

DAVIS POLICE DEPARTMENT

Firearms Training Unit

Course Outline & Lesson Plan

TOPIC: New Officer Shotgun Qualification

TIME FRAME: 6 hours

LEVEL OF INSTRUCTION: Basic Patrol or Reserve Officers

BEHAVIORAL OBJECTIVES:

Condition: Given classroom discussion and firearms range training;

Behavior: The student will be able to demonstrate proper handling of the departments issued shotguns

The student will pass the selected department shotgun qualification courses

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

MATERIALS NEEDED:

- Full size B-27 targets (paper silhouette)
- Bullseye targets (paper)
- 10 dummy practice rounds for shotgun
- 4 metal head plate or reaction targets
- Staples with Stapler
- 200 rounds of handgun ammunition per student
- 100 rounds of birdshot per student
- 100 rounds of 00 buckshot per student
- 50 rounds of 1oz slug rounds per student
- wooden target stands (1 per student)
- First Aid Kit & trauma shooting kit

REFERENCES:

1. Davis Police Department Firearms Instructor Manuel
2. Morrigan Consulting, *Shotgun Instructor Course Manual*, Revised February 1999
3. California POST Basic Course Workbook Series, *Firearms/Chemical Agents, Learning Domain 35*, Published 1999
4. FBI, *Uniformed Crime Report – Officers Killed in the Line of Duty*, 2001 statistics

PREPARATION:

- Determine how many student will attend
- Reserve shooting range for shoot date
- Collect needed materials

TIME SCHEDULE:

Start Time	Topic	Duration
0600 hrs	Safety Check	15 min
0615 hrs	Introductions	15 min
0630 hrs	Classroom	1.5 hrs
0800 hrs	Drive to Range	30 min
0830 hrs	Range Set up	30 min
0900 hrs	Range Drills	2.5 hr
1130 hrs	Shotgun Qualification	30 min
1200 hrs	Clean Up	1 hr

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Course Outline

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

2. Department Shotgun Review
 - a) Remington Model 870
Current Davis Police Department shotgun configuration with the Vang Comp modifications
 - b) Basic Shotgun Nomenclature;
Loading Port – Magazine Tube – Ejection Port – Grip – Receiver/Frame – Stock – Butt Plate – Safety – Sights – Action Release Button – Fore End – Muzzle – Barrel – Trigger – Trigger Guard
 - c) Shotgun Accessories
Slings – Tactical or Standard
Fore End mounted Surefire Tactical Light
1 round extension tube
Side Saddle ammunition carrier

3. Shotgun Ammunition for Police Use
 - a) Buckshot
Current use of the 9 pellet 00 buck shot where each pellet is approximately .33 caliber. Effective for multiple impacts.
 - b) Rifled Slugs
Current use of the 1oz slugs. Effective for long range shots.
 - c) Less Lethal Rounds
Would include bean bag rounds and rubber pellets with the purpose of stunning an aggressive person.
 - d) Chemical Agents
Would include ferret rounds, fog dispersal or use of a grenade launcher attachment for long range deployment.
 - e) Breaching Rounds
Special devices used to force entry through locked doors and containers.

Use Shotgun to Demonstrate the different parts

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4. Patrol Functions of the Shotgun

a) Urban Setting

The Shotgun affords additional firepower to supplement the standard sidearm. Can be used for High Risk incidents and engaging multiple threats.

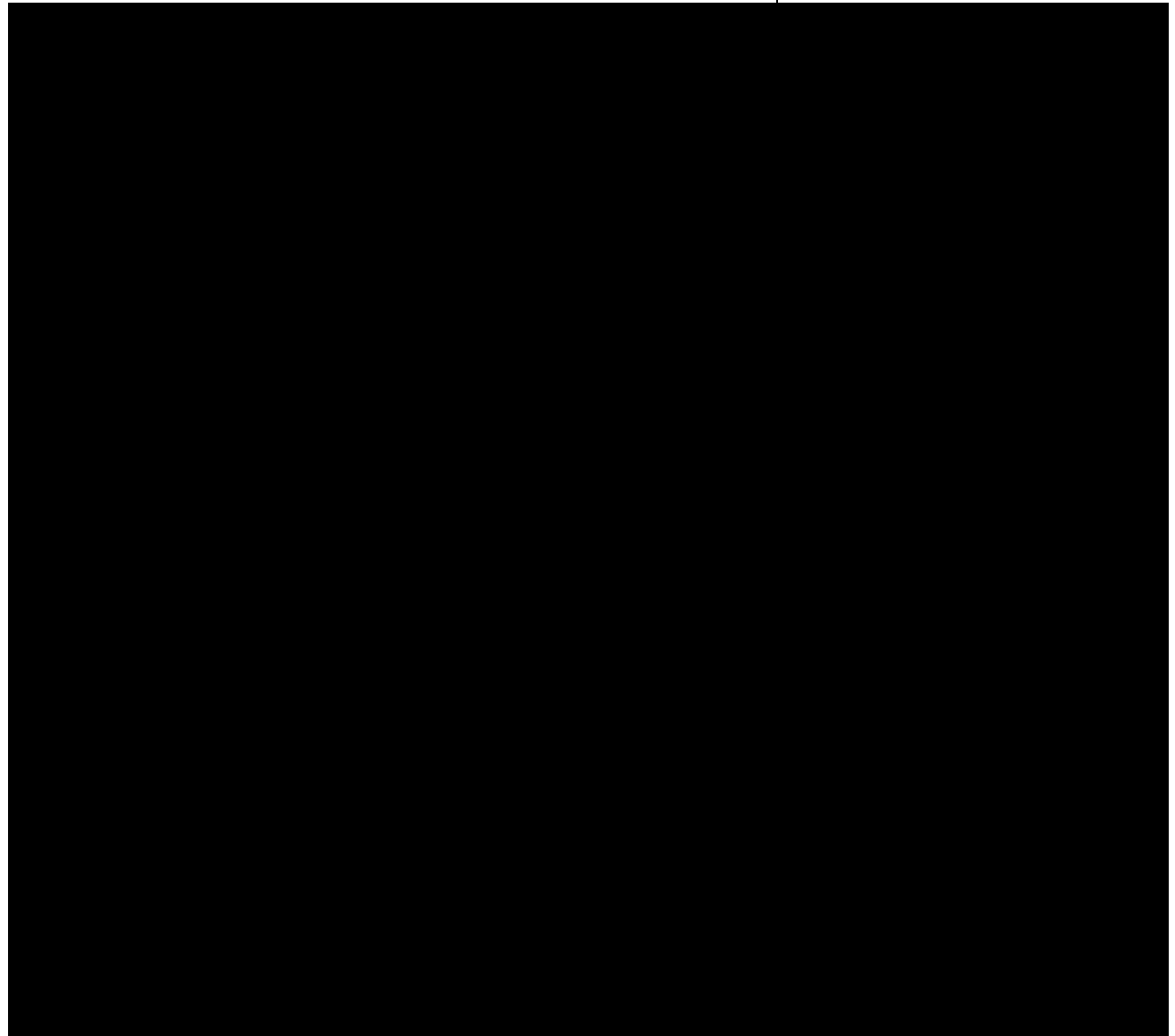
b) Entry Weapon

Very effective entry weapon providing devastating close range impacts and the short range decreases the chance of stray pellets impacting a non-involved person.

c) Riot Control

Effective tool when various less lethal or chemical agents are allowed to be deployed. Allows for faster follow-up shots if needed.

5. Practical Effective Range of the Shotgun



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7. Shotgun Limitations & Advantages

a) Limitations

Movement in tight places – shot spread at longer distance – possible collateral damage

b) Advantages

Variety of ammunition – firing multiple projectiles at one time – psychological impacts to suspects

8. Loading & Unloading the Shotgun

a) Administrative Loading an Empty Shotgun

Close the weapon with an empty chamber. Then load 4 buckshot into the magazine tube. The side saddle carrier should have 4 additional buckshot and 2 slug rounds.

b) Administrative Unloading a Shotgun

Place the safety “ON”. Depress the Action Release button and allow the Fore End to be brought backwards. The chamber should be empty, if not, then slowly bring the Fore End back until the chambered round is brought out of the weapon. The loading ramp is then pressed upwards and the rounds can be removed from the magazine tube by squeezing the catch release inside the receiver.

Be careful not to let the shells slam into the loading ramp when being removed to protect the primers.

c) Tactical Loading a Shotgun (Select Loading)

This method can be used when the shotgun is completely empty or the action is open with the chamber empty. The shooter places a selected round into the ejection port and closes the actions loading the round into the chamber.

d) Quick Change Loading

This method is used when the shotgun is already loaded with a round in the chamber ready to fire. The selected round is placed into the magazine tube and the weapon is cycled, ejecting the current round in the chamber and loading the newly selected round.

****Note**** The original round in the chamber is lost but it allows for a faster selection between rounds.

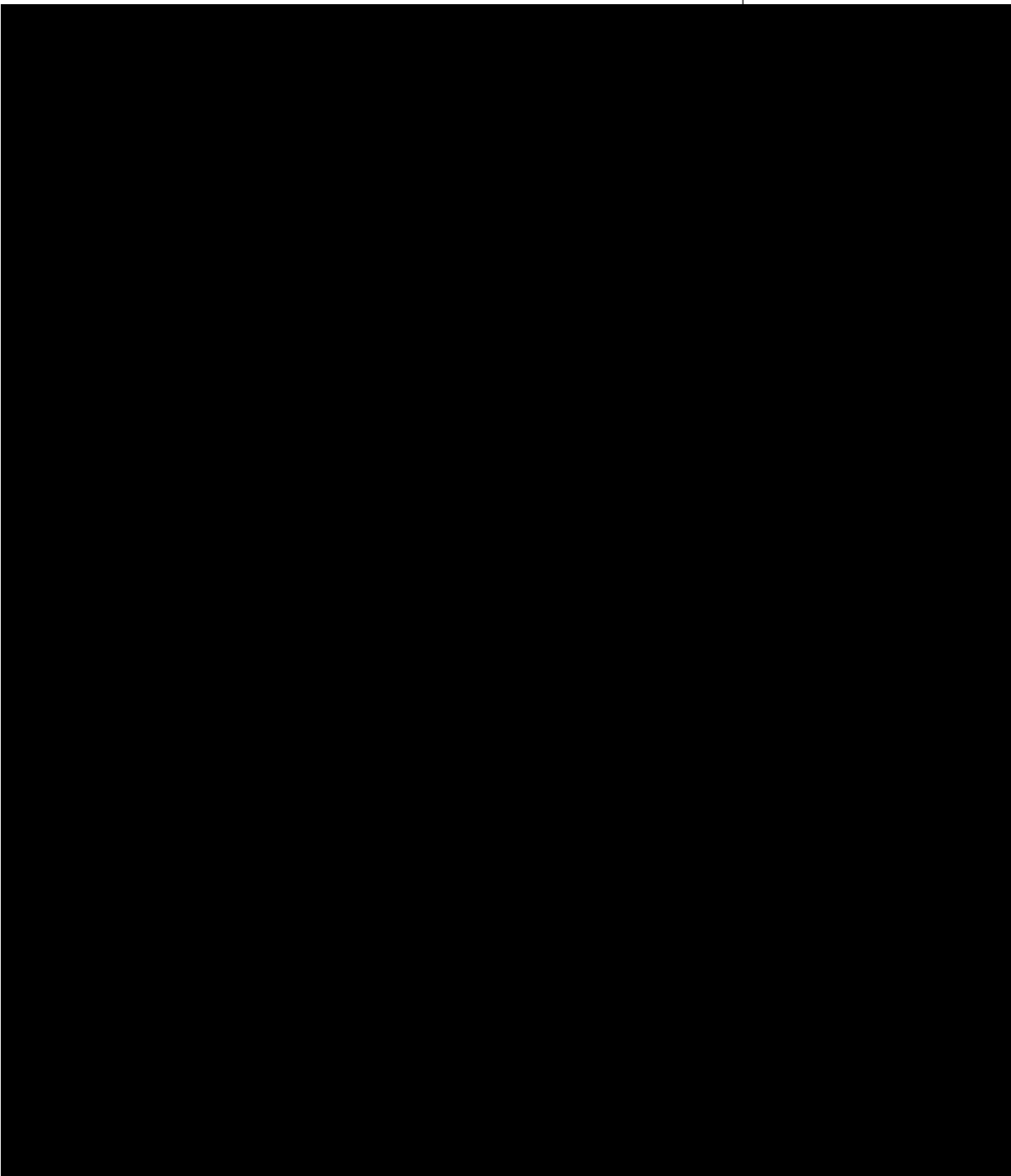
e) Shoot 1, Load 1 (Load what you Shoot)

This is a reloading concept where the shooter replaces any shot rounds as soon as possible. This allows the shotgun with limited ammo storage to remain at or near full capacity.

Rounds are replaced as soon as a break in the action occurs or time permits. The officer should always remain in the low ready position and scanning the area for other threats.

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10. Shotgun Malfunctions

a) Failure to Fire

Occurs when the trigger is pulled and the weapon does not fire. It can be caused by having no round in the chamber, defective primer, broken firing pin or the bolt not being locked into place.

Remedy: Cycle the weapon and attempt to fire again

b) Failure to Feed

Occurs when the round fails to fully chamber after the action has been cycled. It can be caused by a dirty chamber, use of oversized shell casing or the action being out of battery.

Remedy: Transition to sidearm

c) Double Feed

Occurs after the round in the chamber fails to eject and the next round as the weapon is cycled is prevented from being loaded into the chamber.

Remedy: Transition to sidearm

d) Failure to Eject

Occurs when the round seated in the chamber is not extracted when the weapon is cycled. It can be caused by failing to fully rack the action during cycling or by bent action bars.

Remedy: Transition to sidearm

11. Shooting Positions

a) Standing

b) Kneeling

c) Prone

Demonstrate Each Position

END OF CLASSROOM PORTION

Students should be instructed to meet at the designated shooting range with all of their duty gear and protective vests.

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Range Drill Portion

Drawing & Carrying with Slings



Weapon Patterning

Buckshot:

The student will fire one 00 buckshot round at a paper target at 20 yards
The student will fire one 00 buckshot round at the paper target from 5 yards

The instructor will discuss the spread patterns observed and explain the use of this information in the field when determining when to deploy a shotgun.

Rifled Slugs:

The student will tactical load and fire one rifled slug at a paper target from the 25 yard line

The student will tactical load and fire one rifled slug round from the 40 yard line

The instructor will discuss the advantages of using the rifled slug round instead of the buckshot at longer distances.

Loading and Reloading

The student will practice the “shoot 1, load 1” concept. With an empty weapon the student will load 2 birdshot into the magazine tube. On the threat command the student will fire 1 round at the target and cycle the weapon, ready to fire again. After firing 1 round and cycling the weapon the student will go to the low ready position, begin scanning the area and load 1 birdshot into the magazine tube. **This is repeated 10 times**

The student will demonstrate how to administrative load the shotgun and side saddle for duty use.

Rifled Slug Practice

From the 30 yard line the student will fire 1 slug round on threat command. The weapon will be loaded with bird shot (birdshot in chamber). The student will select a slug round, load it into the magazine tube and cycle the weapon loading the slug into the chamber and then firing at the target.

This is a “Quick Change” drill and **is repeated 3 times**

Between each of the buckshot rounds the student should approach the target to examine the spread pattern

Between each of the slug rounds the student should approach the target to examine the impact points

Should aim at different points on the target for each distance

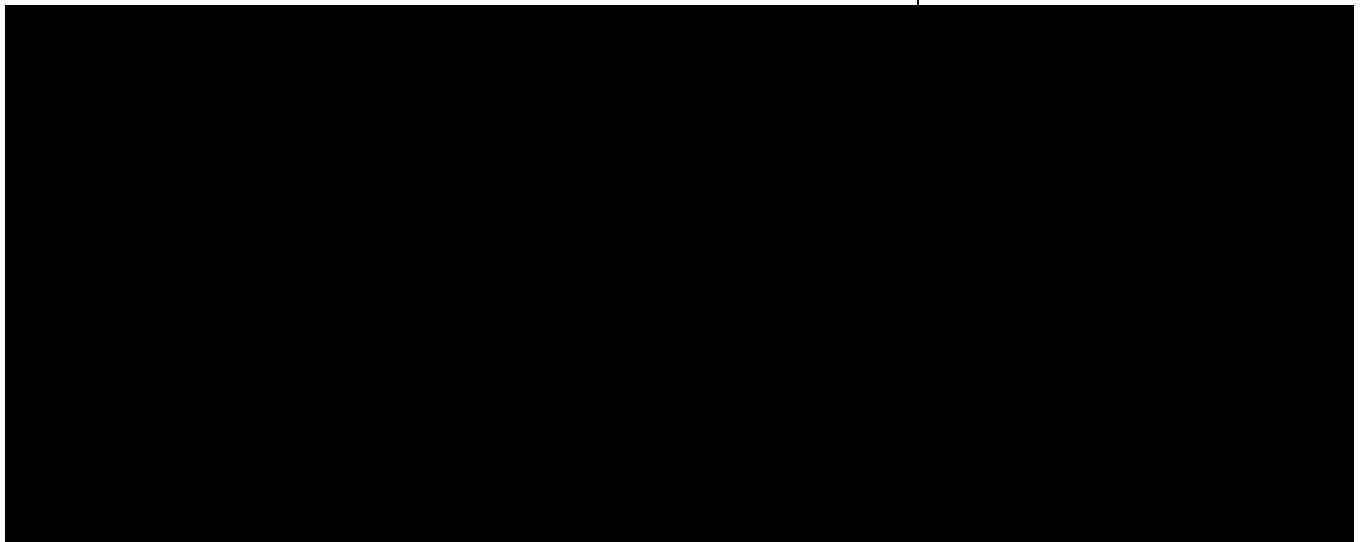
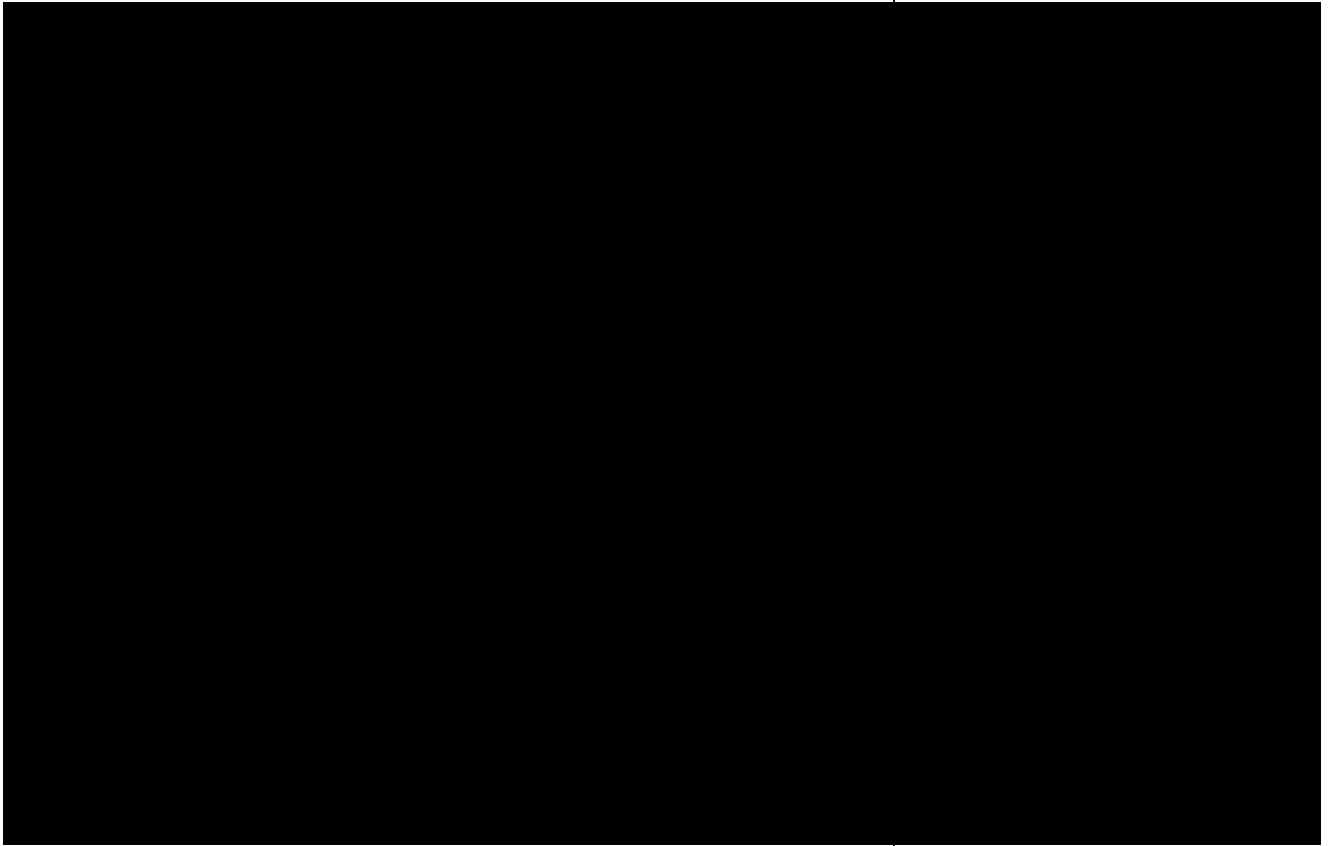
Birdshot is used for drill

Metal targets may be used with the birdshot.

***NO** metal targets will be used with slug rounds, paper targets only*

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END OF RANGE DRILL PORTION

Qualification Course #SG-3

Officer must receive two consecutive qualifying ratings on the course.