

FONTANA POLICE DEPARTMENT
FIREARMS (PSP) EXPANDED COURSE OUTLINE
(6 HOUR COURSE)

I. INTRODUCTION / ORIENTATION – Classroom

I(c)

- A. Introduction, registration and orientation
- B. Course Objectives/Overview, Exercises, Evaluation / Testing
 - 1. Students will be immediately remediated after a failed exercise until a passing shoot is accomplished
- C. Weapons Safety Orientation, Review of Range and Shooting Safety Rules
(Pre-range weapons unloading procedures and lunch/extended break reload/unload rules)
 - 1. All Weapons are to be considered loaded
 - 2. Never point the muzzle at anything you are not willing to shoot at
 - 3. Keep finger off trigger until you are ready to fire
 - 4. Be sure of your target and background
 - 5. Range and Tactical Safety
 - a. Follow Range Rules
 - b. Follow Instructor Commands
 - c. Strict Weapon Discipline and Muzzle Control
 - d. No Lasering of Personal Body Parts
 - 6. Review of Range Safety Rules
 - a. Cover Primary Elements as a Checklist with Students
 - b. Local emergency/First Aid Trauma kit procedures to include radio/cell phone procedures, closest medical facility

II. LEGAL POLICIES/MORAL & ETHICAL/DEPARTMENT FIREARMS POLICY/CASE LAW

I(h,i,j)

Classroom

- A. Legal
 - 1. Civil Implications of using Force/Lethal Force
- B. Department Policy on Use of Force/Lethal Force:
When determining whether to apply force and evaluating whether an officer has used reasonable force, a number of factors should be taken into consideration, as time and circumstances permit. These factors include, but are not limited to:
 - 1. Review Department Firearms Policy – #311
 - a. Outside agencies must review their individual policy on Firearms
 - 2. Review Use of Force Department Policy - #300
 - a. Outside agencies must review their individual policy on Firearms
 - 3. Immediacy and severity of the threat to officers or others.
 - 4. The conduct of the individual being confronted, as reasonably perceived by the officer at the time.
 - 5. 

6. The effects of drugs or alcohol.
7. Subject's mental state or capacity.
8. Proximity of weapons or dangerous improvised devices.
9. The degree to which the subject has been effectively restrained and his/her ability to resist despite being restrained.
10. The availability of other options and their possible effectiveness.
11. [REDACTED]
12. Training and experience of the officer.
13. Potential for injury to officers, suspects and others.
14. Whether the person appears to be resisting, attempting to evade arrest by flight or is attacking the officer.
15. The risk and reasonably foreseeable consequences of escape.
16. The apparent need for immediate control of the subject or a prompt resolution of the situation.
17. Whether the conduct of the individual being confronted no longer reasonably appears to pose an imminent threat to the officer or others.
18. [REDACTED]
19. Any other exigent circumstances.
20. Outside agencies are required to review their agency's policy and procedures

C. Applicable Case Law

1. Tennessee vs. Garner
 - a. Deadly Force
 - b. Fleeing Felon
2. Graham vs. Conner
 - a. Reasonable Force

III. GRIP – Range Activity

Instructor will demonstrate prior to students:

A. One Hand Grip

1. To establish a good grip, form a V with the thumb and index finger of your firing hand
2. Place the weapon in the V with the front and rear sights in line with your firing arm
3. Web of the hand high on the backstrap
4. Wrap the lower three fingers of your firing hand around the pistol grip, putting equal pressure with all three fingers to the rear
5. Thumb forward technique allowing the thumb of the firing hand to rest alongside the weapon without pressure
6. Place the pad of your trigger finger on the trigger between the tip and first joint so that it can be squeezed straight back to the rear of the trigger well.

B. Two Hand Grip

1. Start with a one-hand grip
2. Raise your strong thumb out of the way
3. Place your support hand palm on the grip
4. Wrap (ALL) the fingers of your support hand around the fingers of your firing (strong-side) hand

5. Thumbs cannot touch the slide-lock or interfere with the trigger finger
6. Using both hands allows the shooter to steady the firing hand and provide support during firing. Two handed grips are recommended whenever possible for all hand gun firing

IV. WEAPON LOADING PROCEDURES – Range Activity

I(b,f)

Instructor will demonstrate for students and evaluate each action

- A. Procedures for loading with the slide locked to the rear
 1. Retrieve a loaded magazine with your support hand
 2. Insert the magazine in the magazine well and ensure the magazine is properly seated.
 3. Using your support hand with your thumb and index finger, pull the slide to the rear of weapon and release. Do not assist the slide in moving forward.
- B. Procedures for loading with the slide forward
 1. Retrieve a loaded magazine with the support hand
 2. Insert the magazine into the magazine well
 3. Pull the slide all the way to the rear and let the slide go. Do not assist the slide in moving forward.
- C. Procedures for making a speed reload when slide is locked back
 1. While retrieving a magazine, simultaneously eject the empty magazine by depressing the magazine release button
 2. Insert a fresh magazine into magazine well
 3. Using your support hand with your thumb and index finger, pull the slide to the rear of weapon and release. Do not assist the slide in moving forward.
- D. Procedures for making a tactical reload when the magazine is partially depleted
 1. Retrieve a loaded magazine and hold in the thumb and index finger of the support hand
 2. Eject the partially depleted magazine so the floorplate of the magazine is between third and fourth fingers on the support hand
 3. Insert the fully loaded magazine into the magazine well
 4. Secure the partially depleted magazine
- E. Unloading the weapon
 1. Point weapon in a safe direction
 2. Remove the magazine
 3. Pull the slide to the rear
 4. Round will eject out
 5. Lock the slide to the rear
 6. Visually and physically inspect the chamber
 7. Using your support hand with your thumb and index finger, pull the slide to the rear of weapon and release. Do not assist the slide in moving forward.
 8. De-cock, if necessary

V. DRAWING THE WEAPON – Range Activity

I(d,e)

Instructor will demonstrate prior to students:

- A. Grip the weapon while simultaneously releasing the holsters hood or retention device.
 1. Begin from an Field Interview stance

2. Position feet about shoulder width apart
 3. Move support foot forward
 4. Knees slightly bent and lowering center of gravity
- B. Draw weapon out of the holster
1. Take your strong side shooting hand and place it on your weapon.
 2. Wedge the web of your hand high up on the backstrap of the gun leaving no spaces.
 3. Release all safety mechanisms and retention of the holster
 4. Lift the weapon straight up and out of the holster and maintain master grip while drawing from the holster
- C. Point muzzle at target as soon as weapon is out of holster
1. Your eyes are focused at the threat in front of you, keeping your peripheral vision open for any threats around you.
 2. Maintain the wedge between the web of our hand and the backstrap of the weapon
- D. Support hand meets strong hand at the shooters center point, then weapon is pushed forward in a straight line towards the threat
- E. Meet your support hand with your strong side hand
- F. Encapsulate the fingers of your non-shooting hand, with your thumbs facing forward
- G. Lock out your elbows as you bring the weapon to your eye level
1. Avoid swinging the weapon up/down and avoid "snapping" the weapon at the end of the draw
- H. As you bring the weapon up to eye level..
1. Remember to bring your gun to your eye, DON'T lean your head to look at your sights
- I. Obtain proper site alignment and sight picture and then focus on the front sight

VI. SHOOTING STANCES – Range Activity

I(e)

Instructor will demonstrate prior to students:

A. Isosceles

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]

B. Modified Isosceles

1. [REDACTED]
2. [REDACTED]
3. [REDACTED]
4. [REDACTED]
5. [REDACTED]

VII. FAILURE TO FIRE PROCEDURES – Range Activity

I(f)

Instructor will demonstrate prior to students:

A. Malfunctions

1. Types and definitions – failure to feed, failure to eject, double feed
2. Operator error

3. Catastrophic Failure
- B. Procedure for clearing basic stoppage (Tap and Rack Drill)
 1. Hit bottom of magazine to ensure the magazine is seated properly
 2. Pull the slide all the way to the rear and let the slide go. Do not assist the slide in moving forward.
- C. Procedure for clearing double feed stoppage
 1. [REDACTED]
 2. [REDACTED]
 3. [REDACTED]
 4. [REDACTED]
 5. [REDACTED]
 6. [REDACTED]
 7. [REDACTED]
 8. [REDACTED]

VIII. MARSMANSHIP FUNDAMENTALS – Range Activity

l(e,d)

Instructor will demonstrate prior to students:

- A. Weapon holds
 1. High ready / Compressed ready
 2. Low ready
 3. Depressed muzzle
 4. Safety circle
- B. Aiming Process
 1. Accurately engage targets
- C. Sight Alignment
 2. Front and rear sight – align the front aim sight with rear aim sight and maintain sight picture on your target
 3. Position of head
 4. Focus
- D. Sight Picture
 1. Point of Aim
 2. 6 O'clock hold – check around you
 3. Sight alignment – align front and rear sights
- E. Trigger Control
 1. Trigger finger placement
 2. Trigger finger movement (linear)
 3. Contact of trigger finger
 4. Prepping the trigger – take the slack out of your trigger
 5. Gently squeeze the trigger to fire your weapon
- F. Follow through
 1. Re-acquire sight picture
 2. [REDACTED]
- G. Breathe Control

1. Must breath (ensure to not hold your breath)
 2. Respiratory cycle
- H. Target Analysis
1. Anticipation
 2. Trigger Control
 3. Poor Sight Alignment
- I. Re-holstering
1. Come back to the ready position. Maintain a master grip/finger off the trigger
 2. Search and assess your surroundings
 3. Search with your head and eyes
 4. Don't be in a hurry to re-holster. Check around you and behind you (combat follow-through)
 5. De-cock IF necessary.
 6. Holster your weapon without looking at the holster
 7. Secure all safety retentions

IX. SHOOTING DRILLS – Range Activity

I(b,d,e,g)

Instructor will demonstrate prior to students and evaluate each action:

A. Drill #1 – Shooting on the move: single officer (Box cone pattern)

Instructors shall observe the following movement during exercise to evaluate successful completion of the course:

- Control the speed of the shooters movement
 - Watch shooters footing (heel to toe, do not cross over etc.)
 - [REDACTED]
1. Shooter at cone at the low ready position
 2. Instructors give command to move
 3. Shooter fire 5 rounds between cones (reload as necessary)

B. Drill #2 – Shooting on the move: With partner officer

Instructors shall observe the following movement during exercise to evaluate successful completion of the course:

- Control the speed of the shooters movement
 - Watch shooters footing (heel to toe, do not cross over etc.)
 - [REDACTED]
1. Shooters start at the low ready
 2. [REDACTED]
 3. [REDACTED]

C. Drill #3 – Shooting while moving to cover with partner officer

(Have targets numbered across range & barricades setup throughout range)

Instructors shall observe the following movement during exercise to evaluate successful completion of the course:

- Control the speed of the shooters movement
- Watch shooters footing (heel to toe, do not cross over etc.)

- [REDACTED]
- 1. 20 Yard Line
 - a. Shooters start at the low ready at the 20 yard line behind cover
 - b. Shooters move on instructors command
 - c. Shooters will engage targets when called out from instructors

X. SHOOTING POSITIONS (V-Tac target/barricade) – Range Activity

I(b,d,e,g)

Instructor will demonstrate prior to students:

- A. Officers will fire three rounds from the traditional prone position through a designated hole in the V-Tac barrier [REDACTED]
- B. Officers will fire three rounds from the fetal position on their right side [REDACTED]
- C. Officer will fire three rounds from the fetal position on their left side [REDACTED]
- D. Officer will fire three rounds from the traditional sitting position [REDACTED]
- E. Officer will fire three rounds from the modified seated position [REDACTED]

[REDACTED] For stages 1-5, a pac timer will be utilized to ensure the shooter is firing the required rounds in predetermined time restrictions.

1. Stage 1: 12 rounds [REDACTED] yards, three strings: For all stages, shooters start with gun holstered, hands at sides. At the beep, draw and fire three rounds strong side hand only. Repeat this string of fire a second time. Finally, draw and fire three rounds strong side hand only, pass the gun to the support hand and fire three rounds support hand only.
2. Stage 2: 12 rounds [REDACTED] yards, four strings of 3 rounds in 3 seconds each: At the beep, draw and fire three rounds in three seconds. Holster and repeat this drill three more times to make a total of 12 rounds. Reload your pistol as necessary between strings to ensure that you have enough ammo to complete each string. This stage does not test reload speed, so that should not be done on the clock.
3. Stage 3: 16 rounds [REDACTED] yards, tow strings of 4 rounds in 4 seconds each followed by a string of 8 rounds in 8 seconds: At the beep, draw and fire 4 rounds in 4 seconds. Repeat this string once more for a total of 8 rounds.
4. Stage 4: 10 rounds [REDACTED] yards, two strings of 3 rounds in 6 seconds each followed by a string of 4 rounds in 8 seconds: At the beep, draw and fire 3 rounds in 6 seconds. Repeat this string once more for a total of 6 rounds.
5. Stage 5: 10 rounds [REDACTED] yards, two strings of 5 rounds in 15 seconds each: On the beep, draw and fire three rounds from the standing position. Kneel and fire two more rounds form a kneeling position of the shooters preference.

XI. SCENARIOS – Range Activity

I(a,b,c,g)

- A. Safety Brief – Instructors and non-involved personnel will be staged in a safe zone. All equipment used will be inspected by an instructor prior to use.

- B. Objectives – Students will demonstrate the ability to evaluate the need to use deadly force to protect their life and/or others. Students will also be observed to properly articulate the reasonableness of any use of force they may employ in the scenario.
- C. Equipment –Paper targets, barricades and barrels.
- D. Evaluation Points –
 - 1. Use of Cover/Concealment
 - 2. Use of Force options
 - 3. Target Recognition
 - 4. Verbal Commands if feasible
 - 5. Reasonable Use of Force
 - 6. Articulation of Reasonableness
 - 7. Articulation of Policy and Legal issues
 - 8. Radio Transmissions

Scenario #1 [REDACTED]

[REDACTED]

Scenario #2 [REDACTED]

[REDACTED]

Scenario #3 [REDACTED]

[REDACTED]

[REDACTED]

Scenario #4

[REDACTED]

XII. DEBRIEF/CONCLUSION – Classroom

- A. Weapons clearing
- B. Range cleaning
- C. Safety Debrief
 - 1. Report any injuries
 - 2. Report any weapon or safety problems