

1. REGISTRATION

- a. Students will complete Firearms Instruction/Qualification forms including weapon information and transition information if applicable.
- b. Students will read and acknowledge range safety rules.
- c. Weapon inspection – Students will line up on the firing line, clear weapons and present weapons for inspection with actions open. Range masters will inspect weapons for signs of obvious wear, cleanliness, and function.
- d. Instructors will brief students on Safety procedures.

2. REVIEW POLICY

- a. Review of Tactical Rifle section of Firearms policy.
- b. Discussion of safety practices including proper use of safety and muzzle control while training.

3. Quick Reaction Cold Bore Shot. (See Attached)

4. WEAPON WARM-UP (Qual Target)

- a. Students will start at 100-yard line with one magazine loaded with thirty (30) rounds.
- b. Students will be instructed to load, check chamber with one magazine and take up a prone firing position.
- c. On the threat command, the student will fire one (1) round center mass, then place the weapon on SAFE. When safe, check targets for accuracy.
- d. This opening drill represents a cold bore shot an officer may have to make when utilizing the Patrol Rifle.

5. READY-UP DRILL (Forward, Right and Left Turn)

- a. Student to load three ten round magazines. Come to low ready position.
- b. On each threat command, fire one round, center mass.
- c. Come back to low ready.
- d. Repeat. Continue to practice until you can comfortably engage targets accurately at a reasonable pace.
- e. Emphasis on developing the building blocks for effective short-range rapid engagement shooting techniques and can be done alone at any range allowing rapid (accurate fire) at 25 yards.

6. MALFUNCTION / TRANSITION DRILL

- a. Student will start with three magazines loaded with three (3) rounds each.
- b. Student to fire **two (2) rounds** on each threat command.
- c. When weapon fails to fire, student to transition to handgun and fire two (2) rounds.
- d. Emphasis on safely employing handgun when rifle malfunctions.
- e. Repeat as necessary.

7. REVIEW KNEELING, SITTING AND BASIC PRONE POSITIONS

- a. Kneeling
 - i. Load three magazines with 20 rounds each and move to 25-yard range.
 - ii. On each threat command, the student will drop to either a high or low kneeling position and fire 2 rounds, center mass. Then stand up.
 - iii. Repeat 5 times.
- b. Sitting
 - i. Move to 50-yard range.
 - ii. On the threat command, student will drop to a sitting position and slow fire 5 rounds, center mass. Repeat and reload.
- c. Basic Prone
 - i. Student will take a basic prone position at 50-yard range.
 - ii. On the threat command, student will slow fire 10 rounds, headshot. Repeat.
- d. Basic Prone (Long Range)
 - i. Student will take a basic prone position at 100-yard range.
 - ii. On the threat command, student will slow fire 10 rounds, center mass. Repeat

8. DOUBLE TAP DRILL

- a. Student to load two ten round magazines. Come to low ready position.
- b. On each threat command, fire two rounds, center mass. Reacquire target for each shot.
- c. Come back to low ready.
- d. Repeat. Continue to practice until you can comfortably engage targets accurately at a reasonable pace.
- e. Emphasis on accurately engaging a target with two quick rounds.

9. FAILURE DRILLS

- a. Student will start at 10-yard line with two magazines fully loaded.
- b. On each threat command, student will fire a Hammer to the chest and Double Tap to the head.
- c. Emphasis on fast and accurate fire of multiple rounds at the target when the target fails to stop attacking.
- d. Students will repeat the drill until both magazines used. Students will reload as needed.

10. Move and Shoot Drills (Full Body Target)

- a. Students will load two magazines with 20 rounds each.
- b. Student will advance towards target and fire two rounds, targeting center mass, when a threat command is given.
- c. Students will advance to a predetermined distance and stop. They will then fire from a retreating position. Reload as necessary.
- d. Emphasis on accurately firing on the move and reloading while walking.

11. "El Diablo" Drill

- a. Equipment:
 - 1 Rifle.
 - Three magazines each with six rounds.
 - 1 shot timer.
 - A silhouette target.
- b. Distance: 25 Yards.
- c. Goal: To increase performance under pressure, with a focus on speed, accuracy, position transitioning, and emergency reloads.
- d. The Drill:
 1. Begin by facing the target in the low-ready position with one magazine in the rifle.
 2. On the threat command, student will fire six rounds standing.
 3. Student will perform an emergency reload during the transition to a kneeling position.
 4. Student will then fire six rounds kneeling.
 5. Student will perform an emergency reload during the transition to a prone position.
 6. Student will then fire six rounds prone.

Evaluation:

If you performed the drill satisfactorily, you will have 18 holes within the "Kill Zone". An acceptable time to complete the firing rotation is 18 seconds

12. MEU M4 Qualification (Test Run) See Attached

13. "Bill Drill"

One target at 7 Yards. Six rounds in each magazine.

On the threat command, fire six rounds in 3 seconds. This drill is all about sear reset. Sear reset is pressing the trigger directly to the rear. Nothing else matters.

FIREARMS TRAINING

Patrol Rifle

PATROL RIFLE UPDATE
Lesson Plan

14. RIFLE QUALIFICATION

60 Rounds One Full Body Qualification Target

<u>Distance</u>	<u>Position</u>	<u>Rounds</u>	<u>Time Limit</u>
50 yds.	Prone	5 *Head Reload w/30	30 seconds**

COUNT UP HEADSHOTS!

50 yds.	Prone	10	45 seconds
50 yds.	Standing	5	30 seconds
50 yds.	Supported Kneeling	5	30 seconds
50 yds.	Sitting	5	30 seconds
25 yds.	Standing (Low Ready)	5- Reload w/25	5 seconds / shot**
25 yds.	Standing Drop to Kneeling	5	5 seconds / shot
25 yds.	Standing and Kneeling (5 rounds each position)	10	30 seconds
15 yds.	Standing (3 strings of 2 rounds)	6	5 seconds / string
7 yds.	Standing	4	3 seconds / shot

* Head Shots required.

** Time Limit includes a lock-back and reload.

Shooters are required to clear all stoppages.

All weapons will be cleared via a three-step weapons check upon completion of course.

Magazine Count= 5 rounds Hornady TAP
30 rounds of .223 Rem Bulk
25 rounds of .223 Rem Bulk

15. PISTOL QUALIFICATION (If Needed)

One qual target starting at the 3-yard range.

- A. Load three magazines full. (Students instructed to reload as necessary to complete course). Check, chamber, load with a full magazine. On the threat command, draw and fire 6 rounds center mass. Take low ready position, survey threat, and holster. Move to 5-yard range.
- B. On the threat command, draw and fire 6 rounds center mass. Reload with a full magazine. Take low ready position, survey threat, and holster. Move to 10-yard range.
- C. On the threat command, draw and fire 4 rounds center mass, 2 rounds headshot. Take low ready position, survey threat, and holster.
- D. On the threat command, draw and fire 4 rounds center mass, 2 rounds headshot. Reload with a full magazine. Take low ready position, survey threat, and holster. Move to 15-yard line.
- E. On the threat command, draw and fire 2 rounds center mass, 1 round headshot. Take low ready position and stand by.
- F. On the second threat command, fire 2 rounds center mass, 1 round head shot. Take low ready position, survey threat, and holster an empty weapon.

PETALUMA POLICE DEPARTMENT
Annual Rifle Qualification Course
(Test Course of Fire)

OBJECTIVE:

All sworn officers and sergeants who deploy a rifle as part of their duty assignment are required to qualify with their rifle annually per Policy 312.6.

SKILLS DEMONSTRATED:

Firing from the prone, kneeling and standing positions
Firing while stationary, while moving, and after a short run
Multiple target engagement
Ability to engage with Minimum Target Exposure
Long range accuracy
Reloading
For night course: low light engagements and use of weapon mounted light or flashlight

REQUIRED EQUIPMENT:

Rifle with at least two magazines
Only 50 rounds of ammunition (26 rnds Mag 1, 24 rnds Mag 2)
Body armor (if worn for regular duty assignment)
Eye and ear protection
Night course: Rifle mounted light, flashlight, and/or night vision with infrared sight
SWAT: Full Tactical Uniform Required

TARGET:

TQ-21 (or similar target distinguishing upper chest and head)
Two targets per shooter, side by side: "Target 1" on the left; "Target 2" on the right.

SCORING:

2 points per hit in the "Score Zone".
1 point per hit outside the "Score Zone", but still on the body.
0 points per miss.
Required head shots that fall outside the "Score Zone" are a miss and are 0 points.

Pass: 80 points minimum, out of 100 points possible.
Fail: Score less than 80 points.
Fail: Unable to safely and correctly manipulate rifle.

FIREARMS TRAINING

Patrol Rifle

PATROL RIFLE UPDATE

Lesson Plan

COURSE OF FIRE:

(ENGAGE TARGET 1 ONLY)

Stage	Yards	Number of rounds / Procedure / Target	Time in seconds	Shots Fired
1	50	Time begins while standing. 2 Rounds Standing, 2 Rounds Kneeling, 2 Rounds Prone position 2 Target 1 Body	18	6
2	Run 50-25	Time begins at the 50 yard line. Run from the 50 to the 25 yard line. At 25 yds: 2 Rounds Standing, 2 Rounds Kneeling: Target 1 Body	11	4
3	25	Single Shot: Target 1 Head	2	1
4	Moving 25-15	Double Tap: Target 1 Body	5	2
5	15	Double Tap: Target 1 Body	2	2
6	Moving 15-10	2 to the Body, 1 Head Shot: Target 1 ("Failure Drill")	4	3
7	Moving 10-5	2 to the Body, 1 Head Shot: Target 1 ("Failure Drill")	4	3
8	Moving 7-3	2 to the Body, 1 Head Shot: Target 1 ("Failure Drill")	3	3

(ENGAGE BOTH TARGETS)

Stage	Yards	Number of rounds / Procedure / Target	Time in seconds	Shots Fired
9	50	2 Rounds Standing: Target 1 Body Combat Reload 2 Rounds Kneeling: Target 2 Body	11	4
10	Moving 25-15	Double Tap: Each Body	6	4
11	15	Double Tap: Each Body	4	4
12	Moving 15-10	Double Tap: Each Body	4	4
13	10	Double Tap: Each Body	3	4
14	Moving 10-3	Double Tap: Each Body ("The Box Drill" 2,2,1,1) Single Shot: Each Head	5	6

At the end of the course there should be

- 37 rounds on Target 1 (including 5 head shots)
- 13 rounds on Target 2 (including 1 head shot)

Quick Reaction Cold Bore Shot (Test Course)

OBJECTIVE:

By completing this course, sworn first responders assigned to carry rifles will demonstrate their ability to deploy and deliver accurate rifle fire at an extended range target with limited time and preparation.

This course is intended as a stand-alone qualification course for experienced rifle officers. If used in conjunction with other rifle courses, this course should be administered first, thus demonstrating ability to make a "cold-shot" (without the benefit of warm-up or "zero" confirmation).

SKILLS DEMONSTRATED:

Quick deployment of rifle under stress
Safe rifle manipulation under stress
Extended range accuracy under stress
For night course: low light targeting

EQUIPMENT NEEDED:

Rifle with one rifle magazine, loaded with duty ammunition
Uniform /clothing typical of assigned duties
Patrol vehicle or vehicle typical of assigned duties
Eye and ear protection
Shot timer or stop-watch

TARGET:

Any full-size, body silhouette, paper target; one per shooter

COURSE OF FIRE:

Officer(s) will begin, seated in a vehicle consistent with a typical duty assignment. The vehicle(s) will be parked at least 25 yards away from the firing line. Rifle(s) will be secured in vehicle(s) in typical duty configuration as follows:

Patrol: Rifle locked in rack, bolt closed on Saf-T-Round, safety on, magazine loaded and inserted into the magazine well and electronic sights off.

Plain Clothes: Rifle secured in locked container (typically in the trunk), bolt closed on Saf-T-Round, safety on, magazine kept in normal storage condition and electronic sights off.

On threat command, each Officer will have **60 seconds** to:

- Exit vehicle and retrieve rifle
- Secure vehicle
- Move from the vehicle to the 100 yard line and make rifle ready to fire
- Take any shooting position
- Fire a single shot at target (follow-up shots optional).

SCORING:

Pass: Hit the target within 60 seconds of threat command

Fail: Shoot after 60 seconds

Fail: Any miss of the target

Fail: Unable to safely and correctly manipulate rifle