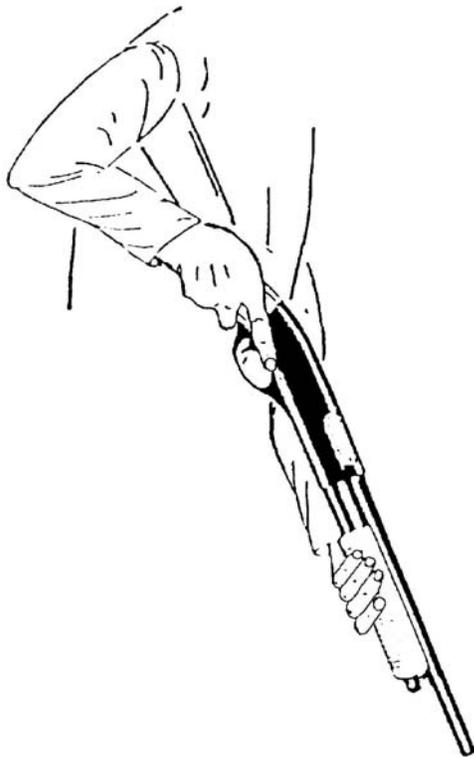


Fig. 2 Shotgun Low Ready

The four basic safety rules always apply. The rule that you never point your gun at anything you are not willing to destroy always applies. This means that if it is not safe to point your muzzle down then do not. One example would be the situation where you are following another individual down a stairway with your gun in your hand - in this case it is not safe to point the gun down if it will be pointing at this person. You must use your own good judgment and follow the basic rules of firearms safety, but in most cases the low ready position with the muzzle pointed down in front of you is the safest choice.

Review of Test Questions

The four basic rules of firearms safety are:

- 1. All guns are always loaded.**
- 2. Never let the muzzle cover anything that you are not willing to destroy**
- 3. Keep your finger off the trigger until your sights are on the target and you are ready to fire.**
- 4. Be sure of your target, and what is behind and beyond it.**

GOOD SENSE TACTICS FOR THE USE OF FIREARMS

There is a lot of knowledge relating to how to best survive an armed, violent encounter. It is difficult to categorize this information under one subject, but for the purpose of instruction we are combining a number of different topics under the single category of “tactics.” This information has little to do with marksmanship, but it definitely relates to the practical use of the firearm.

Cartridge Capability and Hazards

Safe and sensible shoot/don't shoot decisions and good judgment in the use of a gun is partially based on knowledge of the performance of a given cartridge and gun.

.38 special or 9mm Luger bullets will travel a maximum distance of about 6400 feet - this is over one mile.

.223 rifle bullets will travel a maximum distance of 11,600 feet - this is over two miles.

So, unless the bullet you fire strikes something which is capable of stopping it, it can travel well beyond the area you can see, and it will retain enough energy to wound or kill.

Warning Shots

It is not recommended that you fire warning shots into the air. You are not able to predict where a bullet you fire into the air will come down, thus such a shot is random and you have not aimed it at anything. A random warning shot violates the basic safety rules.

Many law enforcement agencies prohibit warning shots because of the danger to bystanders. The law does not specifically prohibit warning shots; therefore your good judgment and the physical environment in which you work govern the use of a warning shot. Should you decide to fire a warning shot, you must be prepared to justify your action. You must be able to show that it did not violate any of the four basic safety rules, most specifically “Never point the gun at anything you are not willing to destroy,” and “Be sure of your target and what is behind and beyond your target.” Your employer may have a policy on warning shots.

Nearly all-modern handgun bullets will penetrate sheetrock interior walls. Most will penetrate exterior walls made of plywood, cinder block or sheet metal. It is not unusual for a handgun bullet to penetrate the exterior and interior walls of a typical residence and still be able to kill or wound. Buckshot or slugs fired from a shotgun have a similar ability to penetrate. Any bullet or pellet which strikes a hard surface can ricochet, that is, bounce off. The angle of impact with the surface, the type of surface, and the construction and velocity of the bullet all combine to determine where the ricochet will go and how dangerous it is.

For example, a bullet striking a concrete wall at a shallow or flat angle will continue on with little reduction in velocity or energy, in approximately the same direction it was going before it hit the wall. Projectiles, especially shotgun pellets that strike the ground (even dirt or grass surfaced) will continue on. Clearly, you must be aware of your surroundings and this awareness will affect your decision to shoot.

Danger to Others

Even if you are legally justified in using deadly force, you may choose not to shoot because of the danger to others. No one is able to make these decisions for you, but here are some things that may help you make such a decision. Ask yourself these questions:

- Do I have any other options?
- Do I risk death or serious injury if I don't shoot?
- Is another person at risk of death or serious injury if I do not shoot?
- Are innocent bystanders behind, beyond or around the attacker?

Shooting at Vehicles

Shooting at vehicles is not usually recommended. It is difficult to stop a vehicle by shooting it or its tires. A handgun bullet will probably not puncture a typical tire and if it does then the vehicle will continue to travel some distance. Shooting the driver may result in the vehicle going out of control and causing serious injury to others.

If someone using a vehicle as a weapon assaults you may be justified in defending yourself with deadly force; if this is the case then the appropriate target is your attacker, not the car. You may also be justified in defending yourself against someone who is shooting at you from a vehicle. Be certain that your decision to shoot is based on your need to defend yourself or another, and that this decision is also the best option available to you.

Cover and Concealment

Train yourself to take cover immediately if you are fired upon. If surprised and attacked by someone with a gun, you're best immediate option may be to take cover and then defend yourself. Standing in the open and exchanging shots is a risky, poor, second choice.

Cover is defined, for our purposes, as anything that will stop a bullet. It is anything you can hide yourself behind that will not allow bullets to penetrate and hit you. Some examples are a telephone pole, a concrete wall or building, certain parts of an automobile (engine block, axles, wheels), and a heavy steel mailbox. Most wood walls and nearly all interior walls of both residences and businesses, and wood or metal doors will not provide cover - they will not stop bullets. Cover, even if it does not protect you completely is better than no cover at all.

Concealment is defined as anything that hides you but will not stop a bullet. Concealment is obviously not as good as cover but if your assailant cannot see you then he or she may not be able to shoot you. Some examples of concealment are: shrubs, sheetrock walls, tall grass, and hollow core wood doors.

The use of cover and concealment is one of the single best tactics in any kind of armed confrontation. Selecting a position where cover and concealment are available to you may allow you to control a situation without getting into a gunfight. Be aware of your surroundings and the potential cover and concealment they offer so that you will be able to take advantage of your environment if you are attacked.

Retreat

If you are able to anticipate that you may be entering an armed confrontation, it may be possible to retreat to a position of safety. You will be the judge as to whether this is possible or not. If property will be lost because of your retreat, then perhaps this is an acceptable option. A retreat that will cost someone else's life is less acceptable, and requires that you make the moral decision to stay or retreat.

There is absolutely nothing that requires you to risk your life unnecessarily. If the situation is clearly not winnable, it would be good judgment to avoid engaging in a deadly fight. For instance, five armed assailants would be more than one person should be expected to detain or confront.

Retreat is an option only if there is indeed a safe place to retreat to, or if additional help is on the way. Each situation is different and each situation will require that you exercise your own good judgment.

Distance

Distance from your attacker is almost always to your advantage. Maximize it if possible. This may mean move or retreat, if possible. You are trained and qualified with a firearm and most criminals will not be. Thus increased distance from an assailant reduces the chance that he/she can shoot at and hit you, but still allows you to defend yourself. Even well-trained police officers tend to get too close with a threatening person. Police may need to physically control an individual - you do not (usually). Keep your distance until it is safe to approach your assailant.

Corners and doorways are particularly difficult to approach safely, and the principle of maximizing distance is your best tactic. If you are moving toward a corner or doorway, move away from the wall so that you are not within grabbing distance. Then, move around the corner in an arc, one step at a time so that with each step a new segment of the room or area is within your view. Should you encounter a threat, temporary safety is achieved by quickly stepping back toward the wall.

Shoot from the Steadiest Position Possible

If you must shoot, you will probably be experiencing both physical and emotional stress which will interfere with your ability to shoot. Physical exertion, excitement and fear can all conspire to load your system with adrenalin. This is your body's natural reaction, and it will allow you to perform physical exertions normally beyond your ability. Although stress and excitement will increase your physical strength and endurance, they - through the action of the adrenalin - will also cause muscle tremors and shaking that will interfere with shooting and reloading. In short, while your strength increases, your ability to do fine, exacting, precision shooting disappears.

One partial solution is to brace yourself. The lower to the ground you can get, the more stable will your position be. Standing and shooting is less stable than kneeling, and kneeling is less stable than shooting from a prone position. You can train yourself to assume a low, steady shooting position, preferably one with adequate cover, by training from these positions on the range.

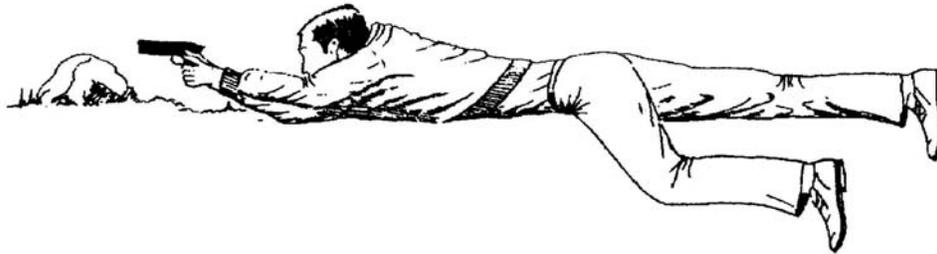


Fig. 3

When bracing your shooting position, it is best to support your body, your arms or your hands rather than the gun itself. In other words, try not to rest the barrel of the gun against a support. Placing the gun directly on a supporting wall will probably reduce your accuracy and, in the case of semi-auto pistols, will probably cause a malfunction of the gun. It is all right to press the frame or trigger guard against the support.

Center of Mass

If you must shoot at another human being, it will be in defense of life and your immediate goal is to stop the attacker from continuing. You will not be able to choose to shoot someone "just a little bit" in order to discourage them. You must fire immediately and hope that:

1. You hit your intended target, and
2. Your hits stop your attacker.

In order to do this, you should train to shoot at the center of your attacker's upper body. This is often called "center of mass" shooting. Under the stress of a deadly attack, this is the safest, most effective way to shoot. It minimizes the chance that you will miss your target, and reduces the possibility that you will hit an innocent bystander, and it increases the chance of stopping the attack.

If your attacker is not fully exposed, you may not be able to fire at the real center of mass. In this case, you should shoot for the center of available mass. In other words, place your sights in the center of that part of your attacker that is available.

Always try to use your sights - they are the key to hitting your target when under stress.

Target Identification

Night or day, your decision to shoot someone must be based on the legal need to defend yourself (as described elsewhere in this manual). Before you point your gun at someone and pull the trigger, you must correctly identify your target as the threat.

Target identification must be visual. You must see the person who is threatening you and know that you have identified the threat. A fellow security officer, or police officer, or an armed homeowner or armed citizen may not be a threat to you even though he/she has a gun. To avoid shooting an innocent person, you must identify yourself, determine who the threatening person is, and give the verbal commands which are appropriate.

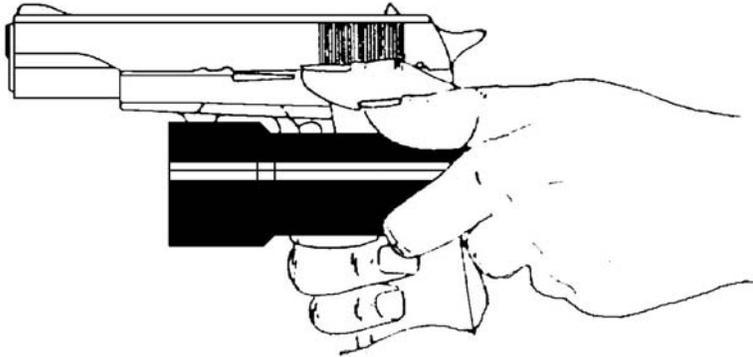
The target identification is very difficult at night and is best done from behind adequate cover, using a flashlight. Police officers and security officers do shoot each other, sometimes resulting in death. This is usually not truly accidental; rather, it is often the result of a failure to identify the threat.

Night and Dim Light Shooting

Many armed guards and detectives work during hours of darkness. Lack of light makes shooting and hitting the target more difficult than in full daylight.

However, the principles of shooting remain the same. You must try to see your sights. In many situations there will be enough light from streetlights, buildings or vehicle headlights to allow you to use your sights. If you must fire in near total darkness, you can do so by using a flashlight to both illuminate your sights and the target. Here are three ways to do this:

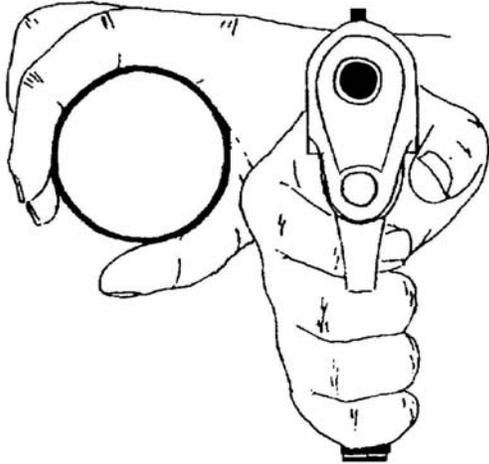
Flashlight Technique #1: Bring the gun and flashlight together in front of your body at eye level. The flashlight is held in the weak hand with thumb on the button and the palm beneath the flashlight. The hands will press together for stability, and will position the flashlight far enough back so that there is some light on the sights. This technique is very similar to the way some people shoot with two hands - it is like an isosceles or point-shoulder stance. (Massad Ayoob teaches this technique.)



Flashlight Technique #2: The flashlight is held in the weak hand, overhand, and the middle finger is on the button. The elbow of the flashlight arm is held down and the back of the flashlight holding hand is held tightly against the back of the gun hand. This technique looks like a Weaver shooting stance. (This technique is called the “Harries.”)



Flashlight Technique #3: The flashlight is held in the weak hand overhand, and the middle finger is on the button. The flashlight hand is brought down on top of the forearm holding the gun. The head of the flashlight will be behind and slightly to one side of the gun.

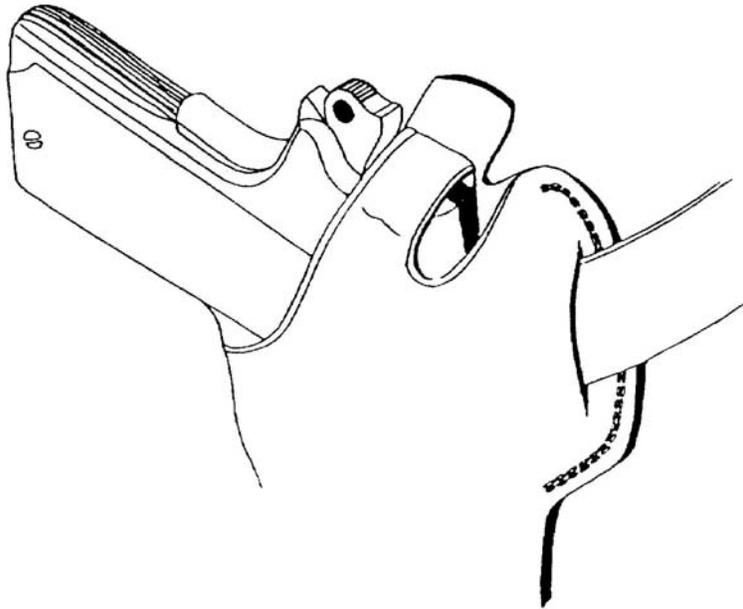


Use of any flashlight position requires that you hold the flashlight so that it is not struck by the moving slide of your semi-auto pistol. Do not hold the head of the flashlight behind your semi-auto.

When night firing, it is important to keep the flashlight off until it is needed to search and identify a target or shoot. The finger operating the flashlight button should turn off the light before you move or change position. If you must use the flashlight to shoot, do not turn it on until you need it, and then turn off the light immediately, before you begin to move. Since the flashlight has illuminated you and identified your location, you should move to a new position of safety and cover, if possible.

Holsters

Officers should carry the gun in a holster that adequately retains the gun. The holster should not be cut away in the area of the trigger guard in such a way as to allow you to place your finger on the trigger as you draw the gun. Carrying the gun on the strong side (the same side as your strong/dominant hand) has several advantages such as: quicker draw, quicker on target, easier to retain the gun and defend against a take-away attempt.



Pictured here is an example of a concealable holster for plain clothes wear

Review of Test Questions

Typical plywood and sheetrock residential construction will usually not stop a handgun bullet.

A warning shot fired at random into the air is not a recommended act.

For the purposes of protection from gunfire, cover is defined as anything that will stop a bullet.

Distance between you and your assailant are almost always in your favor.

Kneeling and prone positions are steadier to shoot from than a standing position.

Shooting for “center of mass” when defending yourself is recommended.

Shooting at a person you have not identified is not permissible.

When using a flashlight to aid in target identification and shooting, you should turn the light off before you move or change position.

A holster that allows you to place your finger on the trigger while the gun is in the holster is a safety hazard.

The Modern Technique

Gun Fighting Not Target Shooting

Anyone who has been involved in a law enforcement or self-defense gunfight will tell you that it didn't last very long, usually only a matter of seconds. Everything being taught during this course is geared toward giving you the tools necessary to beat a lethal adversary. The "Modern Technique" of Pistol craft, when mastered, will provide you with a great deal of confidence in your ability to prevail in a lethal "short term, interpersonal confrontation". We are the "Good Guys"; we have to WIN-- because it really sucks when we don't.

There are five components to the "Modern Technique" of Pistol Craft. They are listed below with a brief synopsis and explained in greater detail in the following pages.

1. **Weaver Stance-** Firing Grip; placement of Feet, Knees, Hips, Shoulders (all in the same plane); Arms (strong arm-straight, support arm-bent); Head (upright) Isometric Tension push/pull); all for the primary purpose of maximum Recoil Control.
2. **Weapon Retention Presentation-** 6-step method for very quickly and smoothly getting the pistol from the holster to pointed-in on target, culminating in a proper "Weaver Stance." This method also allows for fast, controlled shooting in an arm's length confrontation.
3. **Compressed Surprise Break-** Finger placement and trigger manipulation. The trigger is pressed smoothly and quickly straight back until the trigger "breaks" and the pistol fires. The instant of "ignition" is a complete "surprise" to the shooter. All this occurs quickly, compressing the time it takes to fire the pistol. Hence the "Compressed Surprise Break."
4. **Flash Sight Picture-** Aim the pistol with your body ("Weaver Stance)-Confirm correct sight alignment with a quick look ("flash") at the front sight immediately prior to pressing the trigger.
5. **Heavy Duty Handgun-** Shoot as powerful a handgun as YOU can (within policy constraints).

THE “WEAVER” STANCE:

The primary purpose of the “Weaver” stance is to maximize recoil control.

STANCE: The shooter should be looking at the target, where he wants the bullet to hit. He should be standing with feet parallel, about shoulder width apart, weight evenly balanced and with the strong side at a slight angle (usually not more than about 45 degrees) away from the target. The shoulders, hips, and feet should all be in the same plane with no twisting of the body. This position must be maintained throughout the presentation and while shooting for maximum recoil control. If any shifting of position occurs, the shooter should slightly bend his support knee and lean toward the target, keeping the strong side shoulder, hip and leg/foot all in a straight line.



Fig. 3.1 Weaver Stance

If the shooter bends the support knee and leans forward but bends at the waist so that the upper body is vertical, recoil control diminishes greatly. This “lunging” often occurs when the shooter becomes fatigued and may feel more natural, shifting the center of gravity backward to assist in holding the pistol up. If this tendency begins to appear, it must be corrected quickly to prevent the formation of bad habits and incorrect muscle memory

The head is kept upright with the face perpendicular to the ground. This gives the maximum visual field and keeps the inner ear (the body’s “gyroscope”) properly oriented for good balance, this is especially important in dim light when visual references are reduced or absent.



Fig. 3.1b Weaver Stance

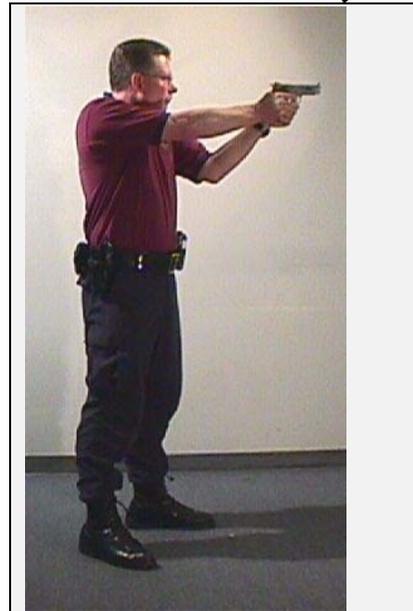


Fig. 3.1b Weaver Stance

The Modern Isosceles Stance

The Modern Isosceles is another widely accepted shooting stance that is being taught across the country. It is used by many of the top professional shooters in the nation, including Ron Avery, Jerry Barnhart, and many others. It differs somewhat from the traditional Isosceles used by many agencies.

The traditional stance, as promulgated by the FBI and others, had the shooter squatting slightly, with his back straight, head upright, arms fully extended and locked, and the weight centered neutrally over both feet. The feet were parallel, approximately shoulder width apart. This placed the body weight behind the center of gravity and placed the hands higher than the shoulders, creating an upward angle to the arms. When trying to shoot in this position, the body rocks back under recoil and the arms pivot at the shoulders. This evolved slightly with the head being rolled forward and the shoulders rolling forward, as well.

In the Modern Isosceles, the center of gravity is shifted forward, toward the balls of the feet. The upper body is curled forward slightly. The arms are held more in line with the shoulders. Both wrists are set and the support hand thumb and wrist are held in a straight line, resulting in a very strong grip. The grip, when set, assists in controlling muzzle flip very effectively. The grip places the heel of the support hand very close to bore line, which decreases the leverage the gun has in recoil as well as placing the tendons of the support hand and wrist in a straight line.

The muscles and tendons of both forearms, the elbow, wrists and hands are set in medium to firm static contraction, depending on the amount of recoil in the handgun. The rest of the body is relaxed. The feet are bladed slightly, about 30 degrees, in the natural interview stance used by the officer.

Both arms are braced behind the gun with the elbows at natural extension. This allows two pivot points at both shoulders. The shoulders are relaxed and down. The gun is centered and close to the midline of the body; recoil is absorbed passively by the body through both arms. The axis of recoil is through the centerline of the body, and the upper body is generally more squared to the target than in the Weaver stance. Stability and balance are achieved by shifting the center of gravity forward and keeping the hands at the same height as the shoulders. When the gun is fired, the arms move in and out like a piston, rather than moving up and down.

Relaxing the shoulders contributes to helping absorb recoil more effectively. The elbows are allowed to come to natural extension, rather than being locked outward. The head is moved forward to get a clearer view of the relationship between the sights and the target as well as bringing the center of gravity forward.

These subtle changes to the traditional Isosceles, creating the Modern Isosceles, allow the shooter to relax more behind the gun and allow him to concentrate on shooting without worrying about maintaining active tension in the stance. In addition, both sides of the body are doing the same thing; the resulting symmetry is easier to assume under stress.

Fig. 2.3c Isosceles Stance



Fig. 2.3d Isosceles Stance



TURNING 90 DEGREES TO THE TARGET

During a shooting situation you may find yourself in a position where you have to deal with multiple assailants or find yourself being flanked by an attacker. In either case you would have to turn from your basic stance 90 Degrees right or left to engage your adversary. In order to accomplish this you must perform the following;

Turning 90 Degrees Right; from the Modern Isosceles position pivot on the ball of your right foot picking up your left and swinging fully around to face the new direction. *Caution your side arm is not removed from the holster until you are facing the new direction and stable.*

Turning 90 Degrees Left; from the Modern Isosceles position pivot on the ball of your left foot picking up your right and swinging fully around to face the new direction. *Caution your side arm is not removed from the holster until you are facing the new direction and stable.*

Review of Test Questions

Two shooting positions are the Modern Isosceles and Weaver.



Fig. 3.2a Obtaining Proper Grip



Fig. 3.2b Obtaining Proper Grip



Fig. 3.2c Obtaining Proper Grip

FIRING GRIP: The strong hand gets a proper firing grip on the pistol with the web between the thumb and index finger aligned with the center of the back strap of the pistol and as high up as possible. The support hand completes the grip by wrapping the fingers around the strong hand fingers, indexing the second knuckle of the support hand index finger on the bottom of the trigger guard, keeping the fingers of both hands parallel. The support hand thumb remains on the support side of the pistol and the support hand palm is pressed tightly against the pistol. The strong hand must grip the pistol with at least slightly more pressure than the pull weight of the trigger or the hand will squeeze as the trigger is pulled. This ‘milking’ of the hand will cause excessive movement of the muzzle as the pistol is fired resulting in reduced marksmanship.

NOTE: If the support hand thumb is wrapped behind the pistol, the bottom of the slide will hit the top of the thumb. This will most certainly injure the thumb and probably malfunction the pistol.

Part of the grip of a single action autoloader [Colt 1911] is to have the thumb on top of the safety at all times. The only time the thumb is not on top of the safety is when the safety is being re-applied. The thumb then immediately goes back on top of the safety and remains there.

ISOMETRIC TENSION: The strong hand pushes the pistol away while the support hand resists by pulling back, creating isometric tension between the two hands and arms. Push and

pull as much as possible or until the muzzle begins to shake, then relax only until the shaking stops. The strong arm should be nearly straight while the support arm has at least a slight bend down at the elbow, keeping the forearm as perpendicular to the ground as possible. The strong wrist must be kept locked to minimize muzzle flip on recoil.

WEAPON RETENTION PRESENTATION: The 6-PART WEAPON RETENTION PRESENTATION we teach at WSCJTC is a slightly modified version of the 5-Part Presentation developed at *Gunsite* by Col. Jeff Cooper and his training staff many years ago. The basic 5 step process is an extremely efficient method of getting the pistol out of the holster and pointed in on a target very quickly while developing and maintaining a proper ‘Weaver Stance’ and grip. However, for Private Security applications it provides no safety measures if a guard or investigator needs to draw their pistol in very close proximity to an assailant (e.g.: arms length or closer).

The 6-PART WEAPON RETENTION PRESENTATION was developed at the Department of Energy’s Central Training Academy in Albuquerque, New Mexico. D.O.E. requires their Security Officers to physically touch the I.D. badge of each person they challenge and/or pass through the entrance to any nuclear facility. Because of this requirement for close proximity (arms length or closer) to potential assailants, a rapid presentation from which the security officer could safely fire at a close assailant and maintain both recoil control and retention of the pistol was needed. It was derived, by simply adding a “rock-and-lock” step to the presentation. It has been refined over the years and has culminated in the presentation method described below; and which has been used quite successfully in Law Enforcement shootings in agencies throughout the United States.

An important distinction must be drawn between what Law Enforcement can do as opposed to the laws governing Private Security:

- Law Enforcement is given far more latitude in the eyes of the court to preemptively draw their sidearm in the face of a pending use of force situation.
- Private Security, like all private citizens, is given very little latitude if faced with the same situation. In essence, for a security officer to draw their firearm is to commit to the situation they face. Once the personal decision to draw a firearm in public is acted upon, a private citizen (including Private security officers) must either be justified in using deadly force or they are committing a crime such as ‘unlawful display of a weapon’ or ‘brandishing’. There is no legally recognized middle ground. **Nothing** in this section implies that a security guard or investigator **MUST** shoot someone when his or her weapon is drawn. It only suggests that the individual understand the legal ramifications that come with such an act as drawing a firearm in public.

Maximum speed and efficiency is achieved when only the hands and arms move and eliminating all excess or wasted motion. Avoid ducking or dipping the head, hunching the shoulders, or squatting. All movement must be SMOOTH, not necessarily fast.

The following list of the key “Words” indicate each step, a detailed explanation will follow.

1. Grip/Holstered Guard
2. Clear
3. Rock and Lock
4. Smack
5. Look
6. Guard

GRIP-Obtain a proper firing grip on the pistol in the holster and defeat ALL retention devices of the holster. The support hand moves to the abdomen just at or above the belt buckle - BOTH HANDS MOVE TOGETHER. Sight alignment occurs here. If you don't get a proper firing grip, don't continue with the presentation until you do

CLEAR- Along with being the 'GRIP' position, it is also the platform from which a security officer will investigate and assess the threat level of any potential aggressors. Prior to continuing on to the next step, each individual must make the intellectual decision that the situation requires a deadly force response. Although the threat level may change in the time it takes to draw, commitment to the situation is made here. Draw the pistol so the muzzle just clears the holster, the movement for this step is done with a slight rotation of the shoulder and bending of the elbow. The finger is straight and positioned high along the slide.

ROCK AND LOCK- Draw the pistol so the muzzle just clears the holster, the movement for this step is done with a slight rotation of the shoulder and bending of the elbow. The finger is straight and positioned high along the slide. The muzzle levels with the sights aligned in your hand and lock your wrist. Your trigger finger just enters the trigger guard of DA pistols & Glocks. With SA pistols (Colt 1911 type) your trigger finger is straight along the frame and the safety is OFF. The pistol should NOT rock down toward the holster; rather remain high along the chest, canting the pistol slightly outboard so that the slide will not become tangled in clothing if you need to shoot from this position. The muzzle should be horizontal, pointed at the upper center of mass of the target, and the front sight, rear sight, wrist bones and elbow of the strong hand/arm should be in a straight line. DO NOT lower the shoulder or forearm

SMACK – This is the start of a two handed firing grip. The support hand slides under the pistol, so the second knuckle of the support hand index finger just touches the bottom of the trigger guard.

LOOK- push the pistol straight toward the target with the strong hand while resisting with the support hand and rubbing your elbows in a forward motion against your side until they pull away from your body. Begin to take the slack out of the trigger with the trigger finger.

The head must remain upright, bringing the pistols sights up to the line of sight. Do not tilt the head down, squat or hunch your shoulders. As soon as the front sight interrupts the line of sight from the dominant eye to the target, the focus shifts to the front sight, verifying a

“Flash Sight Picture.” You must smoothly manipulate the trigger to achieve a “Compressed Surprise Break” *AND* focus on front sight both before and after the shot breaks

GUARD- As soon as you deliver your shots, depress the muzzle and “come down and look around,” shift your focus downrange and look left and right, breaking your tunnel vision. Your trigger finger goes straight along the frame of ALL pistols, de-cock or safety ON as appropriate for your pistol. Maintain sight alignment and isometric tension at guard, this is a fighting stance/position.

NOTE: ALL non-firing manipulations of the pistol will begin and end in the GUARD position. That is the last place the pistol should be prior to returning it to the holster. That is your “Insurance” that both you and the pistol are ready for the next encounter. Be sure a round is in the chamber, a full magazine is in the pistol, all other ammunition you have on your person is stored appropriately, and you have assessed the situation and are in complete control of the area within your immediate field of view.

HOLSTER: Holstering the pistol from the “Guard” position involving reversing the steps. The sequence of movement is: Guard, Smack, Rock & Lock, Clear, Grip. Maintain a firing grip on the pistol until it is fully seated in the holster. Secure ALL retention devices, one handed and without looking at the holster. Keep your vision downrange, constantly evaluating the situation. Be ready for the possibility that additional assailants may appear at any time and you may need to POINT IN or go to GUARD again quickly. DO NOT RELAX or “UNPLUG” FROM THE FIGHT thinking you are done simply because you are holstering. It just means that you “had your turn.” It would be a shame if you got another turn and you missed it simply because you weren’t paying attention.

Review of Test Questions

The Six Part Weapon Retention Presentation includes the following steps; Grip, Clear, Rock and Lock, Smack, Look, and Guard.

Pistol Manipulations

Non-Firing Manipulations of the Firearm: ALL non-firing manipulations of the pistol will be done from the GUARD position (on the firing line), or with the pistol secured in the holster.

There are three (3) constants, which generally apply to all non-firing manipulations of any firearm. Two of these are universal; the third only applies to particular firearms (those equipped with a mechanical safety and/or de-cocking lever). The three constants are:

1. Muzzle pointed in a Safe direction (see Rule #2).
2. Finger OFF the trigger (see Rule #3).
3. Safety On and/or hammer De-Cocked

NOTE: SINGLE ACTION AUTO PISTOL SHOOTERS: (Colt, Springfield, Browning) if the shooter is utilizing a single action pistol (which has a mechanical safety), the shooters thumb **MUST** be on top of the safety at all times. The only exception to this rule is when the shooter is actually in the act of re-applying the safety on the way to the Guard Position. Once the safety is back on, the shooters thumb will be placed back on top of the safety and remain there.

Loading and Unloading:

Press Check- Maintain a firing grip with the strong hand. With the fingers of your support hand, grasp the slide, from underneath and behind the muzzle, along the sides. Push the slide far enough out of battery to LOOK into the chamber and FEEL in the chamber through the ejection port with your trigger finger.



Fig. 4.1 Press Check

Double action semi-auto pistols with exposed hammers are more easily press checked if thumb cocked first (using the support hand thumb), as they will usually wind up fully cocked as a result of the press check. The pistol should then be de-cocked using the de-cocking lever.



Fig. 4.1a Press Check



Fig. 4.1b Press Check

After confirming the status of the chamber, the slide is released allowing the recoil spring to push the slide back into battery.

NEVER PRESS CHECK BY PUTTING THE SUPPORT HAND THUMB INTO THE TRIGGER GUARD Only the trigger finger goes in there, and then only when the sights are on the target (see Rule #3)!



Fig. 4.1c Press Check

To complete the press check, the shooter also confirms the status of the magazine in the pistol and any additional ammunition carried. The Press Check should be performed *ANYTIME* the shooter is uncertain of, or wishes to confirm, the status of the pistol.

The Press Check is always done from the GUARD position. After the Press Check is completed, the shooter returns to the GUARD position, running the de-cocking lever or putting the safety ON, if appropriate for that pistol. In all cases, the trigger finger never enters the trigger guard (see Rule #3!).

Loading- (chambering a round) ‘Press check’ the pistol to see if loading is necessary. Insert and seat a full magazine. Run the slide vigorously -”rack and circle back”- to charge the chamber. Press check again to confirm the chamber is charged, then de-cock or apply the thumb safety (as appropriate for your pistol).

‘Tac load’ a full magazine into the pistol; or holster, then remove the magazine from the pistol and add a round to replace the one that charged the chamber, then seat the magazine

back in the pistol. DO NOT OMIT THIS LAST STEP; you want the pistol fully loaded at all times.

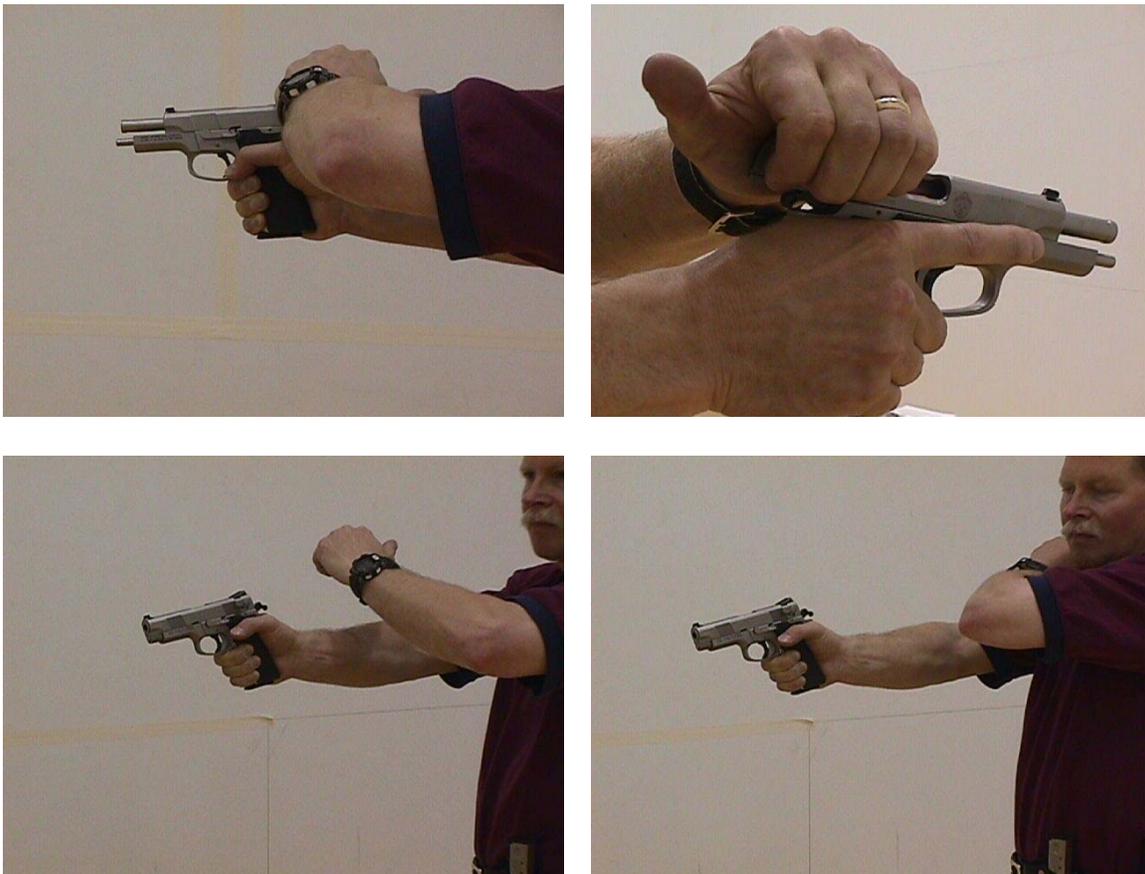


Fig. 4.2 Grasping the slide (The following sequence of photographs depicts proper grasp of the slide and follow-through.)

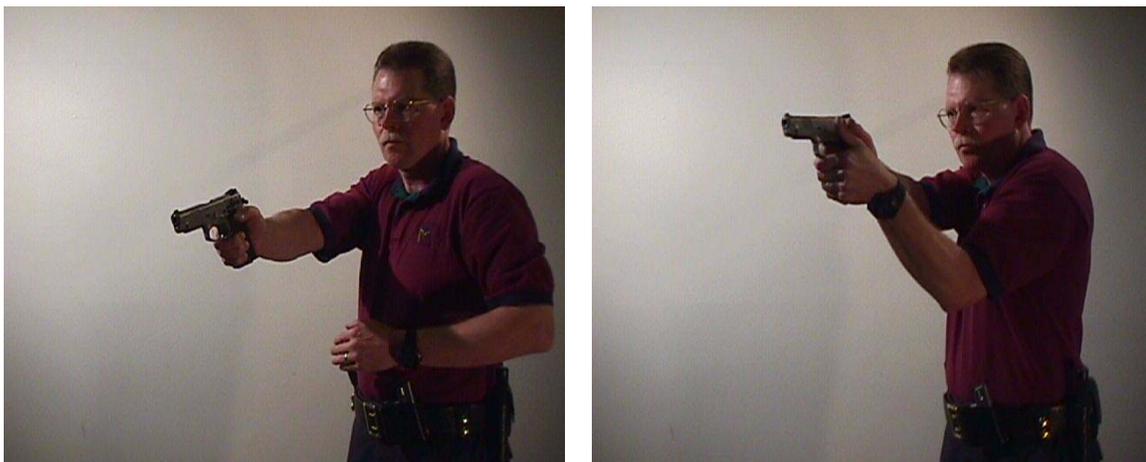


Fig. 4.3 After running the slide, reacquire a two-handed firing grip

Tactical Loading- A “Tac-Load” (Tactical Load) replenishes the ammunition supply in the pistol while saving the partial magazine for possible later use. This reloading is performed during a lull in a fight, preferably from behind cover or at least concealment, with the pistol at the GUARD position. It is imperative to **KEEP YOUR EYES ON THE TARGET AREA** at all times during the magazine exchange.

A fresh magazine is acquired from the magazine pouch. The partially empty magazine is removed using the middle finger and ring finger of the support hand and the full magazine is inserted and seated in the normal manner.



Fig. 4.4 Properly indexed Magazine



Fig. 4.5 “Flat to Flat and Back to Back”



Fig. 4.6 Insert Magazine



Fig. 4.7 Briskly seat the magazine

The partial magazine is saved and placed somewhere the officer can easily retrieve it, **but not in the magazine pouch**, since it is not fully loaded. This will reduce confusion on which magazine is fullest, yet keep possession of all available ammunition for use in the event the officer must reload again, by speed loading or tac-loading, or if a Type 3 malfunction must be cleared.

If the shooter is carrying only one spare magazine, the partially expended magazine should be placed in the magazine pouch.

Reach for a fresh magazine with your support hand as you turn the pistol in your strong hand. Press the magazine release button only after you have touched the fresh magazine and know you have a replacement. The partial magazine is released and allowed to fall free and is not saved for future use. The pistol will not be de-cocked or have the thumb safety engaged prior to this step. The pistol should remain at the level of your collarbone.

Speed loads- The method by which you quickly replenish the ammunition in the pistol. This is necessary when actively shooting and the ammunition status becomes uncertain or empty and you need to reload to continue fighting.

Bring the fresh magazine up to the pistol, and place the flat of the back of the magazine to the flat of the back of the magazine well. The index finger of the support hand **MUST** be aligned with the front of the magazine and **MUST** be touching the top cartridge in the magazine.



Fig. 4.13 Acquire fresh magazine and turn the pistol to release magazine



Fig. 4.14 Release of magazine



Fig. 4.15 Insert magazine Flat to Flat

Briskly seat the magazine using the heel of the support hand, re-acquire the firing grip, the target, and the front sight. **KEEP YOUR EYES ON THE TARGET AREA AT ALL TIMES** during the loading sequence.



Fig. 4.16 Briskly seat the magazine

Unloading- Remove the magazine and place it under the little finger of the shooting hand. (THIS IS THE ONLY SITUATION WHERE IT IS PERMISSIBLE TO PLACE THE MAGAZINE HERE.) Run the slide vigorously and allow the chambered round to fall to the ground. Re-insert and seat the magazine. Press Check the pistol to confirm the status of the chamber (it should be clear, but ... see Rule #1).

CAUTION: DO NOT ATTEMPT TO CATCH THE CHAMBERED ROUND IN YOUR SUPPORT HAND. It is possible for the cartridge to shift during manual extraction and allow the primer to strike the ejector and detonate. If this should occur, severe injury to your support hand will very likely occur. This type of unintentional discharge has occurred in other agencies and forced medical retirement of police officers.

Run-Dry Drills- It is to be considered an error to lock the slide to the rear with an empty chamber and magazine, during a firing exercise. Should this happen, the remedy is similar to a speed load with one exception. The shooter has the additional task of charging the chamber. The shooter will NOT use the slide lock lever for this task, but will manipulate the slide by vigorously running the slide with the support hand.

Slide Manipulation- During its normal cycle of operation when fired, the slide of the auto-pistol cycles very violently. It is expected to do so. Therefore, to ensure reliable operation, the slide must be manipulated as vigorously and violently as you possible when charging or clearing the chamber. The goal is to duplicate normal operation as closely as possible. Hold the pistol in a normal firing grip with the strong hand and grasp the top of the slide with the support hand, thumb toward the rear of the pistol. Make sure you do not cover the ejection port with your hand. Briskly and forcefully run the slide to the rear with the support hand letting the slide slip or “tear away” from your hand as it hits the rear limit of its travel. Allow your support hand to hit your strong shoulder (or nearly so). This will make sure your hand does not help the slide go forward into battery. Emphasize circling your support hand behind and below the pistol (“rack and circle back”) as you re-acquire a proper two-handed firing grip.



Running the slide gently or “riding” or helping the slide forward into battery often causes malfunctions, may pinch your fingers in the ejection port, and increases the likelihood you will move your support hand in front of the muzzle as you re-acquire a two-handed firing grip (see Rule #2).

Review of Test Questions

Non Firing Pistol Manipulations include Press Check, Loading, Unloading, Tactical Loading, Speed Loading, and Slide Manipulation.

REVOLVER RELOADING

If you reload with your revolver while held in your weak hand, then any speed loader pouch or extra rounds should be carried on the strong side so that your strong hand will find them easily.

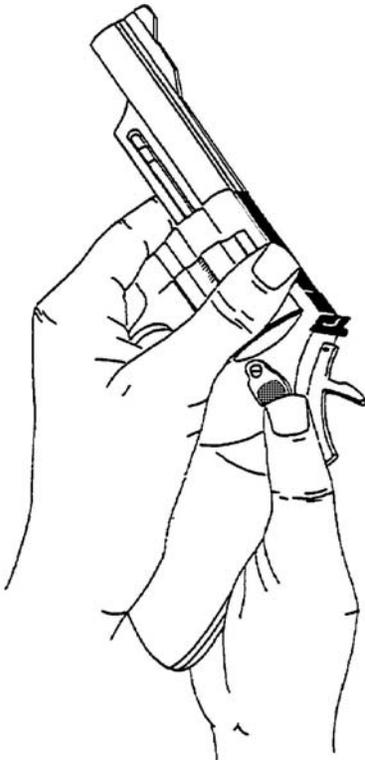
Carry at least one complete reload for your revolver. This reload will not only give you five or six more shots, it will also permit you to clear malfunctions that bind the revolver's action. Often, completely emptying the gun and reloading will make the gun operable again.

While there are many different techniques that will allow you to quickly reload your revolver, we will only present one technique here. Whichever technique you choose, the principles are the same:

- Do it the same way every time.
- Maintain control of the gun so that the muzzle is always pointed in a safe direction.
- Keep your finger off the trigger.
- Keep the gun close to your body to minimize shake.
- Use a method that you can do under stress.

The following technique is simple and effective:

Step 1: Right-handers use the thumb of the right hand to release the cylinder latch.

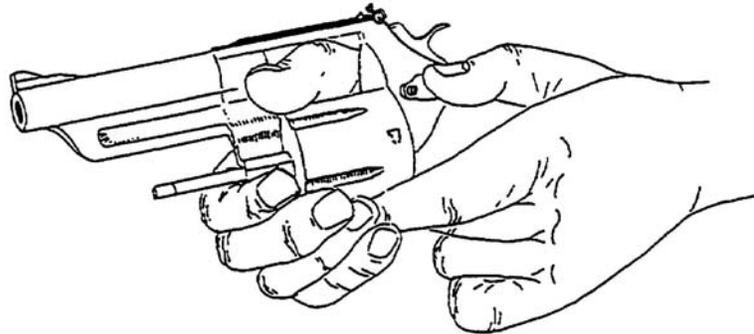


Right handed shooter releasing cylinder latch

Left-handers use the thumb of the left hand to release the cylinder latch.

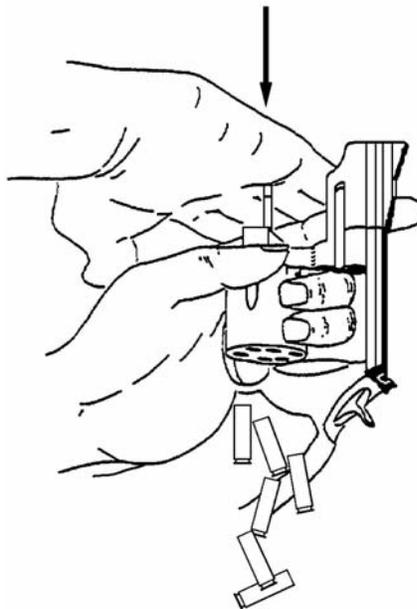
Step 2: Right-handers reach up with the left hand and use the fingers to push the cylinder open, and to grasp the gun through the frame and around the cylinder. The gun is now held in the left hand.

Left-handers reach up with the right hand and use the thumb to push the cylinder open, and to grasp the gun through the frame and around the cylinder. The gun is now held in the right hand.



Left-handed shooter opening cylinder
(Gun held in right hand)

Step 3: Right-handers: Tilt the gun so the muzzle is straight up - vertical - and slap the ejector rod with the palm of the right hand.



Right-handed shooter ejecting cases

Left-handers: Tilt the gun so the muzzle is straight up - vertical. The gun will have the butt or grips pointed away from your body. Now, slap the ejector rod with the palm of the left hand.



Left-handed shooter ejecting cases

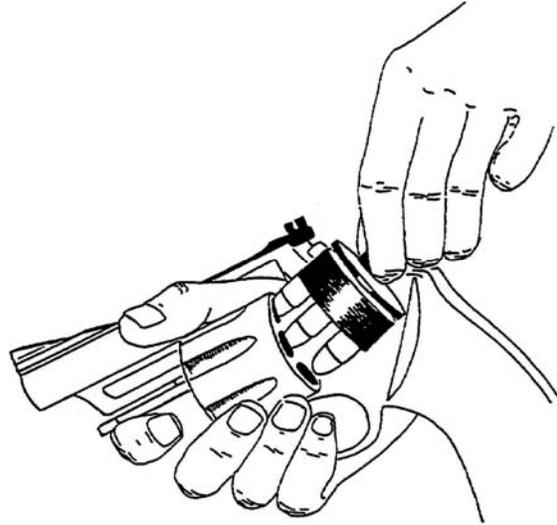
The vertical muzzle and slap of the ejector rod are critical - these steps guarantee that the shells in the gun will all eject.

Step 4: Now, rotate the gun so the muzzle is pointed down and the butt or grip of the gun is held against your body (for stability). The gun stays in your weak hand during this entire process.

Step 5: The strong hand locates the speed loader on your belt, removes it and brings it to the cylinder of the gun, where you allow the bullets to start into the chamber. Release the rounds from the speed loader (the action you take varies with the type of speed loader), and allow the speed loader to drop.



Right hand using speed loader



Left hand using speed loader



Right hand releasing rounds from speed loader

Step 6: Close and latch the cylinder with the weak hand while establishing a grip on the gun with the strong hand.

The gun is now reloaded. With practice this technique, which is safe and positive, can be accomplished easily within five seconds.

There are no written test questions on reloading, but this skill is part of the range qualification.

TRIGGER FINGER PLACEMENT

Several years ago, Dr. Roger Enoka, from the University of Arizona, concluded from studies that there were three circumstances which would cause a person to discharge a firearm if his finger were on the trigger, despite the best efforts of the person not to press the trigger. These events cause a person to flex their muscles as their body moves toward the fetal position, the critical portion being the clinching of the hands.

Postural Instability - If a person loses their balance, slips or falls, the instinctive reaction is for the hands to grasp and close as the person attempts to regain balance.

Overflow Effect - As a person grasps something in one hand and squeezes (with up to 100 pounds of force), the opposite hand will also close and squeeze with as much as 20% of the force of the grasping hand (20 pounds - in burst strength).

Startle Response - If a person is startled by a sudden and unexpected action (noise, movement, etc.), the muscles contract suddenly and briefly. Again, the critical concern is the clinching of the hands.

Review of Test Questions

Dr. Enoka identified Postural Instability, Overflow Effect, and Startle Response as three circumstances which would cause a person to discharge a firearm if his finger were on the trigger,

Malfunction Clearance

A malfunction is an interruption in the cycle of operation of a semi-automatic pistol that can be cleared with an immediate action drill. If tools or the skills of an armorer are needed to clear the interruption, you have a jam.

TYPE I - Fail to Fire: This type of malfunction most commonly occurs because the shooter failed to fully seat the magazine. This results in the slide not stripping a round off the top of the magazine and closing on an empty chamber. This can also occur from defective ammunition, a broken firing pin, or the slide not going fully into battery (because the pistol is dirty and/or the shooter ran the slide gently when charging the chamber).

This malfunction identifies itself by producing a loud “CLICK” instead of a significantly louder “BANG!” If that doesn’t clue the shooter in, the lack of recoil should!

ANYTIME THE PISTOL PRODUCES THESE SYMPTOMS THE SHOOTER SHOULD IMMEDIATELY

TAP - briskly strike the bottom of the magazine with the open palm of the support hand to seat it fully.

RACK & CANT - “rack/cant and circle back”, to clear the chamber and to chamber a fresh round.

ASSESS – mental decision to fire/not fire the pistol, or otherwise finish the fight or drill.



Tap



Rack & Cant



Assess

S&W's with a slide mounted de-cocking lever, P-35 BROWNING's, and BERETTA's:

Due to the drawbar disconnects in these pistols, a de-cocking lever in the down position can be misinterpreted as a misfire. Anytime you press the trigger, and feel "mush" with these pistols, raise your strong hand thumb high on the pistol, toward the slide, as you TAP-RACK-ASSESS. This will ensure that the de-cocking lever is in the up position.

TYPE 2 - FAILURE TO EJECT- This malfunction commonly results from the shooter "limp wristing" the pistol, in other words, not locking the wrist on the strong side and permitting too much muzzle flip (rise) during recoil. That causes the slide to not complete its full rearward travel during recoil. This results in the spent shell extracting but not to ejecting out of the slide. A dirty pistol, damaged extractor or ejector, or magazine with damaged feed lips can also contribute to this malfunction.

A Type 2 malfunction is identified by the spent shell (or occasionally a live round) sticking out of the ejection port, trapped between the barrel hood and the breech face of the slide. This will usually block the front sight from view. Occasionally, the spent shell will be trapped horizontally inside the ejection port ("buried stovepipe") (See Type 3 malfunctions below).



To clear a Type 2 malfunction:

Wipe the Brass- Briskly wipe the brass from the ejection port, without running the slide and circle back with your support hand and establish a two handed firing grip.



Over 90% of Type 2 malfunctions will have a fresh round chambering. If you run the slide in that situation, you can easily induce a Type 3 (double feed) malfunction. If your pistol does not have a fresh round chambering, and wiping the brass causes the slide to close on an empty chamber, a “TAP-RACK-ASSESS” will get the pistol back into serviceable condition and the fight.

Note: SIG SAUER’s ONLY. Wipe brass from the ejection port as you run the slide to chamber a fresh round. SIG’s rarely stovepipe with a fresh round going into the chamber due to the location of the ejector.

TYPE 3 - Double Feed- (“FEEDWAY MALFUNCTION”, “BURIED STOVEPIPE”) This malfunction occurs when the slide tries to strip a live round from the top of the magazine to chamber it and there is a spent shell (or live round) still in the chamber. The new round runs into the back of whatever is still in the chamber and everything comes to a screeching halt. This is commonly caused by chipped or broken extractors, damaged magazines (feed lips not securely holding the rounds in the correct alignment during the firing cycle), and/or dirty pistol. This can also be caused by ‘limp wristing’ the pistol.

The pistol will look fairly normal with just a casual glance with this malfunction. The front sight will normally be visible, but the slide will be back out of battery by as much as the length of a live round. Brass will be visible in the ejection port.

There are four steps that must be accomplished to correctly and successfully clear this malfunction: (1) Identify it, (2) clear everything out of the pistol, (3) reload the pistol, and charge the chamber, and (4) finish the fight. To clear the TYPE 3 malfunction;

LOOK- and **FEEL** to identify the malfunction. Tilt the muzzle upward to **LOOK** into the ejection port and **FEEL** with the trigger finger that the slide is back out of battery. (Normally, if the trigger finger is raised up onto the slide when it is in battery, you should feel the ejection port).



LOCK - the slide to the rear to ease pressure on the top round in the magazine, if it is necessary for your pistol.



STRIP (or Rip) the magazine out of the magazine well.



RACK (rack, rack) - the slide vigorously 2 or 3 times to clear the chamber. Be careful not to cover the ejection port with your hand, this is the escape route for brass. Can't the pistol slightly to the right to assist clearance.



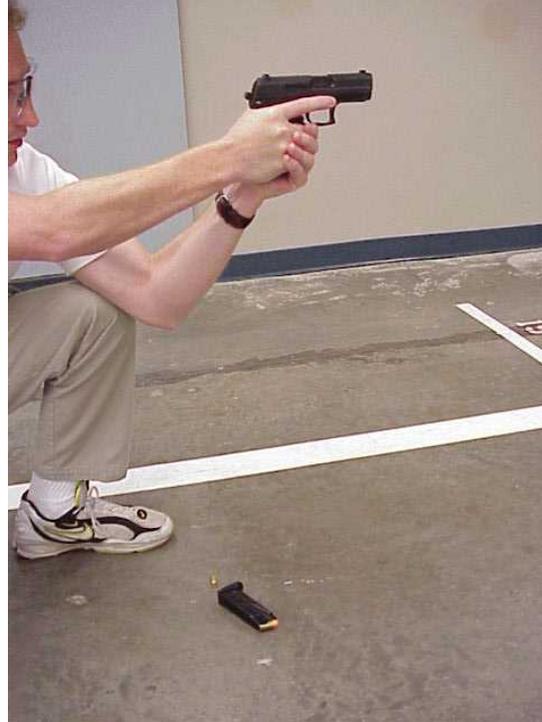
Washington State Criminal Justice Training Commission
Firearm Certification for Private Security/Private Detective/Bail Recovery Agent
2008



INSERT (Tap) - and seat a fresh magazine. Properly holding the magazine will greatly facilitate and speed up this step!

RACK (and Circle Back) – operate the slide vigorously to charge the chamber and circle back to re-acquire a proper two handed firing grip.

ASSESS – mental decision to fire/not fire the pistol, or otherwise finish the fight or drill.



The value of this malfunction clearance drill lies in its ability to clear all three of the above malfunctions. If you are in a situation where the available light will not let you see the pistol, and it will not fire, a complete TYPE 3 malfunction clearance drill will usually clear the malfunction and the pistol can be put back into the fight.

Review of Test Questions

The three types of malfunctions are described as Type 1 Failure to Fire, Type 2 Failure to eject, and Type 3 Double Feed.

AMMUNITION MALFUNCTIONS

SQUIB LOADS: This is the slang term for a cartridge that fired, but had insufficient power to clear the bullet from the barrel. The bullet becomes lodged in the barrel. A subsequent shot may force the “Squib” out with the second round, or it may stack up behind the “Squib”. If this condition goes undetected, the barrel can rupture with subsequent shots. The problem may be recognized by reduced recoil and reduced noise. If this occurs in a gunfight, you may not notice the indicators over other distractions. If you do, shooting the “Squib” out might be your only option if you don’t have a second gun. If this occurs on the range in training and you catch it, **DO NOT** shoot again until the barrel has been cleared (and confirmed by the Range master). “Squibs” frequently will not fully cycle the slide, causing a Type 1, 2, or 3 malfunctions.

FAIL to FIRE: (Failed or Missing Primers) this is uncommon with reputable manufacturers “Factory New” ammunition. Primer failure is one cause of Type 1 malfunctions and is cleared as such. A round of ammunition missing a primer that is loaded in a pistol is an indication of carelessness and an unconscionable act of negligence.

BARREL OBSTRUCTIONS: Aside from “Squibs”, this condition usually results from dropping the firearm or the barrel getting shoved into the ground, dirt, snow, etc. This is more easily accomplished with long guns, but can occur with handguns. If detected, obstructions should be cleared before firing, for the same reasons described above.

INSPECTION IS PREVENTION: Most ammunition related malfunctions can be prevented by not allowing bad ammunition to be loaded into the pistol in the first place.

PISTOL POWER

STOPPING LETHAL ASSAILANTS WITH PISTOL FIRE

Pistols are weapons of marginal power by their very nature. Even the most powerful pistol authorized for duty use has only a small fraction of the power of a long gun. If you are going to a known high threat level situation, you are wise to take a shotgun or carbine. Pistols are carried constantly, as a matter of convenience, in lieu of a more powerful long gun for defense against an unexpected attack.

Natural Body Armors- The human body has three areas, which are stronger, or more heavily “fortified”. These three “Natural Body Armor’s” protect vital systems: the SKULL protects the brain (computer); the CHEST (ribs and sternum) protects the heart, lungs, and great vessels (boiler room - energy source); and the PELVIS protects the reproductive system and is the pivotal area of mobility (movement - transportation).

Minimum Standard Response- The minimum response to a deadly threat is a controlled pair of hits to the upper chest of the assailant. The objective is to disrupt the function of the felon’s heart and lungs, the energy source of the body, and thereby stop his or her aggressive behavior. This minimum standard response may be insufficient to stop some assailants for a variety of reasons (e.g.: ballistic vest, drugs, determinations etc.).

The first two shots to the body should always be as fast as you can go, but as slow as you have to, to guarantee good hits.

Fail to Stop Drill- After hitting a deadly assailant with a pair to the upper chest; you should immediately scan up to the suspect’s head. If the head is still there, you can assume that the body shots are not stopping the threat, so you should deliver a single shot to the suspect’s head IF YOU HAVE A HIGH PROBABILITY OF HITTING IT. This is Plan “B”, or more appropriately referred to as a “Fail-to-Stop” drill. Remember, the head is a difficult target to hit due to its small size and ability to turn rapidly.

The objective here is to disrupt the felon's brain, the body's "computer" with one hit to the eye-nose area of the head. This shot will almost certainly stop the fight immediately IF MADE, but will only waste time and endanger bystanders IF MISSED. Given these concerns, you should not attempt a head shot beyond about five (5) yards in a lethal confrontation unless you are confident in making the shot presented.

The first two shots to the body should always be as fast as you can go, but as slow as you have to, to guarantee good hits. The follow-up head shot should also meet the same speed parameters, but must be more carefully read due to the smaller target area. The head shot should follow the body shots in the cadence: 'front sight, press; front sight, press; front sight, C-A-R-E-F-U-L press.

ABC Drill- If the body shots did not stop the suspect, a single head shot was ineffective/missed or not taken (due to distance or circumstances), and the suspect is still a lethal threat, you should then immediately deliver a controlled pair of hits to the subject's pelvis. The objective in hitting and breaking the pelvis is to rob the subject of the ability to move. This is Plan "C".

Even this might not stop a determined adversary's attack. You must be prepared to continue pressing your counterattack by delivering a steady stream of hits to the subject's three "Natural Body Armors" discussed above (heart-lungs/sternum & ribs, brain/skull- ONLY IF POSSIBLE) until the subject stops the lethal attack.

On the range, this sequence is called the 'ABC Drill'.

Review of Test Questions

Natural Body Armors are described as the Skull, Chest, and Pelvis.

A Minimum Standard Response is described as the minimum response to a deadly threat is a controlled pair of hits to the upper chest of the assailant.

CONCEALED CARRY

Concealed Carry, By Jeffrey A. Slotnick

Many security officers, bail recovery agents, and private detectives have a duty requirement to carry concealed. This section will address the following competencies;

Competencies Included in this presentation

- Handgun Selection for Concealed Carry
- Holster Selection
- Environmental Issues and Clothing
- Accessories
- Requirements to Act
- Methods of Drawing and Firing

Handgun Selection and Concealed Carry

Selection Criteria

1. Your concealed carry firearm should be as large and as powerful as you can shoot accurately and carry with a reasonable degree of comfort and concealment.
2. Your concealed carry firearm should fit your hand perfectly.
3. You should be able to manipulate the controls of your firearm with either hand alone.
4. Your concealed carry firearm should be of sturdy construction and be able to withstand heavy use and rough handling.
5. Your concealed carry firearm should be accurate enough to consistently hit a target the size of a saucer at 10 yards quickly.
6. Select the largest caliber you can shoot well, and a caliber for which ammunition is readily available.
7. A good quality holster must be available for the model of pistol you intend to carry.

WHAT TO CARRY

The general rule is this: you should carry the most powerful gun which you can carry comfortably all day, conceal effectively, and shoot fast and straight. There is obviously a tradeoff here: Powerful handguns tend to be large and heavy, hence difficult to conceal and uncomfortable to carry. Light handguns which fire powerful ammunition have unpleasant recoil and are therefore hard to shoot quickly and accurately. Anyone who has a duty necessity to carry concealed, needs to consider this tradeoff in light of duty requirements and expectations.

When considering what firearm to carry due consideration must be given to the construction of the pistol. Specifically they should be smooth and free of protrusions which can snag on clothing or have sharp areas which can wear through clothing over

time. The object is to reduce the chance of snagging the pistol on clothing during the draw.

The ideal concealed carry gun is compact but with grips large enough to fill the hand, which allows for controlled but rapid follow-up shots. The gun should be powerful enough to count on and totally reliable.

Whatever pistol you choose must be safe against negligent discharges. Many of the smaller and older pocket pistols trade the lack of safety devices for ease of carry and deployment.

OTHER CONSIDERATIONS

Semi Auto Vs Revolver;

The type of pistol you choose is dictated by a number of outside factors.

Duty requirement will determine how you carry your firearm, where you carry your firearm, and types of clothing that you wear.

Another consideration is the threat environment, what is your potential worst case scenario? Will five rounds suffice for a tactical retreat or do you need more?

Body configuration and strength become an issue as well. If you cannot competently operate the action on a semi-automatic pistol to place it in battery then a revolver is probably your best choice.

The bottom line is these are aspects for your consideration ultimately you will have to make a decision on what you choose to carry.

Caliber;

The stopping-power debate is considerable and you should continue your research beyond this course. The general consensus is a bigger bullet is a better bullet. At the same time, a bigger, heavier bullet will create more felt recoil, especially when contained in the light, compact package that will likely be used for concealed carry. If the gun is so powerful you cannot provide quick follow-up shots and hit an eight- or even 12-inch square at 10 yards, then select a caliber which allows you to perform well. In my opinion for duty purposes do not choose a gun less than 9mm/.38 Special in caliber. History tells us people shot with calibers in .380 and smaller continue to fight without even knowing they are shot. While this can happen with larger handgun calibers, it is less likely.

Size and Shape

This is often a factor related to how you are going to carry your firearm; it is easier to conceal a small revolver than a large semi automatic. Another issue which we will discuss later is the method of carry and holstering options, concealing the firearm to deeply, make quick deployment problematic.

Ergonomics

Does the firearm fit the user? Even outside the considerations of concealed carry the concept of one size fits all is hard to apply. Body configuration including build, hand size, and strength, are all factors in firearm selection.

As addressed earlier, the ability to smoothly draw your firearm without snagging or hanging up is critical.

Training

Training for concealed carry brings forth its own training issues that may affect firearms selection for example firing from a seated position in a chair or firing while in or exiting a vehicle.

When considering how you're going to carry a concealed firearm, keep in mind that you won't always be in a standing position when it comes time to draw the gun.

CONCEALED HOLSTER TYPES

Since it is expected the firearm must be drawn quickly and easily, the best concealment location will be somewhere near your shooting hand. Think about where your primary hand is located as you go through your daily routine.

Some additional considerations are speed of accessibility, retention, and safety.

A handgun can be held only so close to the torso, and a semiautomatic pistol will be flatter than a revolver, but a quality holster will assist in hiding the gun. For example, a pancake holster--will pull the gun in tighter than will a pouch holster. This is because inward pressure is applied to the entire body of the holster instead of just the suspension point. The thickness of the holster material will also come into play, as it will add bulk to the package being suspended from the belt.

If a belt holster does not offer the level of concealment desired, then an inside-the-waistband holster can be considered. This style of carry gets the gun underneath the pants and belt, which normally holds the gun out and away from the body when a belt-mounted holster is used.

The inside-the-waistband rig uses the contours of the trousers, wrapping around the body to help conceal the holstered pistol. But this can become a disadvantage because the gun is now held as tightly to the body as possible, which can interfere with obtaining a solid, three-finger wrap around the front strap of the handgun as it is being drawn. This is definitely something to consider.

Cross-draw carry has its advantages and disadvantages

Drawing from a shoulder holster violates the quick and simple body action needed to get a concealed handgun into the fight.

1. Reaching across the body to acquire the gun can actually carry the holstered handgun around to the back, retarding the draw.
2. It is all but impossible to draw the gun to a weapon-retention position against the body without a great deal of arm motion--a motion that can also be trapped against the chest by a determined attacker. While the belt-mounted cross draw can also be subject to such a trap, the arm is lower and does not travel as far around the torso, making the draw faster and easier to accomplish.

That said if your duty position requires you to start from a seated position, things change, particularly if you're strapped in place by safety belts. This is why so many police, military pilots and chauffeur-bodyguards use the shoulder holster.

Holstering Examples;

Shoulder



Hip/Small of Back



Ankle



Belly Bands



Bags/Fanny Packs



Clothing



Regardless of which holster and concealment location you select, it must be comfortable for long periods of time. It must also be accessible from every likely position that you might find yourself in. You will not always be in a standing position; you may be sitting or kneeling, so being able to draw from these positions is essential.

Clothing Considerations

Relaxed fit pants and trouser are ideal for concealing compact handguns. Polo shirts and T-shirts un-tucked are also ideal for hiding firearms at belt level.

For concealed carry, the shirt should be at least one size larger, opaque in color and weave, and straight along the hem at the bottom. V-shaped shirttails can impede the drawing motion. On most males, the fabric will drape down from the shoulder area to provide a convenient hollow behind the hip.

Safari shirts and three other shirts designed to be worn un-tucked are adaptable to gun concealment.

The bowling shirt style isn't seen often anymore, but its straight body gives it a loose fit that's ideal for gun concealment and unimpeded drawing.

Cuban-style guyaberra shirt is a shirt designed for out wear, often with a couple of extra pockets at belly level, and with the buttons stopping just above the navel. The latter feature gives the hem of the garment more flex to clear the holstered gun when you pull it upward.

Hawaiian shirts are great for concealed carry. The straight hang gives good concealment; the opacity of the silk-type material hides dark colored guns and holsters; and the asymmetrical print patterns break up the outline of big pistols.

Coats and Vests

When considering clothing for concealed carry the companies Concealed Carry Clothiers, Coronado, and 5.11 offer jackets and casual vests with built-in gun pockets. A conventional suit coat or sport coat will allow you to hide a bigger gun than you might conceal under a shirt, if you get the right size, cut and material. For example, the "classic men's sack suit" popularized by Brooks Brothers is actually pretty decent for concealed carry. When the front button is left undone, the jacket gives good drape. The straight-leg cut of the pants is as friendly to ankle holsters as police uniform trousers, which are cut to a similar pattern. Additionally, if you shop at suit shops such as J.C. Penney's or The Men's Wearhouse most have tailors that can alter a slightly larger suit to accommodate your concealed firearm.

Inside the waist band holsters conceal better under a jacket. The hem of the coat can come all the way up to belt level and not flash the gun, and the pants break up the bulging outline of the holster.

Belly bands are a reasonable choice to wear it at belt level. You can position the gun either behind your hip, or in a front cross-draw position.

Other options with a tucked-in shirt include the Kramer's concealment T-shirt, which comes with an upright fabric "holster pouch" under each arm. You draw as from a shoulder holster.

Going lower on the body, Thunderwear resembles a soft fabric fanny pack worn under the pants at the front. It holds your handgun in a "groin holster" carry that is accessed through the front of the pants.

In closing consider the following

Pants: Check to make sure your carry belt will fit through the belt loops. If it does, and you carry inside the waistband, pick up your holstered gun and make sure there's enough room inside the waistband for both of you. With the holstered gun in place, bend over and tie your shoes. Do a couple of deep knee bends. Sit down and stand back up again. Still sure there's enough room in that waistband?

Blouses and cover garments: Place the holstered gun on your belt and adjust the garment however you intend to wear it. Stand squarely in front of the mirror. Check to make sure the gun's shadow cannot be seen through the fabric. Does the garment fit loosely enough over the gun area that you'll be able to move naturally? Are there any odd-looking lumps or bumps? Now reach toward the ceiling like you're stretching. Does the garment ride up in a natural manner? Does the gun stay covered? Relax your arms and let them dangle at your sides. Did the garment come back down naturally, without needing to be tugged into position? Do the twist, swinging your arms from side to side. Does the garment need to be fiddled with in order to keep the gun concealed? Or does it move with you naturally? Move around a little -- stretch again, scratch your back and then bend down to touch your toes. As you straighten back up, watch the mirror for any telltale signs.

METHODS OF DRAWING

The "Hackathorn Rip" taught by Ken Hackathorn is a technique which uses the offhand to "rip" the garment upward and exposes the firearm for a fast conventional draw.

Another technique is the thumb sweep and it is suitable for any type of waist or shoulder holster deployment. Basically you start with the thumb of the firing hand pointed at the waist center of body and sweep towards the holster. The thumb clears away the garments as the hand grasps the pistol and deploys.

Fanny packs, ankle holsters, and bags have their own styles of deployment based on the position in which they are carried and the tactical situation as it relates to relative body position and location.

Review of Test Questions

Several types of holsters suitable for concealed carry are Shoulder, Hip, Small of Back, Ankle, Belly Bands, and Bags.

Two methods of drawing from a concealed carry position are the Hackathorn Rip and the Thumb Sweep.

LOADING AND UNLOADING

Here are the steps of a safe procedure for loading any revolver:

- Point the gun in a safe direction,
- Keep your finger off the trigger,
- Release the cylinder latch and open the cylinder,
- Load the cartridges into the cylinder,
- Close the cylinder and latch it,
- Note that the hammer should be down during this process and should not be cocked before, during or after the loading,
- Holster the gun.

Unload the revolver by doing the following:

- Point the gun in a safe direction,
- Keep your finger off the trigger,
- Release the cylinder latch and open the cylinder,
- Empty the cartridges into your hand - use the ejector rod to assist if they stick,
- Visually verify that the cylinder is empty - leave the cylinder open for inspection or maintenance, or close it if the weapon will be stored.

Here are the steps for a safe procedure for loading a semiautomatic pistol:

- Point the gun in a safe direction,
- Keep your finger off the trigger,
- Insert a full magazine into the magazine well, seating it sharply,
- With the weak hand, pull back the slide fully and then let it go forward on its own,
- With a single action pistol, engage the safety,
- With a double-action pistol, use the appropriate lever to decock the hammer, and then verify that the safety is in the position in which you wish it to be,
- With a Glock pistol no further action is required since there is no manual safety or hammer de-cocking lever,
- You may now holster the pistol or fire.

Unload the semi-auto pistol by doing the following:

- Point the gun in a safe direction. Keep your finger off the trigger,
- Keep the gun in your strong hand,
- Push the magazine release to eject the magazine, and remove the magazine with your weak hand,
- Use your weak hand to pull the slide to the rear while the thumb of your strong hand pushes up on the slide stop—this will lock the slide in an open position,

- Look and feel through the ejection port to verify that the chamber is empty,
- Leave the slide locked open for inspection,
- Pull the slide to the rear and then allow it go forward, use the appropriate lever to de-cock the hammer,
- Holster or case the pistol.

Load the pump shotgun as follows:

- Point the gun in a safe direction,
- Keep your finger off the trigger,
- Keep the gun in your strong hand,
- Check the chamber to verify that it is empty, and then close the action,
- Pull the trigger to lower the hammer,
- Place the safety on safe,
- Use your weak hand to load cartridges into the magazine tube,
- Place the shotgun into the rack or case.

Unload the pump shotgun as follows:

- Point the gun in a safe direction,
- Keep your finger off the trigger,
- Keep the gun in your strong hand,
- Use the action bar lock release, if necessary, to open the action,
- Draw the forend back to partially open the action - open the action just far enough for a chambered round to eject, or to verify that there is no round in the chamber,
- Turn the gun upside down, and push the shell carrier toward the chamber,
- Draw the forend fully back - this will eject the next round in the magazine,
- Push the shell latches inside the receiver to release the remaining rounds, one at a time,
- Touch and feel both chamber and magazine to verify that the gun is empty.

Typically, the semi-auto rifle such as a Colt AR-15 or Ruger mini-14 may be loaded as follows:

- Point the gun in a safe direction,
- Keep your finger off the trigger,
- Keep the gun in your strong hand,
- Open the action to verify that the chamber is empty - look and feel,
- Close the action,
- Place the safety in your position of choice,
- Insert a fully loaded magazine.

The semi-auto rifle may be unloaded as follows:

- Point the gun in a safe direction,
- Keep your finger off the trigger,
- The safety should be on safe,
- Keep the gun in your strong hand,
- Remove the magazine,
- Open the action to eject any chambered round,
- Lock the action open,
- Look and feel to verify that the chamber is empty.

There are no written test questions on safe loading and unloading, but this skill must be demonstrated as part of your range test.

Credits

This manual has been created and written by Philip Shave, Firearms Coordinator for the Washington State Criminal Justice Training Commission.

The illustrations are by Mr. Ted Williams.

The four safety rules are derived from material taught by Mr. Jeff Cooper at his school in Gunsite, Arizona. These rules and much additional information can be found in The Modern Technique of the Pistol by Morrison, 1991. Gunsite Press, Box 401, Paulden, AZ 86334.

Senior Counsel General John Wasberg provided legal review and advice.

The safety procedures for gun cleaning are based on an article, “The Safe Dry Fire Ritual,” by Deputy Bill Burris, Published by the Washington State Criminal Justice Training Commission in its Firearms Instructor Manual.

The “Ayoob” flashlight shooting technique was developed by Massad Ayoob, and is described in detail in his book Stressfire, available from the Police Bookshelf, Box 122, Concord NH 03301.

2003 Update by the Washington State Criminal Justice Training Commission and Washington State Security Council, Inc.

2008 Update by the Washington State Criminal Justice Training Commission, Jeffrey A. Slotnick, Setracon Inc., and the Washington State Security Council, Inc.

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FIREARMS CERTIFICATION TESTS

The updated firearms certification tests and qualification forms for each type of firearm can be found at the WA State Criminal Justice Training Commission website on the Private Security and Bail Recovery Agent pages. The website is www.cjtc.state.wa.us.