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COURSE TITLE: TACTICAL RIFLE RE-CERTIFICATION COURSE

COURSE HOURS: 10

PURPOSE: The purpose of this training is to provide a weapon refresher

course in the function and aspects of the patrol rifle.

COURSE GOAL: To provide students with the information and hands-on

experience needed to effectively use a Rifle.

AUDIENCE: Sworn Peace Officers, including Level 1 and Level II

Reserve Officers who are being introduced to a rifle and will qualify and carry it on duty and in the scope of

their employment.

COURSE OBJECTIVES

Under the supervision of a qualified instructor and using an approved law enforcement rifle, each student will:

- 1. Demonstrate their understanding of the Four Basic Safety Rules for handling firearms.
- 2. Demonstrate the ability to field strip the weapon and to properly clean and maintain it.
- 3. Be provided with and demonstrate understanding of the agency policy regarding the use of firearms as it pertains to the patrol rifle.
- 4. Demonstrate the ability to properly load, unload and fire the weapon and to clear malfunctions that might occur with the weapon.
- 5. Demonstrate the ability to apply the fundamentals for rifle marksmanship to fire accurately from the prone, kneeling, sitting and standing positions.
- 6. Demonstrate proficiency with the weapon and obtain agency qualification.

EXPANDED COURSE OUTLINE

LAWS and AGENCY POLICY

- A. Penal Code section 32610(b)
 - 1. Possession of within the Scope of Employment

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- B. Penal Code section 33220(b)
 - 1. Training Requirement
- C. Agency Firearms Use of Force policy (300)
 - 1. Use of Force Options
 - 2. Department Policy
 - 3. Penal Code Section 835a Reasonable Force
 - 4. Penal Code Section 196 Justifiable Homicide by a Police Officer
- D. Case Law
 - 1. Tennessee vs. Garner
 - 2. Graham vs. Conner
- E. Law Update
 - 1. AB 392
 - 2. PC 835a
 - 3. SB 230

SAFETY and RANGE RULES

- A. The Four Basic Safety Rules include:
 - 1. Treat all guns as if they were loaded.
 - 2. Never point the muzzle at anything you are not willing to destroy.
 - 3. Keep your finger off the trigger until your sights are on the target.
 - 4. Always be sure of your target.
- B. Range Rules
 - 1. 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.
 - 2. If a problem arises on the line, raise your non-gun hand to summon an instructor.
- C. Explain & sign "Safety Acknowledgement" forms
- D. Review Safety Plan and Emergency Medical Procedures

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RIFLE NOMENCLATURE / SPECIFICATIONS and CAPABILITIES

A. RIFLE NOMENCLATURE

- 1. front and Rear Sights (Iron Sights)
- 2. Bolt Catch
- 3. Magazine Release
- 4. Safety/Selector
- 5. Magazine
- 6. Sling and Sling Attachments
- 7. Weapon Light
- 8. Upper Receiver Group
- 9. Lower Receiver Group
- 10. Bolt Carrier Group
- 11. Operator Controls
- 12. Cycle of Operation

B. SPECIFICATIONS

- 1. Type of Weapon
- 2. Barrel Length
- 3. Overall Length
- 4. Caliber
- 5. Magazine Capacity (Magazine Types)
- 6. Loading Capacity
- 7. Weight (Empty)
- 8. Other Types of Sights (Electronic Dot Optics)
- 9. Approximate Muzzle Velocity
- 10. Ammunition Considerations (Practice and On-duty Ammo)

C. CAPABILITIES

- 1. Maximum Range
- 2. Maximum Effective Range
- 3. Penetration of Soft Body Armor
- 4. Ballistics and Characteristics of .223/5.56MM Ammo
- 5. Full/Semi-Automatic

FIREARM CARE, DISSASEMBLY/ASSEMBLY and MAINTENANCE

- A. Cleaning is only to be done in the Range Cleaning Room or designated cleaning area if at an offsite location.
- B. Clearing Barrel Procedures

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- C. Disassembly
- D. Cleaning & Lubrication specification
- E. Reassembly
- F. Function Test
 - 1. Conduct a safety check
 - 2. Pull charging handle to rear and release
 - 3. Place selector lever on safe, pull trigger, hammer should NOT fall
 - 4. Place selector lever on semi, press trigger and hold to rear and hammer should fall
 - 5. Pull charging handle to rear and release
 - 6. Release trigger (it should reset) press trigger again and hammer should fall

BASIC SHOOTING SKILLS

- A. Stance/Positions
 - 1. Standing (Fighting Stance)
 - 2. Kneeling Braced, Speed & Double
 - 3. Prone Military vs. Olympic
 - 4. Seated Cross Legged, Cross Ankle & Open Legged
 - 5. Squat
- B. Slight Alignment/Picture
 - 1. Sight Alignment
 - 2. Top of front sight post centered in the rear peep
 - 3. 100 percent focus is on the top edge of the front sight post. The rear peep and target is blurred during this time.
- C. Sight Picture
 - 1. Defined as the relationship of sight alignment to the target.
- D. Trigger Control
 - 1. Emphasis 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.
- E. Grip/Stock Weld
 - 1. Proper hand positioning

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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.

CLEARING MALFUNCTIONS and STOPPAGES

- A. In close quarter confrontations, consider immediate transition to the handgun
- B. Failure to fire
 - 1. "Tap, Rack and Assess"
 - a. Seat magazine by hitting it with the heal of hand
 - b. Pull bolt to rear and release
 - c. Obtain Sight Picture
 - d. Assess if follow up shots are necessary
 - 2. Stove Pipe
 - a. Tilt rifle so that ejection port faces the ground
 - b. Pull bolt to rear and release
 - c. Obtain sight picture
 - d. Assess if follow up shots are necessary
 - 3. Feed way stoppages
 - a. Lock the bolt to the rear
 - b. Remove the magazine from the weapon
 - 1. Discard magazine
 - c. Clear live rounds from the receiver and chamber
 - d. Insert a fresh loaded magazine
 - e. Chamber a round
 - f. Obtain a sight picture
 - g. Assess if follow up shots are necessary
- C. Weapons Storage
 - 1. In Patrol vehicles

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TACTICAL CONSIDERATIONS

A. Roll of a Carbine/Rifle: Law enforcement general-purpose shoulder fired weapons have only one raison d' tre. (Meaning: Reason or Justification)

To rapidly incapacitate and stop dangerous individuals who pose an immediate threat to public safety and prevent them from continuing their violent actions. Law enforcement general purpose shoulder fired weapons must be able to accomplish this goal despite being used for diverse missions:

- 1. High risk patrol encounters
- 2. Perimeter containment
- 3. Sharpshooter support
- 4. Intermediate to Long Range (100+ yards) Engagements
- 5. Suppression of Violent Criminals who are using body armor
- 6. Close Quarter Engagements

B. TYPES OF FIELD SITUATIONS

- 1. Active Shooter(s)
- 2. Armed or barricaded suspect(s).
- 3. "High Risk" car stops involving suspects believed to be armed.
- 4. Sniping incidents.
- 5. Riot situations involving armed suspects.
- 6. Criminal acts involving armed suspects.
- 7. Incidents in which suspects are known or believed to wearing body armor, or concealed by protective cover, and /or are shooting or threatening to shoot at officers or citizens.

C. PHYSICAL ENVIRONMENT

- 1. Be aware of cover and concealment
- 2. Open terrain
 - a. Use of natural terrain features

D. PRO's AND CON's of SELECTING THE AR 15

- 1. PRO'S
 - a. Easier weapon system to utilize
 - b. Safer (increased hit probability, decreased over penetration hazard and skill is less perishable that handgun shooting)
 - c. Greater accuracy

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- d. Better terminal ballistics (To rapidly incapacitate and stop dangerous individual's violent actions)
- e. Greater stability (More points of contact with body)
- f. Greater range of engagement (0 feet to 200 yards). (Concurrent with the most typical field deployment distances, such as
- "Across the street, length of a car and close quarters engagements.
- g. Accessories Rifle can be equipped with optics, lights, adjustable stocks, vertical grips & slings, which aid in more efficient use.

2. CON'S

- a. Maneuverability in confined spaces
- b. Control of weapon if "hands on" with suspect
- c. Noise level / hearing loss within confined spaces, exacerbated by shortened barrel length (SBR).

SHOOTING DECISION

- A. Imminent threat identification
 - 1. Justifies lethal force
 - 2. Background considerations
- B. Know your abilities and limitations and those of your weapon.
 - 1. Distance
 - 2. Target area
 - 3. Shooting is a Perishable Skill requiring continual training to maintain proficiency
- C. Legal considerations for lethal force
 - 1. Federal and State Laws
 - 2. Department Policies

SKILL DEVELOPMENT and TESTING/QUALIFICATION

- A. Dry Firing Exercises
 - 1. Done on the range under the direct supervision of the instructors.
 - 2. Dry fire each position (standing, kneeling, sitting and prone).
- B. Live Fire Exercises
 - 1. Done on the range under the direct supervision of the instructors.

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- 2. Live fire each position (standing, kneeling, sitting and prone).
- 3. Live fire at various distances based on agency mission and environment.
- 4. Live fire at multiple targets.
- 5. Precision shooting exercises.
- 6. Reloading and firing exercises.
- 7. Malfunction exercises.
- 8. Shooting on the move exercises.
- 9. Close quarter tactical shooting.
- 10. Cover and Concealment
- 11. Tactical Reloads
- 12. Speed Reloads
- 13. Transition Drills
- 14. Barricade Shooting

C. Qualification

- 1. Weapons Manipulation Test See Appendix "A"
- 2. Qualification See **Appendix "B" "SAPD Qualification Course"** a. SAPD Rifle Qualification, 40 round course of fire, 320 points needed to pass out of 400 points possible (80%).

DEBRIEF / COURSE CRITIQUE / TESTING – CERTIFICATION

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APPENDIX "A"

SANTA ANA POLICE DEPARTMENT

PATROL RIFLE DEPLOYMENT PROGRAM

MANIPULATION TEST

NAME	_BADGE	DATE
INSTRUCTOR NAME	BADGE	DATE
RH() LH()	SCORE	PASS () FAIL ()
Recite verbatim the four basic firearms safety r	ules	10 points () Zero ()
Students will start from Port Arms		
MUZZLE UP CHAMBER CHECK Muzzle up () Primary thumb draws bolt to rear Fwd Assist () Close dust cover ()	() Elevate rifle () Inspect firing chamber ()
2. MUZZLE DOWN CHAMBER CHECK Muzzle down () primary hand draws bolt to rea Close dust cover ()	r () Inspect firing	chamber()Fwd Assist()
3. LOAD AND MAKE READY Demo with bolt forward and with bolt locked to Insert and tug magazine () Support hand to cha Fwd assist () Close dust cover ()	• •	
4. MUZZLE UP LOW LIGHT CHAMBER CHE	ECK	

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Muzzle up () Eyes down range () Primary thumb draws bolt to the rear () Inspect firing chamber with support side finger () Fwd assist () Close dust cover () 5. FIGHTING STANCE Hips and Shoulders square to target () Feet shoulder width apart () Support side foot slightly forward of strong side foot () Toes pointing towards target () Weight slightly forward of center of gravity () Toe of stock high in shoulder () Bring sights to eyes not eyes down to sights () Both elbows pointing down () Finger on trigger () Safety off () 6. ASSUME A LOW READY POSITION Thumb on top of selector switch () Trigger finger alongside the receiver () Head upright, no check weld () Eyes down range () Toe of the stock in pocket of shoulder () 7. ASSUME AN INDOOR READY POSITION The rifle is rotated against the body () Support hand cradles the hand guard () The butt of the stock is at the height of the shoulder () the muzzle is down just to the outside of the support side foot () Thumb on top of selector switch () Safety ON, finger outside the trigger guard () Most important; don't muzzle yourself, don't muzzle anyone else () 8. ASSUME A HIGH READY POSITION Eyes, muzzle, target () Stock in line with forearm () Stock under arm or gap between Body and stock () thumb on selector switch () 9. ASSUME A CLOSE CONTACT WEAPON RETENTION POSITION Safety off () Finger on the trigger () Stock trapped high under armpit () Strong grip with support hand on hand guard () Good stance for gun retention () 10. TACTICAL RELOAD Low Ready () Assess () Selector switch to safe () Thumb on top of Selector switch () Proper magazine exchange (watch for magazine tug) () Re-assess () 11. SPEED RELOAD Instructor sets up rifle with bolt locked to the rear on an empty magazine, student starts on target. Press trigger () Finger on the receiver () Cant weapon over () Inspect ejection port () Obtain fresh

magazine () Release old magazine () Insert new magazine, tug () Tap the bolt release () Finish on

target and assess ()

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12. FAILURE TO FIRE MALFUNTION CLEARANCE Instructor sets up rifle, student starts on target Press, hammer strike, round does not fire () Finger on the receiver () Tap and tug magazine () Chamber a new round () Finish on target and assess ()	
13. FEEDWAY STOPPAGE MALFUNTION CLEARANCE Instructor sets up malfunction Press spongy trigger () Finger on the receiver () Cant weapon over to identify malfunction Declare malfunction () Lock bolt to the rear while obtaining cover () Strip old magazine Finger sweep with support hand () Hit bolt release with support hand () Rack bolt three Insert and tug new magazine () Chamber round () Finish on target and assess ()	()
14. UNLOAD Remove magazine () Primary hand on the charging handle, lock bolt to the rear () Let the round eject on to the visually and physically Inspect chamber, feed way and magazine well () Support hand guid () Chamber check () Fwd Assist () Close dust cover () Verify safety is on ()	
15. TRANSITION Control carbine down with support hand () Strong hand acquires a firing grip on the piston the presentation ()	 ol () Complete
16. TRIGGER FINGER POSITION (Safety, Receiver)	
17. IMPROPER USE OF SAFETY (On/Off, at ready, on target)	
18. UNSAFE MUZZLE DIRECTION	

SAFETY VIOLATIONS ARE AN AUTOMATIC FAILURE!

A score of 1 in events #16,17 or 18 is an automatic failure / two scores of 2 in events #16, 17 or 18 is an automatic failure. Two scores of 1 in events #1 - #15 result in an automatic failure.

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- 5 = Excellent Manipulation, No Errors, No Hesitation
- 4 = Satisfactory Manipulation with Hesitation
- 3 = Satisfactory Manipulation: One error
- 2 = Poor Manipulation, Needs Improvement: 2 or More Errors or 1 Error and Unsure of Sequence/Steps or Hesitation
- 1= Failed to Complete the Manipulation without Assistance or Totally Incorrect

SHOOTING POSITIONS AND USE OF COVER

1. SPEED KNEELING

Eyes on threat () Bring carbine up on target () Selector switch to fire and **finger straight and outside trigger guard** () Support side foot steps forward and across () Drop down to speed kneeling with support side knee straight under/in line with ankle, toe pointing towards target () *Fight to standing*, finger straight and outside trigger guard () Head up and assess () Step forward to standing and re-assess () Weapon on safe () Check ejection port, close dust cover and tactical re-load if necessary.

2. BRACED KNEELING

Eyes on threat () Bring carbine up on target () Selector switch to fire and **finger straight and outside trigger guard** () support side foot steps forward and across () Strong side foot stays in place, pivot on strong side toes while dropping down so that the knee points toward 3:00 () Three points of contact; left foot, right foot, right knee () Support side tricep forward of knee cap () *Fight to standing*, finger straight and outside trigger guard () Head up and assess () Step forward to standing and re-assess () Weapon on safe () Check ejection port, close dust cover and tactical re-load if necessary.

3. **DOUBLE KNEELING**

Student may demonstrate either rolling forward method or speed to double kneeling method. Eyes on threat () Bring carbine up on target () Selector switch to fire and finger straight and outside trigger guard () Drop down to double kneeling () Fight to standing, finger straight and outside trigger guard () Head up and assess () Step forward to standing and re-assess () Weapon on safe () Check ejection port, close dust cover and tactical re-load if necessary ().

4. SQUAT

Start 45 degrees to threat () Bring carbine up on target () Selector switch to fire and **finger straight and outside trigger guard ()** Widen stance and drop straight down, both feet flat () *Fight to standing,* finger straight and outside trigger guard () Head up and assess () Stand straight up and re-assess () Weapon on safe () Check ejection port, close dust cover and tactical re-load if necessary ().

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5. SITTING CROSSED LEG/CROSSED ANKLE/OPEN LEG

Eyes on threat () Bring carbine up on target () Selector switch to fire and finger straight and outside trigger guard () Start 45 degrees to threat, cross your feet and sit down, the support side hand can be used to maintain balance () Elbows make contact with the inside of the knees and the knees push in on the elbows () Fight to standing, finger straight and outside the trigger guard maintaining a firing grip on the weapon, head up and assess () Stand up using the support side hand to maintain balance if necessary, and re-assess () Weapon on safe () Check ejection port, close dust cover and tactical reload if necessary.

6. MILITARY PRONE

Eyes on threat () Bring carbine up on target () Selector switch to fire and **finger straight and outside the trigger guard** () Start 45 degrees to threat, move to double kneeling, roll forward on to your chest using your support hand to break the fall if you need to () Elbows and arms under the carbine () Legs spread apart, toes pointed outward, inside of feet flat on ground () *Fight to standing, Finger straight and outside the trigger guard* maintaining a firing grip on the weapon, head up and assess () Stand up reversing the same process used to get down to prone, assessing when you get back to your knees and once more standing () Weapon on safe () Check ejection port, close dust cover and tactical re-load if necessary.

7. OLYMPIC PRONE

Eyes on threat () Bring carbine up on target () Selector switch to fire and **finger straight and outside the trigger guard** () Start 45 degrees to threat, move to double kneeling, roll forward on to your chest using your support hand to break your fall if necessary () Elbows and arms under the carbine () Cock your strong side leg up toward your chest () Your diaphragm should be off the ground () Support side foot turned inward () *Fight to standing*, **Finger straight and outside the trigger guard** maintaining a firing grip on the weapon, head up and assess () Stand up reversing the same process used to get down to prone, assessing when you get back to your knees and once more standing () Weapon on safe () Check ejection port, close dust cover and tactical re-load if necessary.

8. USE OF COVER STANDING

Not crowding cover, two steps back principal () Slicing the pie from behind cover () Make sure your foot, leg, elbow or any other part of your body are not exposed () Sight muzzle offset awareness ()

9. USE OF COVER KNEELING

Not crowding cover, two steps back principal () Slicing the Pie from behind cover () When you pie out from the right side of cover, your right knee should be on the ground. When you pie out from the left side of cover, your left knee should be on the ground () Sight muzzle offset awareness ()

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APPENDIX "B"

SANTA ANA POLICE DEPARTMENT PATROL RIFLE QUALIFICATION COURSE

Qualification Rules:

- 1. BE SURE OF YOUR TARGET. Shooting the wrong target is an automatic disqualification!
- 2. Ammo management is the shooter's responsibility. No make-up shots for poor time management or poor ammo management.
- 3. No alibi shots for poor time management unless you experience a malfunction AND you attempt to clear it or your weapon is B/O.

4. Only your qualification score will count, not your PRACTICE qualification score/s.

4. Only your qua	allication score will count, not your PRACTICE qualification score/s.	
	START POSITION WILL ALWAYS BE LOW READY	
15 yards	Standing 1round to the head in 4 seconds (3 times)	3 Rounds
	Standing 2 rounds to the body in 4 seconds (2 times)	4 Rounds
	Standing 2 rounds to the body 1round to the head 6 seconds (1 time)	3 Rounds
25 yards	Squat 4 rounds to the body in 10 seconds (1 time)	4 rounds
	Speed kneeling 4 rounds to the body in 10 seconds (1 time)	4 rounds
	Double kneeling 4 rounds to the body 10 seconds (1 time)	4 rounds
	Braced kneeling 4 rounds to the body 10 seconds (1 time)	4 rounds
	Standing 4 rounds to the body in 10 seconds (1 time)	4 rounds
50 yards	Prone 2 rounds to the body in 10 seconds (1 time)	2 rounds
	Prone 1 round to the head in 6 seconds (2 times)	2 rounds
	Seated 2 rounds to the body in 8 seconds (1 time)	2 rounds
50 yard Tac Run	Prone 4 rounds to the body 30 seconds (1 time)	4 rounds

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	Total
	Rounds
	40