

## **FIREARMS/TACTICAL RIFLE**

### **EXPANDED COURSE OUTLINE**

#### **Statement of Purpose:**

This course was written to meet the requirements of POST Regulation 1081 and PC 33220(b). This course provides Fontana Police Department Personnel with the knowledge and skills to effectively and accurately deploy a tactical rifle in the field.

#### I. Introduction / Orientation

##### A. Introduction, Registration and Orientation

1. Introduction of instructors
2. Registration of attendees
3. Orientation of facilities and equipment

##### B. Course Objectives / Overview, Exercises, Evaluation / Testing

1. Instruct sworn personnel in the proficiency of tactical rifles in use, care, maintenance and safety.
2. Firearm care, basic shooting skills, shooting positions, manipulations and range exercises.
3. Qualification course, Written test and manipulation worksheet

##### C. Weapons Safety Orientation, Review of Range and Shooting Safety Rules

1. Treat all guns as if they are loaded
2. Never point the muzzle at anything you are not willing to destroy
3. After weapons have been grounded, and the line has been called safe by an instructor do not touch the weapon until all students are back from their targets, and the instructor has given the okay.
4. Keep your finger off the trigger until your sights are on the target
5. Always be sure of your target and beyond
6. Discuss cease fire
7. Eye and ear protection and hat requirement
8. No ammunition in cleaning area
9. Notifying an instructor if leaving the firing line or reporting of any injuries
10. If a problem arises on the line, raise your non-gun-hand to summon an instructor. Report all injuries to a firearms instructor no matter how small.

11. Before handing or receiving a weapon the action should be open, safely on and the magazine removed.

II. Use of Force

A. Review Use of Force policy

1. Statement on other agencies to be familiar with their Use of Force policies and procedures
2. Deadly Force options
3. Duty to Intercede
4. Use of Force
5. Factors Used to Determine the Reasonableness of Force
6. Pain Compliance Techniques
7. Deadly Force Applications
8. Reporting the Use of Force
9. Medical Considerations
10. Body Worn Camera Requirement and Activation

B. Law Update / Department Policy and other agencies policies and procedures

1. Penal Code section 33220(b)
  - a. Training Requirement
1. Tennessee vs. Garner
2. Graham vs. Conner
3. Patrol Rifles policy
  - a. Inform students from all agencies they should be familiar with their respective departments rifle policies related to the use
  - b. Departmentally Approved Rifles
  - c. Ammunition, Optics, Sights and Lights
  - d. Rifle Maintenance
  - e. Training
4. Firearms Policy and other agencies policies and procedures
  - a. Address policies and inform students from all agencies they should be familiar with their respective departments firearms policies related to use
  - b. Authorized Weapons, Authorized Second Weapons
  - c. Duty Weapons
  - d. Authorized Off-Duty Firearm
  - e. Firearms Qualification

III. Nomenclature, Specifications and Capabilities

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36 hours

A. Nomenclature

1. Flash hider/Compensator
2. Barrel
3. Front Sight Base/Post
4. Front/Rear Sling Mount
5. Carry Handle
6. Ejection port Cover
7. Brass Deflector
8. Magazine Well
9. Magazine Catch Button
10. Trigger
11. Trigger Guard
12. Bolt Catch
13. Selector/Safety
14. Take Down Pin Front/Rear
15. Rear Sight
16. Forward Assist
17. Charging Handle
18. Upper/Lower Receiver
19. Pistol Grip
20. Butt Stock

B. Capabilities

1. Maximum Range
2. Maximum Effective Range
3. Penetration of Soft Body Armor
4. Semi-Automatic

IV. Safe Weapon Handling

- A. Range Safety Rules – cover safety rules handout with students
- B. Safety circle concept – allows an officer to move safely on the street and range with a loaded weapon. Safety circle concept begins with an imaginary circle on the ground at the shooters feet.
  1. Visualize standing on a trashcan lid or tire
  2. Inside the circle is a safe place for the muzzle to point
  3. Allows the shooter to scan 360 degrees
- C. Safe weapon handling and carry positions
  1. Start with a safe weapon; action open, changer, receiver and magazine well empty.
- D. Should ready position (low ready)

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1. From this position, shooter can load, unload, check loaded status and scan for threats.
2. Common position used prior to and after shooting the weapon
3. Toe of stock remains in the shoulder pocket
4. Two hands remain on the rifle
5. Stock weld is broken and head is up, scanning for threats
6. Muzzle is depressed below the shooter's line of sight.
  - o Muzzle must not point at anything the shooter is not willing to shoot.

E. Rifle slinging and un-slinging - demonstration

F. Slinging Weapon – Single Point, 2-Point, or 3-Point Sling

1. Muzzle of weapon is pointed down in safe direction with weapon selector on "SAFE"
2. Shooting hand maintains control of the weapon (master grip)
3. Support arm is inserted through sling loop
4. Sling loop is secured around the neck and support arm, so weapon hangs across chest to support side of body when not in use or during sidearm transition.

V. Firearm Care, Disassembly/Assembly, and Maintenance

- A. Refer to the manufacturer's care and operation manual.

VI. Basic Shooting Skills / Marksmanship Fundamentals

A. Grip / Stock Position

1. Support hand is centered on the fore-end and used to support the rifle
2. Support hand should not be used to pull down or rearward on the rifle as this will cause a change in point of aim/point of impact and recoil
3. Make a "v" with the thumb and fingers and rest the fore-end in that "v" shape
4. Support arm elbow position to provide bone support to lessen fatigue
5. Support hand pressure may cause a failure to feed
6. Shooting hand position should allow trigger finger placed flat on the trigger – straight pull rearward
7. Strong side elbow may be parallel to assist the shooter in finding the proper shoulder placement. Elbows should be tucked down tightly to allow a smaller profile for close quarters.

B. Stock position/stock weld

1. The toe of the stock is placed in the shoulder pocket.
  - a. Roll shooting shoulder forward and place the index finger of the support hand on the strong side shoulder. Move finger toward neck to collar bone, the shoulder pocket is just below

- b. The toe of the butt is placed there to prevent slipping of the stock and place the rifle close to the neck to allow proper head positioning for the sights.
  2. Stock weld is the position of the cheek on the stock
    - a. When the stock is placed properly the head should rest naturally on the stock
  3. The position of the cheek on the stock establishes eye relief
    - a. Eye relief is the distance between your eye and the rear sight and should be consistent to ensure the tightest groups.
    - b. The cheek is pressed firmly against the stock so that the weld is maintained throughout recoil and recovery.
- C. Stance/Position
  1. Solid, stable platform from which to fire fast, accurate shots at multiple, moving threats.
  2. Body square to the threat
    - a. Maintain good body armor coverage
    - b. Allows for better movement
    - c. Keeps the gun in the shoulder pocket
  3. Aggressive and balanced
    - a. Shooter should be balanced front to rear and side to side
    - b. Knees should be slightly bent to allow better movement
    - c. Weight should be over the balls of the feet to allow greater control and reduced muzzle rise and faster follow up shots

D. Sight Alignment/Picture

1. The relationship between the front and rear sights
2. Front sight should be centered in the rear sight and there is an equal amount of space/light around the front sight.
3. Look through the rear sight, not at it. Like looking through a window.
4. Determine Dominate eye:
  - a. Form a 'V' with the thumb and fingers of each hand and overlap them to form a small hole. Focus on an object through the opening with the arms extended. With both hands open, bring the hands to the face: the opening in the hands will naturally be brought to the dominate eye.
  - b. Point the trigger finger at an object with both eyes open. Alternately close and open each eye. One eye makes the finger jump from the object and one keeps it on the object. The one that keeps it on the object is the dominate eye.
5. Dominate eyes can change for various reasons and should be confirmed regularly
6. Cross dominance with a rifle is more difficult than a handgun.
  - a. Some shooters can shoot using strong hand and support side eye and if they can let them

- b. A new shooter should be taught to shoot from the strong side and non-dominant eye
7. Shooters should attempt to shoot with both eyes open – reduces tunnel vision and increases peripheral vision
8. Sight picture is the placement of aligned sights on the target – focus should be on the front sight with the rear sight and target blurred.
9. Point of aim should be the center of the target presented – allows for the biggest target and most room for error
10. Flash sight picture can be used for immediate threats at close ranges
11. The shooter snaps the rifle to a fire position/stock weld
12. The front sight is placed on the target as the trigger is pressed
13. This is superior to point shooting or stance directed fire and can be used from various positions.
14. Allows a shooter to be confident the rifle was on target at the time of fire

E. Trigger Control

1. Emphasize that this is the single most important element.
2. Shooter must apply gradual pressure on the trigger for a surprise trigger break so as to not disturb sight alignment when the shot is made.

F. Breathing

1. Breath must be held at the moment the shot is made.
2. Breathing while firing will cause vertical stringing of shots.
3. Holding breath too long will cause vision to blur and muscles to tremble, so the shot must be made before this happens.

G. Follow Through

1. Maintain all the elements throughout the shot
2. Manipulations and Malfunctions – Loading (Tactical/Speed)

VII. Shooting Positions

- A. Standing – elbows tucked, knees slightly bent, weight on the balls of your feet, body squared up to the target. Expedient position, easy to move from, allow movement in all directions.
- B. Kneeling – high knee, low kneeling and two knees down. Makes a lower profile target.
- C. Sitting – Stable position, leg placement, elbows, support hand placement, butt toe in pocket and head placement.
- D. Prone – the most accurate position (less arc-of-movement)
- E. Barricade – could be done from standing kneeling or prone but shooting by only exposing the minimum part of your body.

VIII. Manipulations and Malfunctions

A. Reloading Considerations

1. Be responsible for your ammunition
2. A weapon that is ready to fire gives you options
3. Tactical reloads are preferred and should be done when the opportunity is available
4. Counting rounds in a gun fight is unrealistic
5. Be tactical, use cover or concealment, a break in action...reload!

B. Tactical Reloading

1. Draw a new (loaded) magazine
2. Place support hand in a position to catch the expended magazine
3. Eject the expended magazine
4. Secure the expended magazine
5. Can be placed in pocket, etc.
6. Remember that under stress you will reach to the place you usually store your magazine
7. Regain shooting position

C. Speed Reloading

1. Support hand draws a new magazine
2. Support hand releases the depleted magazine
3. If the magazine does not drop the support hand pulls it from the magazine well
4. The new magazine is then inserted into the magazine well with a push/pull
5. Slap the bolt catch with the support hand or press it with the support hand thumb
6. Regain the shooting position

D. Weapon Malfunction

1. Primary concern and officer safety
2. In close quarters, or areas of no cover, transition to stay in fight or get cover
3. When time, distance permits or when cover is available, get rifle back in the fight
4. Do not transition when you are out of handgun range
5. Communicate with fellow officers when your gun malfunctions

E. Immediate Action and Feed way Clearance

1. Assess chamber – If this does not solve the problem, find cover, transition, communicate and begin more extensive clearing procedures
2. Tap Magazine

3. Rack charging handle
4. Access for threats

**F. Unusual Malfunctions**

1. Hard Case Extraction – when the case expands too much and becomes stuck in the chamber and the action will not open.
  - i. Find a stationary object and place the charging handle against it to force the action to open
  - ii. Another option is to pull on the charging handle while slamming the butt on the ground (mortaring)
  - iii. A last resort is placing the butt on the ground and using your boot to “kick start: on the charging handle
  - iv. Safety is key during any of these techniques, take all necessary safety precautions
2. Bolt Override Malfunctions – when a case has flipped up above the bolt during cycling and has now become pinned between the end of the charging handle and the gas key
  - i. Easily recognized, because the bolt carrier group cannot be manipulated to the rear and the bolt cannot be put into full battery
  - ii. Attempt to put the weapon on safe and remove the magazine
  - iii. Placement of weapon against body, barrel in a safe direction
  - iv. Use an improvised tool (empty casing, rifle cartridge, multi-tool, et.) through the ejection port to independently move the bolt carrier group.
  - v. Shake the weapon vigorously until the case falls out the magazine well
  - vi. Proceed with standard
3. After Clearing the Malfunction or Reloading

**IX. Rifle Zeroing – Instructor Outline**

1. Zeroing – process of adjusting the sights so the shooters point of aim coincides with the bullets point of impact
2. Trajectory – a bullets path and gravity affects the projectile
3. Mechanical Zero – middle of the sight adjustment and setting process
4. Zero Setting – sight setting achieves point if aim/point of impact at a given distance. Setting the number of clicks the sight has to move from mechanical zero
5. Minute of Angle – A term for surveying and navigation. 1 inch equals 100 yards,  $\frac{1}{2}$  inch at 50 yards etc...
6. Point of Aim – sight picture and sight alignment on target

7. Point of Impact – location where the projectile impacts on the target
8. Iron Sights – Zero and Sight Adjustments
  - a. Front elevation
    - i. Square sight posts with four detents
    - ii. Start at mechanical zero with sight post level with sight assembly
    - iii. Each movement of the front sight between detent lock clicks corresponds to an approximate movement in the point of impact at 50 yards
    - iv. Insert a front sight adjustment tool into the front sight detent notches and turn as follows:
      - To move the point of impact up, turn the front sight clockwise
      - To move the point of impact down, turn the front sight counterclockwise
  - b. Rear Windage
    - i. Setting mechanical zero with large aperture down and using the engraved reference lines
    - ii. Each click of the rear windage knob corresponds to an approximate change in the point of impact at 50 yards
  - c. Rear elevation
    - i. To move the point of impact right, turn the windage adjustment knob clockwise
    - ii. This position allows the shooter to quickly check the sight setting
    - iii. This position will be used as the mechanical zero
9. Aimpoint – Zero and Sight Adjustments
  - a. Elevation
    - i. Demonstrate each click on the adjustment knob corresponds to a  $\frac{1}{4}$ " movement in the point of impact at 50 yards.
    - ii. Demonstrate insertion of the adjustment tool (coin, screwdriver, empty cartridge)
      - To move the point of impact up, turn the elevation adjustment screw counterclockwise
      - To move the point of impact down, turn the elevation adjustment screw clockwise
  - b. Windage
    - i. Remove the adjustment cap
    - ii. Each click of the adjustment knob corresponds to a  $\frac{1}{4}$ " movement in the point of impact at 50 yards.
    - iii. Insert an adjustment tool
      - To move the point of impact right, turn the elevation adjustment screw counterclockwise

- To move the point of impact left, turn the elevation adjustment screw clockwise
- c. Fire a group of five shots
  - i. Using a stable shooting position
  - ii. Obtain a natural point of aim
  - iii. Utilize natural respiratory pause
- d. Inspect target and record required sight adjustment using the provided chart
  - i. Adjust from the center of the group
- e. Fire another group of at least five shots and inspect and record
  - ii. Make the necessary adjustments (if any)
  - iii. Repeat until point of aim matches point of impact
- f. Fire additional groups to confirm the zero adjustments are accurate

X. Low Light Operations – Upon completion of this course of instruction the shooter will understand and be proficient with low light flashlight techniques and weapon manipulations. These skills will be tested during the low light portion of the class.

A. Identification of Target, Threat and Background

1. Positive ID is critical
2. A threat that requires use of deadly force is the same under any lighting condition.
3. Ensure a clear background
4. Make sure of these three things to safe guard against friendly fire

B. Reduces Light Shooting with Ambient Light

1. Ambient light will usually be enough to make an ID, determine threat and check the background
2. Daytime training builds skills and confidence for low light operations
3. Do not fire a round on a target you are not sure of, the practice of firing a first shot and using a muzzle flash to align sights is a bad practice
4. You are responsible for every round you fire and you must make sure every round hit's the target.

C. Use of Flashlights: Flashlights are used to ID a threat and illuminate your path, but must be used tactically to prevent you or another officer from becoming a target.

1. Always have a flashlight during daytime or nighttime operations
2. You never know when a search will lead you to a dark area
3. During a fight do not stop to pick-up dropped equipment
4. Flashlight need a two-way button (on or momentary)
5. Always carry a back-up flashlight

6. When using for other than target ID cover the lenses to reduce light
7. Use the flashlight in your support hand (train that way)
8. Darkness can be concealment, don't bring un-wanted attention to yourself or your partner (backlighting)
  - a. Shooting with a Flashlight:
    - i. Flashlight along the hand guard (side)
    - ii. Flashlight along the hand guard (bottom)
    - iii. Harries: flashlight in support hand with hand guard resting on support forearm
  - b. Clearing Malfunctions with a Flashlight
    - i. Turn light off and place under the strong side arm
    - ii. Turn light off and place under belt
    - iii. Turn off light and kneel down, placing flashlight behind knee
  - c. Using Flashlights with Cover
    - i. Do not illuminate from behind cover, this gives away your position and reduces night vision
    - ii. Set up light and establish grip prior to moving from cover
  - d. Considerations for Using a Light
    - iii. When you're in alighted area, use the light to scan dark areas, you are already illuminated and this does not give away your position
  - e. Dry practice non-flashlight manipulations including loading and unloading
  - f. Dry practice flashlight manipulation including loading and unloading



XI. Tactical Use of Cover and Concealment – Upon completion of this course of instruction the shooter will be able to identify and explain the differences between cover and concealment. The shooter will effectively utilize cover and fire from various positions. These skills will be tested during the qualification course and fire and the final exam.

- A. Cover vs Concealment
- B. Tactical Use of Cover





D. Movement Exercises

1. Movement Principles
2. Common Movement Errors
3. Forward and Backward Movement
4. Lateral Movement

XIV. Qualification Course





XV. Written Test – manipulation, nomenclature, policy and procedures

XVI. Manipulation Worksheet – Two students at a time to demonstrate proficiency with an instructor, on the range how to:

Field strip – demonstrate the proper disassembly of the rifle, including the bolt carrier group.

Reassemble – Explain the nomenclature and function of the following parts: Bolt carrier assembly, bolt assembly, bolt cam pin, extractor pin, extractor and extractor spring, buffer and action spring, firing pin and firing pin retainer.

Demonstrate the following: Loading and un-loading, Tactical reload, Speed reload, Standing firing position, Down and scan, Immediate action, feedway clearance, Weapon transition, Slinging and unslinging, Prone position, kneeling position, sitting position, squatting position, safety circle pivots and turns, Flashlight techniques (side, under and Harries) and Use of cover (left and right).