

DAVIS POLICE DEPARTMENT

Firearms Training Unit

Course Outline & Lesson Plan

TOPIC: New Officer Pistol Qualification

TIME FRAME: 12 hours Total 7 hours of training

LEVEL OF INSTRUCTION: Basic Police or Reserve Officers

BEHAVIORAL OBJECTIVES:

Condition: Given classroom discussion and firearms range training;

Behavior: The student will be able to demonstrate proper handling of their service weapon

The student will pass the selected department pistol qualification courses

The student should know the key elements of department policies related to firearms, 3.05a, 3.06a, 3.07a

MATERIALS NEEDED:

- "Q" paper targets
- First aid kit & trauma shooting kit
- 1 Wooden target stand per student
- Full size B-21 targets (paper silhouette)
- Bulls eye targets (paper)
- 10 practice "dummy" rounds for the student's weapon caliber
- Metal head plate or reaction targets
- Staples with Stapler
- 1000 rounds of handgun ammunition per student

REFERENCES:

1. Davis Police Department Firearms Instructor Manuel
2. Davis Police Department Policy 3.06
3. Davis Police Department Policy 3.05
4. Davis Police Department Policy 3.07
5. California POST Basic Course Workbook Series, *Firearms/Chemical Agents, learning domain 35*, published 1999

PREPARATION:

- Determine how many student will attend
- Reserve pistol range for shoot date
- Acquire needed equipment

TIME SCHEDULE:

	Time Duration	Topic
0600-0800	2 hrs	Classroom
0900-1200	3 hrs	Range Drills
1200-1300	1 hrs	Lunch
1300-1530	2.5 hrs	Range Drills
1530-1630	1 hrs	Pistol Qualification
1630-1730	1 hrs	Clean Up

DAVIS POLICE DEPARTMENT

Firearms Training Unit

Course Outline & Lesson Plan

Classroom Portion

1. Weapons Check
 - a) Have Students clear all weapons and magazines of ammunition and leave ammunition outside of classroom *Use Clearing barrel at station*
 - b) All weapons and magazines will be checked by two people (at least 1 instructor) to ensure clearance

2. Introductions
 - a) Instructor Self Introduction
 - b) Student Self Introduction
 - c) Course Overview, Expectations and schedule

3. Student Weapon Inspection
 - a) Check for Compliance with department policy for approved weapons *DPD Policy 3.06-A*
 - b) Check for any obvious broken, loose or deformed parts
 - c) Inspect for dirt or carbon build up – Explain reasons for keeping weapons clean *Can Cause Malfunctions*

4. Student Weapon Nomenclature
 - a) Instruct on basic parts of the pistol or revolver used
 - Semiautomatics** – Hammer, Trigger, Trigger Guard, Barrel, Muzzle, Slide, Slide Lock, Safety/Decocking Lever, Sights, Ejection Port, Grip, Frame, Magazine Well, Magazine Release
 - Magazines** – Body, Follower, Spring, Feed Lips, Floor Plate
 - Revolvers** – Frame, Cylinder & Chambers, Cylinder Release, Extractor/Ejector Rod, Barrel, Muzzle, Sights, Trigger, Trigger Guard, Hammer, Grip, Back Strap
 - b) Have student identify the basic parts pertaining to their own duty weapons (should be able to point out parts)
Have empty weapons for demonstration
Have empty magazine for demonstration

5. Weapon Familiarity
 - a) Student will demonstrate how to properly disassemble their own weapons ***Repeat as necessary to show proficiency*
 - b) Student will demonstrate how to properly assemble their own weapons into a working condition

DAVIS POLICE DEPARTMENT

Firearms Training Unit

Course Outline & Lesson Plan

6. Shooting Stances

a) Isosceles

The shooter is facing the target, shoulders are squared and both arms are forward and straight, the shoulders and arms form an isosceles triangle

Each stance should be demonstrated by instructor and then practiced by student

b) Weaver

The shooter stands in a position of interview at a 45° angle to the target with the support hand forward, wedged towards the target. The shooting arm elbow is slightly bent.

c) Modified Weaver

The shooter stands in the same Weaver position, but the primary arm is now locked at the elbow.

d) Combat Stance

7. Shooting Positions

a) Standing

Advantages – Better visibility, Greater mobility, Allows the officer to pivot and engage multiple targets

Disadvantages – Greater Officer exposure

b) Kneeling

Advantages – Close Range, Easy to assume, less exposure than standing, able to pivot and engage multiple targets, can utilize low cover

Disadvantages – Less Mobility, Limited visibility

c) Prone

Advantages – Provides minimal exposure of officer, can utilize low cover

Disadvantages – Limited mobility, Limited visibility

Instructor should demonstrate each shooting position and then have student practice

8. Loading and Unloading Weapons

a) Administrative Load – Empty weapon, load magazine and cycle slide

Use empty magazines or load the magazines with practice “dummy” rounds so the weapons will cycle

b) Admin Unload – Remove magazine and lock back slide, ejecting the chambered round

**Unloading at the station is done over a clearing barrel

c) Combat Load – with round still chambered, remove partially filled magazine and exchange with full magazine

**Magazines should be exchanged at the same time

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Firearms Training Unit

Course Outline & Lesson Plan

9. Malfunctions for Semiautomatic Pistols

a) Stove Pipe

Description – Spent Cartridge fails to completely eject and protrudes from the ejection port.

Possible Causes – Improper lubrication, Improperly functioning extractor or ejector, Defective cartridge, Improper grip, Defective Weapon

b) Failure to Fire

Description – Trigger is pulled, hammer falls, but no projectile is discharged from the pistol.

Possible Causes – Improperly seated magazine, Defective cartridge, No round in chamber, Empty magazine, Defective weapon (broken firing pin)

c) Failure to Feed

Description – Cartridge does not feed into the chamber

Possible Causes – Magazine not fully seated into the magazine well, Use of an oversized cartridge (wrong ammo), Dirty chamber, Defective Weapon

d) Double Feed

Description – Two cartridges attempt to feed into the chamber at the same time.

Possible Causes – Damaged extractor, Damaged magazine, Unextracted cartridge case, Dirty chamber, Defective Weapon

10. Malfunctions for Revolvers

a) Failure to Fire

Description – Trigger is pulled, hammer falls, but no projectile is discharged from the revolver

Possible Causes – No round in the chamber, Defective cartridge, Defective weapon

b) Slow Cylinder

Description – Cylinder does not properly rotate

Possible Causes – Dirty weapon, Improperly seated primer in the cartridge, broken spring, loose ejector rod, loose retaining screw, defective weapon

c) Stopped Cylinder

Description – Cylinder fails to move at all

Possible Causes – Cylinder not completely closed, Defective weapon

Each malfunction should be demonstrated to show the student what to look for

The student should practice clearing the malfunctions setup using the “dummy” rounds

Can be briefly discussed unless the student will be using a revolver for duty use

DAVIS POLICE DEPARTMENT

Firearms Training Unit

Course Outline & Lesson Plan

11. Shooting Principles

- a) Grip – Manner in which the handgun is held. Should be firm but no too tight, which could cause shaking
- b) Stance – Physical positioning of the shooter’s body
- c) Breath Control – Smooth normal manner
- d) Sight Alignment – top of front sight even with rear sight and placed on desired point of impact
- e) Trigger Control – smooth continuous pressure straight to the rear with no stops or jerking
- f) Follow-through – the continuation of all shooting principles after the shot has been fired and preparing for the next shot

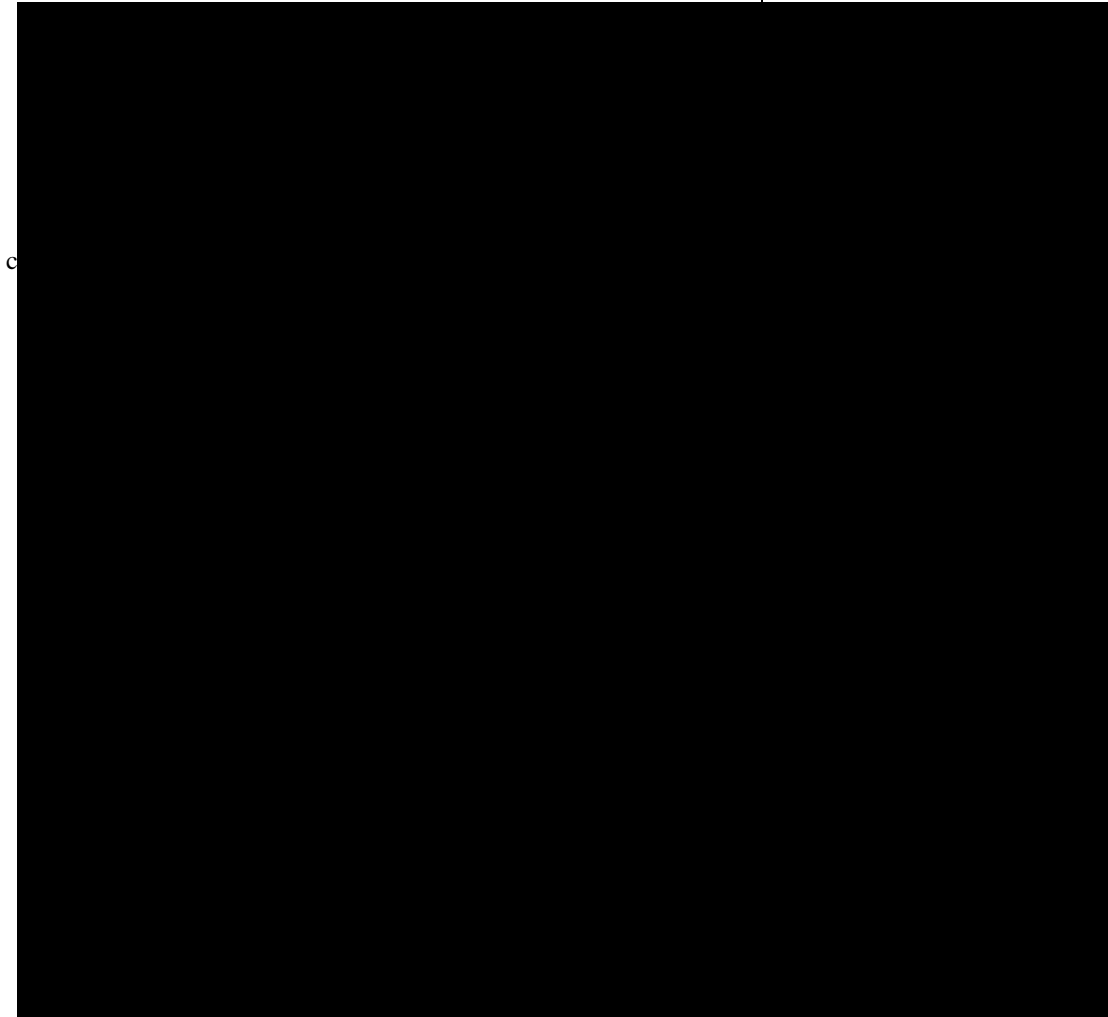
Draw out what the sight picture should be when looking through the sights

Go over the “sear reset” and practice with the use of the “dummy” rounds

12. Threat Assessment

- a) Department Use of Force Policy
- b) Target / Threat Recognition

DPD Policy 3.05-A



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| End of Classroom Portion

Range Portion

Warm Up Drills

Strong Hand 15 Yards 10 Rounds Bulls Eye Target

Support Hand 15 yards 10 Rounds Bulls Eye Target

** Instructor should be evaluating shooting style

Strong Hand 7 Yards 2 Rounds from holstered position B-21 Target

** Repeat Drill at least 5 times

** Shooter should show proficiency with drawing the weapon from the holster

Malfunctions

Each of the malfunction drills should be done a minimum of 3 times, or more repetitions as needed to show competency

The shooter will stand on the 15 yard line facing the targets. Metal targets may be used. The instructor will stand behind the shooter and setup each of the following malfunctions. The instructor will then place the weapon in the shooter's hand and give the threat command. The shooter must assess the malfunction and clear it, firing 2 rounds at the target.

Stove Pipe Failure to Fire (out of battery) Double Feed Failure to Feed (empty chamber)

Distance Shooting

Strong Hand 25 Yards 5 Rounds B-21 Silhouette Target

** Instructor evaluates target

Support Hand 25 Yards 5 Rounds B-21 Silhouette Target

** Instructor evaluates target

Repeated as necessary with instructor critique. Standing, Kneeling & prone positions can be used

Combat Reloading

** Shooter should have at least 3 magazines filled to capacity

First Stage – Non Firing – The shooter will demonstrate several combat reloads without firing the weapon.

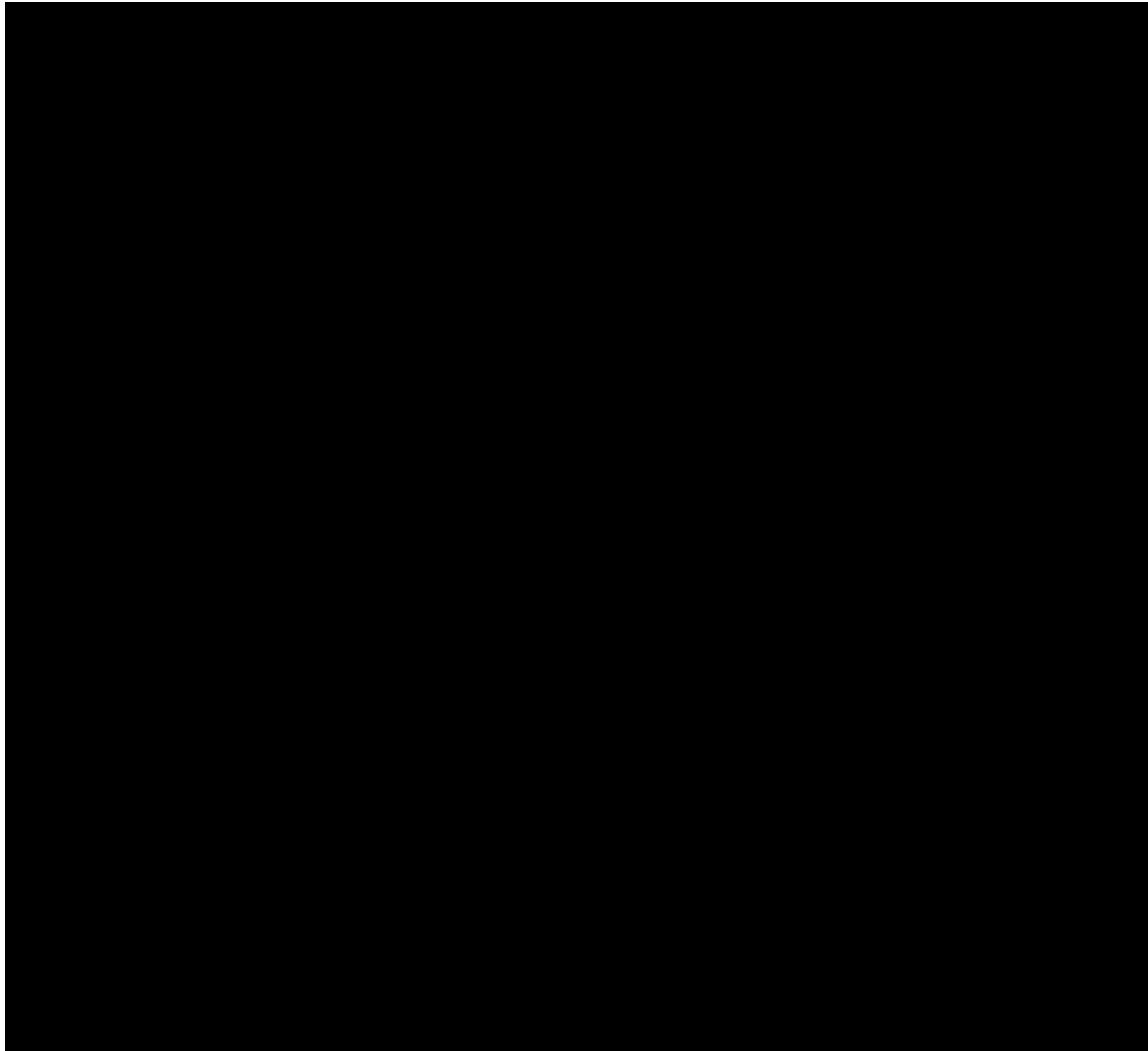
One magazine will be in the weapon and the shooter will hold onto a second magazine. On the command of “SWITCH” the shooter will perform a combat reload between the 2 magazines. The instructor will determine the proficiency of the shooter and continue to give the SWITCH command at their discretion.

Second Stage – Live Fire – The shooter will continue to slow fire at the target upon the threat command.

On every SWITCH command the shooter will perform a combat reload and continue to fire at the target. The instructor will continue to give the SWITCH command until the shooter is out of ammunition.

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Course Outline & Lesson Plan



End of Drill Portion

PISTOL QUALIFICATION

Davis PD approved course #HG-10

The student must complete two consecutive qualification courses