

CCW Model Training Curriculum



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CCW MODEL TRAINING PROGRAM

TITLE: CARRYING CONCEALED WEAPON
UNIT: N/A
TOPIC: N/A
HOURS: NO LESS THAN 12, NO MORE THAN 15, NO LESS THAN 4 HOURS RANGE TIME
GOAL: N/A

TEACHING AIDS (CHOOSE ALL THAT APPLY):

- | | |
|--|---|
| <input type="checkbox"/> Chalkboard and chalk | <input type="checkbox"/> Flip chart |
| <input type="checkbox"/> Whiteboard and markers | <input type="checkbox"/> VCR/DVD player |
| <input type="checkbox"/> Computer and mouse | <input type="checkbox"/> TV |
| <input type="checkbox"/> PowerPoint projector | <input type="checkbox"/> Overhead projector |
| <input checked="" type="checkbox"/> Lectern or table | |

INSTRUCTIONAL TECHNIQUES (CHOOSE ALL THAT APPLY):

- | | |
|--|--|
| <input checked="" type="checkbox"/> Lecture | <input type="checkbox"/> Group work |
| <input type="checkbox"/> Discussion | <input type="checkbox"/> Scenario-based training |
| <input type="checkbox"/> Individual exercise | <input checked="" type="checkbox"/> Hands-on techniques (i.e. driving, shooting, etc.) |

STUDENT HANDOUTS:

None

LESSON PLAN REFERENCES:

OHIO PEACE OFFICER TRAINING COMMISSION

USE OF FORCE AND CIVIL LIABILITY

PREFACE: CARRYING A CONCEALED HANDGUN IS A PRIVILEGE THAT DOES NOT BRING WITH IT THE RIGHT TO USE DEADLY FORCE. THE APPROPRIATENESS OF USING ANY FORCE DEPENDS ON THE SPECIFIC FACTS OF EACH AND EVERY SITUATION.

A. Use of Force Issues

1. A **handgun** is a deadly weapon.
 - a. Deadly force can only be used to prevent serious bodily harm or death.
 - b. ORC. 2923.11 (A) (B) (C)
2. Criminal Issues
 - a. If deadly force is NOT justified, criminal charges may result.
 - b. ORC. 2901.01(A) (1) (2)
3. Self-Defense
 - a. The accused must prove self-defense with a preponderance of evidence.
 - b. OJI. 411.31, 411.33, 411.35
4. Ohio Supreme Court Conditions for Deadly Force Usage
 - a. The accused is NOT at fault. He did not create the situation. He cannot be the first aggressor or initiator.
 - b. The accused must prove he had a real belief that he was in immediate danger of death or serious physical harm to his person and the use of deadly force was the only way to escape that danger. Minor bruises or bumps are NOT serious. If the person can escape danger by means such as leaving or using less than deadly force, he must use such means (ORC. 2901.01 A-5).

- c. An accused must show that he did not have a duty to retreat or avoid the danger. If the accused retreats and the other person continues to fight, the person who left the confrontation may later be justified in using deadly force when he can prove all three conditions of self-defense existed. There is NO duty to retreat from one's own home. There is no duty to retreat if there is no manner by which you can retreat safely. NOTE: Being in one's own home is not a license to use deadly force against an attacker. CONDITIONS ONE AND TWO SHALL EXIST EVEN IN ONE'S OWN HOME IN ORDER TO LEGALLY JUSTIFY THE USE OF DEADLY FORCE.

5. Defense of Others

- a. A person may defend another only if the protected person could have had the right to use self-defense.
- b. The same conditions apply as discussed in self-defense.
- c. NOTE: If you misinterpret a situation and interfere, you may face criminal charges because your use of deadly force is NOT legally justified.
- d. OJI. 411.31, 411.33, 411.35
- e. YOU ARE NOT A LAW ENFORCEMENT OFFICER. DO NOT ALLOW THE PRIVILEGE TO CARRY A CONCEALED HANDGUN GIVE YOU A FALSE SENSE OF SECURITY OR EMPOWERMENT. LET LAW ENFORCEMENT AGENTS DO THE JOB THEY ARE TRAINED TO DO.

6. Defense of Property

- a. Protecting property ALONE does NOT allow for the use of deadly force. Deadly force may NEVER be used in this situation.
- b. If a person's property is being attacked or threatened, he MAY NOT use deadly force UNLESS he reasonably believes it was the only way to protect himself or another from being killed or receiving serious physical harm.
- c. OJI. 411.31, 411.33, 411.35

B. CIVIL LIABILITY

1. Wrongful Death Lawsuit/Civil Liability Lawsuit
 - a. This is a common legal action for money damages brought by the survivors of a victim who was killed or injured.
 - b. The victim or his survivors must prove that it is more probable than not that the defendant's use of force was inappropriate or excessive and it caused the victim's injuries or death.
 - c. If this is proven, the victim or his survivors may be entitled to recover money from the defendant as punishment and /or compensation, even if the victim was breaking the law at the time force was used against him.
 - d. Even if the victim was wrong and caused the situation, if the force was inappropriate or excessive in a particular situation, the defendant risks civil liability.
 - e. Self-defense is an affirmative defense that a defendant may assert against civil liability. The defendant must prove that he reasonably believed that he or another was in immediate danger of serious bodily harm or death, and he could only prevent the harm by using deadly force.
 - f. The jury verdict does NOT have to be unanimous.

NOTES:

LEGAL ISSUES OF CONCEALED CARRY

PREFACE: CARRYING A CONCEALED HANDGUN IS A PRIVILEGE, NOT A RIGHT. YOUR PRIVILEGE HAS CERTAIN RESTRICTIONS AND IMPOSES CERTAIN DUTIES, MANY OF WHICH ARE REGULATED BY STATE AND FEDERAL LAW, AS WELL AS LOCAL ORDINANCES. THIS LESSON PLAN IS NOT DESIGNED TO COVER THE EXHAUSTIVE LIST OF LAWS, RULES, OR REGULATIONS. ONLY KEY OHIO STATUTES WILL BE DISCUSSED. CONTACT A PRIVATE ATTORNEY TO PROVIDE ANY FURTHER ADVICE ON THIS SUBJECT.

A. Privileges and Duties

1. Identification

- a. You must carry another form of valid government identification in addition to the concealed carry permit.

2. Forbidden Carry Zones

- a. Police stations
- b. Sheriff offices
- c. Highway Patrol post
- d. Premises controlled by the Ohio Bureau of Identification & Investigation
- e. Correctional institutions/detention facilities
- f. Airport terminals/commercial airplanes
- g. Mental care institutions
- h. Courthouses/buildings in which a courtroom is located
- i. Child daycare centers
- j. Places of worship/unless otherwise permitted
- k. Universities, unless locked in motor vehicle or in the process of being locked in a motor vehicle

- l. Premises that dispense liquor. Further, handguns are banned in any room or arena in which liquor is dispensed for which a Class D permit is issued. Liquor includes not just hard liquor but beer, wine, and mixers. **BEFORE YOU ENTER, BE CERTAIN OF THE PERMIT. IF LIQUOR IS DISPENSED ON THE PREMISES, IT IS A NO CARRY ZONE.**
- m. Buildings owned by the state or any political subdivision or any part of a building owned or leased by the state or political subdivision. A library would be such a building.
- n. School safety zones. This consists of the school, school building, school premises, school activity, and school bus. This includes everything up to the property boundary or within 1,000 feet of the boundary of any school premises.

There is an exception IF ALL OF THE FOLLOWING APPLY:

- You do not enter the school building, premises, or activity;
- You have a valid concealed carry license;
- You are not otherwise in one of the forbidden places listed in the above and detailed in ORC 2923.16 (B); and
- You are acting in accordance with federal law regarding the transportation of firearms in a school zone.

Federal law, 18 U.S.C. 922 (q) (2) (B) provides that the prohibition against firearms in a school safety zone does NOT apply:

- To private property not part of the school grounds
- If the individual possessing the firearm is licensed to do so by the state in which the school zone is located and a check is made that he is so qualified under the law
- If the handgun is not loaded and in a locked container; or if a locked firearm rack is in a motor vehicle
- To an individual for use in a program approved by a school in the school zone
- To an individual in accordance with a contract entered into between a school in the school zone and the individual or an employer of an individual
- To a law enforcement officer acting in an official capacity
- If the handgun is unloaded and possessed by an individual while traversing school premises for the purpose of gaining access to public or private lands open to hunting if the entry on school premises is authorized by school authorities

3. Federal Law
 - a. Under U.S.C. 930, it is illegal to have a firearm in a building or part of a building owned or leased by the federal government where federal employees are regularly present for performing their duties. There are MANY other places where a firearm is not permitted. Look for a sign at an entrance. Be aware, however, that absence of a sign IS NOT an indication that a concealed handgun is permitted on the premises. Look for security personnel in the building to advise you.
4. Ohio Revised Code Applicable to Concealed Carry
 - a. 2923.126 (A): General requirements of concealed carry
 - b. 2923.126 (B): Lists places where concealed handguns are NOT allowed
 - c. 2925.01 (P): The 1000 foot school zone boundary definition
 - d. 2923.1212: Sign Postage for PROHIBITION to carry concealed
 - e. 2923.122 (D) (3): School safety zone exception (EXTREMELY LIMITED CIRCUMSTANCES)

B. Motor Vehicle Issues

1. The law applies to driver and/or occupant.
2. You may NEVER have a firearm in a vehicle if you are under the influence of drugs or alcohol.
3. You may not transport a loaded, concealed handgun in a vehicle unless it is carried in one of the following ways (ORC. 2923.16(E)):
 - a. In a closed, locked glove compartment OR
 - b. In a case that is in plain sight and that is locked OR
 - c. In a holster on your person that is in plain sight (clearly visible or unobstructed)
4. If you do NOT have a concealed carry handgun license, you may NOT transport a loaded handgun in any manner where the firearm is accessible to anyone inside the vehicle without leaving the vehicle.

5. If you do NOT have a concealed carry license, you may not transport a firearm in a vehicle unless it is UNLOADED AND CARRIED in one of the following ways (ORC. 2923.16 (B) (C)).
 - a. In a closed package, box or case;
 - b. In a compartment that can only be reached by leaving the vehicle;
 - c. In plain sight AND secured in a rack or holder made for that purpose; OR
 - d. In plain sight with the **action** open OR the handgun stripped, OR, if the firearm is of a type in which the action will not stay open or cannot easily be stripped, in plain sight

C. Traffic Stops

1. Comply with all lawful orders of the officer.
2. Keep your hands in plain sight.
3. Have NO contact or attempted contact with the handgun.
4. Lower your window when stopped, place your hands in plain sight, inform the officer you are a concealed handgun license holder and that you ARE carrying the handgun.
5. Do NOT get out of the vehicle.
6. The officer may take the handgun away from you during the stop.

D. Non-Vehicle Law Enforcement Encounters

1. Announce to the officer you are a concealed handgun license holder and are carrying your handgun.
2. Follow the lawful instructions of the officer.
3. ORC. 2923.126

E. Private Property and the Workplace

1. Make yourself aware of the policy on private property/workplace.
2. ORC 2923.126 (C)

3. Check for signage regarding posted notices that prohibit concealed carry of a firearm onto the specific premises.

NOTES:

SAFETY PROCEDURES

This material is referenced from the Ohio Peace Officer Training Commission Basic Training Curriculum 4-1 Safety Procedures.

- A. Safety in Handling Firearms
 - 1. Firearms safety is fundamental to the protection of life.
 - 2. There is no margin of error in determining whether the firearm is a loaded or not a loaded firearm.
 - 3. Civilians are often inadvertently shot by fellow citizens.

- B. The Purpose of This Block of Instruction is to:
 - 1. Present general safety rules to handling firearms;
 - 2. Present home safety rules for firearms; and
 - 3. Present **range** safety rules.

- C. General Safety Rules for Handling Firearms
 - 1. Treat all firearms as if they are loaded.
 - 2. Never point a firearm at any person unless you are prepared to shoot that person.
 - 3. Immediately upon picking up a firearm, open the action and determine if the firearm is loaded – if loaded, unload and recheck.
 - 4. Never give a firearm to, or take a firearm from, anyone unless the cylinder or action is open and the firearm is unloaded.
 - 5. Do not permit a firearm to be worked on by any person, other than a qualified **gunsmith** or **armorer**.
 - 6. Do not engage in horseplay with your firearm.
 - 7. Keep your firearm secure unless engaged in a training exercise or the defense of life.

D. Firearms Safety in the Home

1. A large percentage of firearms accidents occur in the home.
2. Each of you is responsible for the safety of others with firearms in the home.
3. Educating your immediate family about firearms is encouraged.
4. However, even assuming all members of your family are mature enough to absorb and obey instructions on firearms safety, you may have visitors in your home who know nothing about firearms.
5. Typically, those people who have no knowledge of firearms safety handle them in the most dangerous way possible.
6. For maximum security, you should make your firearms inoperative and inaccessible to others.

E. Home Safety Rules and Procedures

1. Store your firearm and **ammunition** separately, under lock and key.
2. Use **commercial trigger** or **gun locks**.
 - a. **Revolver**
 1. Place a commercial trigger or gun lock on the revolver.
 2. This will prevent it from being used.
 - b. **Semi-Automatic Pistol**
 1. Lock the side back.
 2. Place a **commercial cable lock** through the **magazine well** and out the **ejection port and lock**.
 3. This will prevent the slide from going forward and closing.
3. Place the firearm in a **commercial firearms safe** and lock it.
4. Be consistent in how you store your firearm and ammunition at home – following the same routine every time you store your firearm and ammunition makes it less likely you will forget something.

5. Do not keep the handgun anywhere within easy reach to you while in bed.

F. Range Safety Rules and Procedures

1. Upon arrival at the range, make sure all firearms are unloaded.
2. Make certain there are no obstructions in the barrel of the firearm.
3. Load only when instructed by the range officer.
4. No smoking on the **firing line**.
5. Keep firearms pointed **down-range** at all times, unless otherwise directed by the instructor.
6. Never **draw** or **reholster** the firearm with the finger inside the trigger guard.
7. Do not handle the firearm behind shooters.
8. Do not talk to other shooters on the firing line.
9. Never permit the **muzzle** of your firearm to touch the ground.
10. If you drop your firearm, have it checked before firing.
11. Never pull the **hammer** back to the **cocked position** unless you intend to fire.
12. Never let the hammer down on a **live round** without first placing the thumb in front of the hammer and releasing the hammer carefully.
13. Never leave your **firing point** without first making sure your firearm is in safe condition.
14. Never go in front of the firing line until the firing line has been cleared and the command has been given to go forward.
15. Never **dry-fire** on the range unless under the supervision of an instructor.
16. Pay strict attention to the range officer's commands.
17. Never anticipate a command.
18. Make certain you understand the range officer's commands before firing – ask for clarification if necessary.

19. If a **stoppage, jam or malfunction** occurs with your firearm, **AND YOU ARE UNABLE TO CORRECT IT WITH IMMEDIATE ACTION**, keep the firearm pointed down range and signal the instructor.
20. The strictest discipline **MUST** be maintained – carelessness **WILL NOT** be tolerated.

NOTES:

BASIC FUNDAMENTALS OF PISTOL CRAFT

This material is referenced from the Ohio Peace Officer Training Commission Basic Training Curriculum 4-3 Basic Fundamentals of Pistol Craft.

A. Gripping the Handgun

1. When fired, a handgun will begin to **recoil** in the hand while the **bullet** is still in the **barrel**.
2. Therefore, in order to achieve accuracy, any movement must be the same for each and every shot fired.
3. You must have a solid hand-to-gun grip contact.
4. Your grip must be consistent as to:
 - a. The position of your hand on the pistol
 - b. The amount of mass and muscle tension applied

B. One-Hand Grip

1. The **back strap** of the pistol is placed in the center of the “V” formed by the thumb and forefinger.
2. The wrist must be straight and locked.
3. The pistol and forearm now form a straight line in the direction of the threat.
4. The tip of the trigger finger is placed on the trigger no further than the first joint.
5. The remaining fingers are wrapped around the front strap of the pistol.

C. Two-Handed Grip

1. In order to achieve the most accuracy, especially in a combat situation, always try to use two hands when firing.
2. Form the One-Handed Grip
3. Place the support hand fingers together.
4. Wrap them around the fingers of the shooting hand.

5. The supporting hand must be as high on the backstrap as possible.

D. Support System

1. Straight Arm

- a. "Isosceles"
- b. The arms are extended, elbows locked, forming a triangle.
- c. As your arms move up, thrust your hands straight out from your chest at mid-line of the body.

2. Bent Arm

- a. "Weaver"
- b. The shooting arm is nearly straight and pushing out.
- c. The support arm has a pronounced bend at the elbow, while pulling back and down.

3. Stance

- a. Basically, stance is a shooting platform.
- b. The stance must provide:
 1. The greatest degree of equilibrium and stability for the shooter's body and weapon.
 2. The least amount of strain on the muscular system.
- c. The support foot is slightly forward from the shooting foot.
- d. The body weight is distributed equally on both feet.
- e. The legs are straight, but not locked.

E. Smooth Draw

1. The objective of Smooth Draw:
 - a. To develop the ability to remove your pistol from the holster and make a controlled, accurate shot as easily as point your finger.

b. Smoothness and economy of motion are the keys to success.

2. Smooth Draw Basics

- a. At the beginning of the **draw**, the support hand is placed approximately at belt level with the fingers together pointing downward.
- b. At the same time, the shooting hand makes contact with the pistol, forming the one-handed grip.
- c. The trigger finger **is outside the trigger guard**.
- d. Disconnect any safety devices.
- e. The pistol is drawn from the holster and brought forward.
- f. The support hand joins the shooting hand and forms the two-handed grip.
- g. If the pistol is a single action auto-pistol, the thumb safety is released.
- h. The pistol is now brought into a shooting position and, if necessary, fired.
- i. Before returning to the holster: if the pistol is double/single action, **de-cock**. If the pistol is single action, apply safety devices.
- j. When returning the pistol to the holster, **keep the finger away from the trigger**.

F. Trigger Management

1. Trigger control is extremely important in order to achieve accuracy.
2. When pressure is exerted on the trigger, it must be done in a manner that does not alter the sight or the position of the pistol.
3. The first pad of the trigger-finger is placed on the trigger.
4. Pressure is applied smoothly and straight back in one continuous motion.
 - a. Squeeze
 1. The squeeze is used for long-range work.
 2. The hammer should fall at an instant that cannot be predicted.
 - b. Compressed Break

1. Basically, the squeeze technique
 2. The time interval between start and completion of the action is shortened.
- c. Double-Hammer (Tac-Tac)
1. A combat technique used to fire two rapid shots
 2. Basically, a pair of compressed breaks
 3. The first shot is fired and the second shot is fired while the pistol is still in recoil.
 4. The objective is to fire 2 **rounds** as quickly as you can, but only as fast as you can guarantee hits.

G. Weapon Alignment

1. Before achieving accuracy with any weapon, the shooter must be able to align the weapon with the intended target.
2. Factors to be considered when aligning the weapon with the target
 - a. The distance between the weapon and the target
 - b. The time factor involved
 - c. The available light in which to align the weapon
3. Different shooting situations demand different techniques.
4. There are two methods for weapon alignment
 - a. Point Shooting
 - b. Sighted Shooting

H. Point Shooting

1. “Instinctive Shooting”
2. The pointing of the pistol without using the **sights**
3. The pistol becomes an extension of your arm.

4. The pistol is pointed at the target in the same manner as you would point your finger.
5. The eyes of the shooter are focused on the target and not on the sights of the pistol.
6. The top of the pistol barrel is in the peripheral vision of the shooter.
7. The pistol is pointed at the center mass of the target.
8. Point shooting is much faster than sighted shooting.
9. Point shooting can be accurate up to a distance of fifty feet.
10. Other than in hip shooting, the pistol should be brought up to eye level.

I. **Sighted Shooting**

1. The use of sights to deliver a well placed shot
2. **Aiming** is the alignment of the front-rear sight with the target.
3. **Sight alignment** occurs when the top of the front sight is even with the top of the rear sight.
4. There should be an equal amount of light between the front sight blade and rear sides of the notch in the rear sight.
5. As it is impossible to focus on more than one object at one time, your point of focus **must** be on the front sight, not the target.
6. The greater the distance from the target, the greater need for precise alignment.

J. **Scanning**

1. “Scanning” is a term for “searching an area for additional threats.”
2. This relates to the shooter/pistol/eye combination.
3. This is an active search after the target has been neutralized.
4. Scanning is necessary to reduce the surprise at finding threats still active or additional threats.
5. Scanning is “Active” threat analysis.

6. Throughout the scanning process the shooter remains READY TO ENGAGE THREATS IF NECESSARY.
7. Scanning Process
 - a. After neutralizing known hostile targets
 - b. Keeping the muzzle pointed in the area of the last threat
 - c. The shooter remains ready for additional threats.
 - d. The arms remain in the shooting position.
 - e. The shooter sees the pistol in peripheral vision.
 - f. The upper torso slightly twists in a new direction.
 - g. Eyes, pistol, and torso move in unison.
 - h. After the shooter is sure the threats are over
 - i. The shooter returns to the ready position.

NOTES:

HANDGUN AND RELATED EQUIPMENT

This material is referenced from the Ohio Peace Officer Training Commission Basic Training Curriculum 4-2 Handgun and Related Equipment.

- A. The purpose of this section of your training is to instruct you in the types of bullet designs and nomenclature of:
 - 1. The Revolver
 - 2. The Semi-Automatic Pistol
 - 3. The Center Fire Cartridge
- B. Handgun
 - 1. Defensive equipment must be selected with great care and consideration.
 - 2. You must have confidence as well as competence with your equipment.
 - 3. In a shooting situation, the reliability and effectiveness of the equipment may well be the deciding factor of being a victor or a victim.
 - 4. The defensive handgun
 - a. The purpose of the defensive handgun is to provide protection against attack.
 - b. The most important criteria of selecting the defensive handgun are:
 - 1. Adequate stopping power
 - 2. Practical controllability
 - c. It also must be capable of sustained rapid fire.
 - d. It must possess reasonable combat accuracy.
 - e. There are two types of defensive handguns
 - 1. Double-action revolver
 - 2. Semi-automatic pistol

C. Revolver

1. Definition: A revolver is any handgun with a revolving cylinder, holding a number of rounds of ammunition, which mechanically brings each bullet into line with the breech of the gun barrel before firing, each time the hammer is activated.

2. NOMENCLATURE OF THE REVOLVER

a. **Frame**

1. Is the chassis or basic structure of the revolver
2. It houses
 - a. The firing mechanism
 - b. The safety/transfer bar
 - c. The **hammer block**
 - d. The rear sight
3. Supports the barrel and stocks

b. **Front Sight**

1. Attached to the muzzle end of the barrel
2. Used in conjunction with the rear sight for aimed shooting
3. Non-adjustable

c. **Rear Sight**

1. Attached to the top of the frame nearest the hammer
2. Two types available, adjustable and non-adjustable
3. Use in conjunction with the front sight for aimed shooting

d. **Cylinder**

1. Is the part in which cylindrical holes are bored to house the cartridges
2. Known as charge holes

3. Smith & Wesson and Ruger cylinders rotate counterclockwise.
4. Colt and Dan Wesson cylinders rotate clockwise.

e. **Extractor**

1. Is a wheel or star-shaped device on the rear face of the cylinder and is connected to the extractor rod
2. Lifts the cartridge cases from the cylinder when the extractor rod is depressed

f. **Extractor Rod**

1. Connected to the extractor which must be depressed in order for the extractor to remove the cartridges from the cylinder
2. Also part of the cylinder locking mechanism

g. **Crane/Yoke**

1. The section that supports the cylinder.
2. Attached to the forward end of the frame below the barrel, allowing the cylinder to swing out for loading and unloading

h. **Cylinder Thumb Latch**

1. Is the thumb piece on the left side of the frame which, when activated, allows the cylinder to be released
2. Smith & Wesson: push forward
3. Colt: pull to the rear
4. Ruger: push down (into frame)
5. Dan Wesson: in front by crane or yoke, pull down

i. **Trigger Guard**

1. Metal loop that protects the trigger from damage.
2. Aids in keeping the weapon from firing accidentally

j. Trigger

1. Curved metal bar that, when pulled rearward cocks the hammer and **then** releases the hammer to permit it to fall, igniting the cartridge primer.
2. Triggers are available in various widths.
3. Only slight pressure on the trigger is required to fire the handgun.

k. Stocks/Grips

1. Portion of the handgun gripped by the hand when firing
2. Many styles and materials are used for stock/grips.

l. Hammer/Firing Pin Assembly

1. Hammer is activated by pulling the trigger.
2. Some models have the firing pin attached to the hammer.
3. With other models, the firing pin is free floating and is activated by the use of the transfer bar.
4. After the trigger is pulled and the hammer falls, the trigger is released and the hammer moves backward slightly.
5. Allows the firing pin/hammer transfer bar to pull back from the firing pin hole

m. Barrel

1. Is the rifled tube attached to the front of the frame
2. The bullet passes through this when fired.

3. Hammer Block/Safety Bar

- a. A device which prevents the hammer from firing the handgun
- b. Should prevent the revolver from discharging if dropped

4. Transfer Bar

- a. A metal piece that is placed between the hammer and an internal firing pin.

- b. Transfer bar strikes the firing pin after being struck by the hammer.
- c. When the revolver is not cocked the transfer bar is well below the hammer.
- d. When the trigger is activated, the bar moves into position to fire the handgun.
- e. This should prevent the handgun from discharging if it is dropped.

5. Stoppages/Malfunctions

- a. Extractor rod bent/loose
 - 1. If the rod is bent, it will make the rotation of the cylinder difficult.
 - 2. If the rod is bent too much, the cylinder will not close.
 - 3. If the rod is loose, the cylinder may not rotate.
 - 4. The rod being loose may prohibit the opening of the cylinder.
- b. Broken firing pin: handgun may not fire
- c. **Out-of-time:** Cylinder is prevented from rotating by the cylinder stop.
- d. **Out-of-alignment:** Cylinder is unable to make proper alignment with the barrel.
- e. Defective ammunition
 - 1. Bad primers: Handgun fails to fire
 - 2. High primers: Prohibits cylinder from closing or prevents the cylinder from rotating
 - 3. Underloaded: Not enough power to propel the bullet out of the barrel
 - 4. Over charged: Too much powder
- f. Dirt or lead build-up
 - 1. Dirt under the extractor may prevent the cylinder from rotating.
 - 2. May prevent the cylinder from closing

6. Loading The Revolver

- a. Place the revolver in left hand.
- b. Right hand releases the cylinder
- c. Left hand opens the cylinder
- d. Point the muzzle toward the ground.
- e. Right hand inserts the ammunition into the charge holes
- f. Left hand closes the cylinder

7. Unloading The Revolver

- a. Place the revolver in left hand.
- b. Point muzzle in a safe direction.
- c. Release the thumb latch and open the cylinder.
- d. The muzzle pointed straight up, the right hand is placed under the rear of the cylinder to catch the cartridges
- e. Depress the extractor rod.
- f. Inspect the cylinder charge holes again to verify that all the charge holes are empty.
- g. Count the cartridges in your hand.
- h. Check the cylinder charge holes again to make absolutely certain that the revolver is empty.

8. Care and cleaning the revolver: Follow the manufacturer's recommended procedures.

D. Cycle of operation of the Semi-Automatic Pistol

1. The first round is loaded manually.
2. Upon pulling the trigger
 - a. The round is fired.

- b. The case is extracted.
 - c. The case is ejected.
 - d. The firing mechanism is cocked.
 - e. Another round feeds into the chamber from the magazine.
3. NOMENCLATURE OF THE SEMI-AUTOMATIC PISTOL
- a. Frame: The chassis or basic structure of the Semi-Auto Pistol
 - b. **Slide Lock/Release Lever**
 - c. **Takedown Lever**
 - d. Trigger
 - e. Trigger Guard
 - f. **Magazine Release**
 - g. Magazine
 - h. Hammer
 - 1. Activated by pulling the trigger
 - 2. Strikes the firing pin located inside the slide
 - i. **De-cocking Lever**
 - j. **Stocks/Grips:** Non-metallic portion of the Semi-Auto gripped by the hand when firing
 - k. **Slide**
 - 1. Covers a portion or the entire barrel group
 - 2. Recoil moves the slide to the rear
 - 3. Spring action returns the slide forward
 - 4. Slide houses the:

- a. **Bushing**
 - b. **Recoil Spring**
 - c. **Guide Rod**
 - d. **Locking Lugs**
 - e. **Firing Pin**
 - f. **Firing Pin Spring**
- l. Barrel
 - 1. Rifled tube located inside the slide
 - 2. Rifling consists of the set of spiral grooves cut into the front of the barrel which causes a spinning motion to be imparted to the fired bullet.
 - 3. The bullet exits from the muzzle-end of the barrel.
 - 4. The bullet is seated in the chamber-end of the barrel.
 - m. Front Sight: Located at the forward end of the slide
 - n. Rear Sight: Located on the rearward end of the slide
4. Types of Semi-Auto Pistols
- a. Double/Double: The trigger pressure is the same for the first shot as for all subsequent shots.
 - b. Double/Single
 - 1. First shot is fired by just pulling the trigger.
 - 2. The draw bar cocks the hammer and releases the sear and the pistol is fired.
 - 3. All subsequent shots are fired from a single action.
 - 4. The first pull of the trigger is a long, heavy pull, needed to cock the hammer.

5. All subsequent shots are fired by a short, light pull due to the hammer already being cocked.
6. After firing and before holstering the pistol, some models must be de-cocked and placed back into double action mode.

c. Single

1. Must be manually cocked before firing.
2. After firing, the rearward movement of the slide will re-cock the pistol.
3. By carrying the pistol with the hammer down, the hammer must be manually cocked before the pistol can be fired.
4. Thumb safety blocks the sear so that it cannot release the hammer.
5. It is unsafe to carry the pistol cocked and not locked.

5. Malfunctions/Stoppages

a. Broken firing pin

1. The handgun will not fire.
2. The pin will protrude the firing pin hole in the breach block and may fire the handgun each time the slide goes forward.
3. During cleaning, check the firing pin and spring.

b. Extractor broken/chipped

1. May fail to extract the empty case from the chamber
2. Inspect the extractor during cleaning.

c. Sear/Hammer relationship out of sync

1. Two problems will occur
2. Trigger will be difficult to pull
3. Hammer may fall to half-cocked position

- d. Defective magazines
 - 1. Magazines must be well maintained.
 - 2. Bent magazines may alter the angle of the bullet and prevent proper feeding.
 - 3. The follower may become dirty and will not place the cartridge in proper alignment for feeding.
 - 4. Springs sometimes break.
 - 5. Clean magazine regularly
- e. Defective ammunition
 - 1. Bad primers: Handgun fails to fire
 - 2. Underloaded: Not enough power to propel the bullet out the barrel
 - 3. Over charged: Too much powder
- 6. Stoppages and Immediate Action
 - a. Misfire
 - 1. Cartridge failed to fire
 - 2. Usually caused by a defective round
 - 3. Tap the magazine and rack the slide.
 - 4. Known as: "Tap & Rack"
 - 5. This will make sure the magazine is seated, the bad rounds are ejected and a fresh round chambered.
 - b. Improper feeding
 - 1. Nose of the cartridge is over feed ramp, striking the hood of the barrel
 - 2. Usually caused by defective magazine or defective ammunition
 - 3. Remove the magazine, rack the slide.
 - 4. Insert a fresh magazine and rack the slide, chambering a fresh round.

- c. Unseated magazine
 - 1. Magazine did not lock in place
 - 2. Will act like a misfire
 - 3. "Tap & Rack"
 - d. "Stove Pipe/Smoke Stack"
 - 1. Empty case sticking up and blocking the side
 - 2. Usually caused by a low power round
 - 3. Can be caused by recoil flipping the muzzle up and this may change the inertia of the side operation
 - 4. Tap the magazine.
 - 5. Turn the handgun over so the side is up and rack the slide.
 - 6. This will clear the chamber and insert a fresh round.
 - e. Double Feed
 - 1. Cartridge of a spent round still in the chamber, new round is wedged behind the spent round and the slide is stuck back
 - 2. Usually caused by a single hand shooting with a weak wrist grip
 - 3. The easiest way to clear is to depress the magazine release, and to rack the slide back and forth. This will cause the magazine to drop out and the spent casing to fall out.
 - 4. Insert a fresh magazine, rack the slide and charge the chamber.
7. Loading the Semi-Auto Pistol
- a. Loading the magazine
 - 1. With the open end uppermost, grasp the magazine with one hand.
 - 2. Place a round on magazine follower with the base just forward of the retaining lips.

3. Press the round down and back until the base of the round touches rear flat edge of the magazine.
 4. Place the next round on top of the previous round and press down and back.
 5. Repeat until the magazine is loaded.
- b. Chambering a round
1. Insert loaded magazine into the magazine well.
 2. Push the magazine until you hear and feel a click.
 3. Gripping the pistol with the shooting hand, point muzzle in a safe direction.
 4. With the non-shooting hand, grasp the slide and push the frame forward to cock the hammer.
 5. Release the slide to feed the round from the magazine into the chamber.
 6. If the pistol is not going to be fired immediately engage the safety device if the firearm has one.
- c. Unloading the Pistol (Method #1)
1. Keep the trigger finger away from the trigger.
 2. Grip the pistol in the right hand.
 3. Point the muzzle of the pistol in a safe direction.
 4. Push the magazine release.
 5. Remove the magazine from the pistol.
 6. With the left hand, grasp the slide firmly.
 7. Push forward with the right hand, opening the slide.
 8. Lock the slide back.
 9. Inspect the chamber to verify it is empty.

d. Unloading the Pistol (Method #2)

1. Keep the trigger finger away from the trigger.
2. Grip the pistol in the left hand.
3. Point the muzzle of the pistol in a safe direction.
4. Push the magazine release.
5. Remove the magazine.
6. Position the pistol in hand so the left index finger is touching the slide release lever.
7. Position the hand so that the ejection port is facing downward towards the ground.
8. With the fingers of the right hand held together on one side of the slide and the thumb on the other, grasp the slide.
9. Place the left index finger at the base of the slide release lever.
10. With the right hand, push back the slide to the rear lock lever, locking the slide open.
11. Inspect the chamber to make certain that it is empty.

8. Conditions of Carry

a. Double-Action/Double-Single Action Models

1. Condition Four
 - a. Magazine – empty
 - b. Chamber – empty
2. Condition Three
 - a. Magazine – loaded
 - b. Chamber – empty
3. Condition Two

- a. Magazine – loaded
- b. Chamber – loaded
- c. Hammer – uncocked (down)

4. Condition One

- a. Magazine – loaded
- b. Chamber – loaded
- c. Hammer – cocked (if single action firearm)

E. Defensive Ammunition

- 1. The sole purpose of defensive ammunition is to stop an assailant by stopping his/her action immediately.
- 2. Any bullet that strikes and penetrates the human body and is not immediately attended to by medical personnel will probably kill.
- 3. However, it may not stop this person from continuing his/her aggression.

4. Bullet Designs

- a. **Wadcutter** – lead or jacketed used for target shooting
- b. **Round Nose** – (ball) lead or jacketed
- c. **Semi-Wadcutter** – lead or jacketed
- d. **Hollow Point** – (controlled expansion) lead or jacketed

5. Components of a Cartridge

a. **Case**

- 1. A cylinder closed at one end, containing the other three components
- 2. It has a rim which positions it in the chamber or **cylinder**.

b. **Primer**

- 1. Contains very sensitive explosive compound

2. When struck, the compound changes chemical structure and disintegrates completely.

c. **Powder Charge**

1. Burns when ignited by the explosion of the primer
2. The burning creates great quantities of gas which expands very rapidly.

d. **Bullet**

1. The projectile is made of lead or lead jacketed with a harder metal.
2. The expanding gases push the bullet from the barrel.

NOTES:

GLOSSARY OF TERMS

½ Hip or ¾ Hip
Action
Aiming
Ammunition
Armorer
Back Strap
Barrel
Bullet
Bushing
Case
Cocked Position
Commercial Cable Lock
Commercial Firearms Safe
Commercial Trigger
Crane/Yoke
Cylinder
Cylinder Thumb Latch
De-cock
De-cocking Lever
Down-Range
Draw
Dry-Fire
Ejection Port and Lock
Extractor
Extractor Rod
Firing Line
Firing Pin
Firing Pin Spring
Firing Point
Frame
Front Sight
Guide Rod
Gun Locks
Gunsmith
Hammer
Hammer/Firing Pin Assembly
Hammer Block/Safety Bar
Handgun
Hollow Point
Jam
Live Round
Locking Lugs
Low Ready, Chest Ready, 3rd (Third) Eye
Magazine Release
Magazine Well
Malfunction
Muzzle
Out-of Alignment
Out-of-Time
Point Shooting
Powder Charge
Primer
Range
Rear Sight
Recoil
Recoil Spring
Reholster
Revolver
Round Nose
Rounds
Scanning
Semi-Automatic Pistol
Semi-Wadcutter
Sight Alignment
Sighted Shooting
Sights
Slide
Slide Lock/Release Lever
Smooth Draw
Stance
Stocks/Grips
Stoppage
Stoppages/Malfunctions
Takedown Lever
Transfer Bar
Trigger
Trigger Guard
Wadcutter

½ Hip or ¾ Hip Shooting – Hip Shooting is defined as shooting with the firearm held in the vicinity of the waistline of the shooter. It has also been referred to as “*speed-rock*” shooting which may be required at “contact” range. ½ Hip Shooting is where the shooter places the firearm ½ the distance between the holster and the actual locking of the elbow at the hip with the firearm pointed directly at the intended target. ¾ Hip Shooting is where the shooter places the firearm ¾ the distance between the holster and the actual locking of the elbow at the hip with the firearm pointed directly at the intended target.

Action – The mechanism or working and moving parts of a firearms by which it accomplishes such functions as firing, extracting, ejecting, feeding or aligning cartridges for firing, and locking into battery.

Aiming – To align a weapon’s sight(s) with the object or target to be hit, as opposed to merely pointing the weapon without the use of sights. To point or direct a weapon that propels a projectile towards an intended target with the specific intent to hit the object or a particular point on the target.

Ammunition – One or more loaded cartridges consisting of a primed case and propellant charge, with or without one or more projectiles, which is also referred to as fixed or live ammunition. The projectiles and the compressed gas cylinders used in “air” guns as a means of propelling the projectiles.

Armorer – A person who maintains and performs limited repairs on small arms.

Back Strap – The rearmost portion of a pistol or revolver frame which curves downward between the grips.

Barrel – The tubular portion of a firearm through which a projectile or shot charge travels under the impetus of combusting powder gases, compressed air or CO₂, or other means. The interior of the barrel may be rifled or smooth.

Bullet – A non-spherical projectile for use in a rifled barrel.

Bushing – A removable lining, for reducing the effect of friction on moving parts or for decreasing the diameter of a hole.

Case – Common shorthand for a cartridge case.

Cocked Position – To place a firing mechanism under spring tension. To draw the hammer, striker, firing pin or cocking piece back into firing position either manually or by pressure on the trigger; also, to set the trigger for firing.

Commercial Cable Lock – A lock designed specifically for firearms. The lock is to keep the weapon safe and secured so that it will not fire when not being used. All pistols when purchased from a gun store have a “commercial cable lock” included by the manufacturer.

Commercial Firearms Safe – A safe where the firearm may be secured when not being used. They come in all shapes and sizes from a simple small box that holds one firearm to a large box that holds many firearms.

Commercial Trigger – Is the same definition as “trigger” except it is provided by the manufacturer as part of the firearm.

Crane/Yoke – The part of a solid frame revolver on which the cylinder is swung out to accomplish loading and ejecting.

Cylinder – The round drum-shaped metal (usually steel) part of a revolver which is bored with multiple chambers to hold the cartridges. As the revolver trigger is pulled or the hammer is manually cocked, the cylinder rotates to align the next chamber (or unfired cartridge) with the barrel (for firing).

Cylinder Thumb Latch – A device which permits the swinging out for access (for loading, unloading, cleaning) of the cylinder from the frame of a revolver.

De-cock – A term used with firearms training. It means to manually operate the “de-cocking lever” to lower the hammer.

De-cocking Lever – A manually operated lever, typically on a semi-automatic pistol, which serves to de-cock the hammer. A dual-function manually operated lever, typically on a semi-automatic pistol, which serves to de-cock the hammer but which can also be positioned to serve as a safety, preventing the pistol from being fired if the trigger is pulled.

Down-Range – A term used in firearms training. It means to go forward after the firing line is safe to pick up items that may have been dropped, i.e. magazines, live ammunition, or to score the targets.

Draw – A term used in firearms training. It means to remove the firearm from the holster and bring it up on the intended target.

Dry-Fire – Practice conducted with an assuredly unloaded firearm or a firearm loaded with dummy rounds only, intended to help the shooter become familiar with a new technique or to develop or maintain specific skills such as trigger control, proper grip, sight picture, etc.

Ejection Port and Lock – An opening in a firearm’s receiver through which the empty cartridge case is ejected.

Extractor – A mechanism for withdrawing a cartridge or cartridge case from the chamber. A part in a gun for removing spent shells or live cartridges from the chamber.

Extractor Rod – Connected to the extractor which must be depressed in order for the extractor to remove the cartridges from the cylinder.

Firing Line – A line at which the shooters are stationed for firing.

Firing Pin – Generically: a rod or plunger in a gun, mine, bomb, shell, or the like that strikes and detonates a sensitive explosive or ignition device (or primer) in order to effect combustion of the main propellant charge.

Firing Pin Spring – A spring that encompasses or surrounds an internal firing pin. The spring pushes the firing pin back into position after the round has been fired.

Firing Point – A firing station on a firing line.

Frame – A receiver.

Front Sight – A nomenclature of the revolver that is attached to the muzzle end of the barrel. It is used in conjunction with the rear sight for aimed shooting and is non-adjustable.

Guide Rod – Part of the internal workings of a semi-automatic pistol. The guide rod is encompassed or surrounded by a spring. As the round is fired and the vented gasses from the round force the slide backwards and eject the casing of the fired round, the guide rod/spring pull and guide the slide back into position to fire the next round.

Gun Locks – Any lock designed to keep the weapon safe and secured so that it will not fire when not being used.

Gunsmith – A person who makes, repairs and/or modifies small arms.

Hammer – A spring-driven part of a firearm or a gun's firing mechanism which gives impulse to the firing pin or which directly strikes the primer (or percussion cap) or which otherwise actuates the propulsion system of a gun.

Hammer/Firing Pin – A hammer which has the firing pin attached to it and mainly found as part of revolvers.

Hammer Block/Safety Bar – A safety device which restricts hammer movement.

Handgun – A firearm designed to be held and fired with one hand.

Hollow Point – A projectile with an open cavity in its point, intended to aid expansion on impact, especially in animal tissue.

Jam – The stoppage of a firearm in which the action sticks or seizes and cannot be operated, or is otherwise rendered inoperable, especially a stoppage which cannot be remedied by normal "immediate action" or malfunction clearance procedures, or which cannot be cleared without the use of tools or without disassembly of the firearm.

Live Round – Round is a commonly used term for cartridge. Cartridge is a single round of fixed ammunition, typically consisting of a case, primer, propellant charge and projectile pre-assembled into an integral unit. Therefore the term live round means the round or cartridge has not been fired.

Locking Lugs – One or more projections from the breech bolt which serve to lock it into place when closed.

Low Ready, Chest Ready, 3rd (Third) Eye – The typical ready position on the firing line is the “low ready” position, in which the weapon is held with the muzzle pointed downrange and down at the ground (not on the target) well in front of the shooter approximately 45 degrees from the horizontal so that an unintentional discharge of the weapon will impact in the ground or berm a safe distance ahead of the firing line; of course, the trigger finger is registered securely outside the trigger guard.

Magazine Release – The device that retains or releases a detachable magazine in a firearm.

Magazine Well – That opening in a firearm’s frame or receiver which receives a detachable magazine.

Malfunction – The improper operation (or failure to operate) of any part of a weapon or ammunition that may or may not stop it from firing.

Muzzle – The end of a gun barrel from which projectiles emerge.

Out-of-Alignment – Cylinder is unable to make proper alignment with the barrel.

Out-of-Time – Cylinder is prevented from rotating by the cylinder stop.

Point Shooting – Any deliberate firing of a firearm at an intended target employs some index or points of reference for aligning the firearms and thereby the trajectory of the projectile(s) with the intended point of impact on the target, whether consciously or subconsciously. A firearm can be aligned with a target by visual indexing, body indexing, or a combination of both.

Powder Charge – The amount of powder by weight in a cartridge case or chamber.

Primer – A sensitive explosive device that responds to percussion, friction, electrical impulse, or some other disturbance to set off a propellant or an explosive; an initiator.

Range – An area equipped or designated for shooting firearms or other projectile weapons, of which a shooting (also: firing) range is one type, as is an archery range; or the distance between the firearm and the target.

Rear Sight – Located on the rearward end of the slide.

Recoil – The rearward thrust or movement of a firearm resulting from firing, as the equal and opposite reaction to the projectile’s acceleration.

Recoil Spring – The spring which returns a semi-automatic firearm to battery.

Reholster – A term used in firearms training. It means to return the firearm to the holster and secure it.

Revolver – A firearm, usually a handgun, with a cylinder having several chambers so arranged as to revolve around the cylinder’s axis and be discharged successively by the same firing mechanism.

Round Nose – An elongated projectile with a radiused nose. Technically, the radius of the narrowest cross section of the bullet’s nose is half that of the bullet’s base.

Round – A single set of all the components that are required to fire one shot from a firearm that uses other than fixed ammunition.

Scanning – Scanning is a term for “searching an area for additional threats”. This relates to the shooter/pistol/eye combination. Scanning is an active search after the target has been neutralized.

Semi-Automatic Pistol – A firearm in which the gas pressure and/or the blow-back recoil force from a fired round is used to unlock the mechanism, to extract and eject the empty shell casing, and to reload by stripping (or releasing) and feeding another cartridge from the magazine into the chamber.

Semi-Wadcutter – A projectile with a distinct, short truncated cone at the forward end. A bullet with a distinct bore-diameter shoulder, ahead of which is a truncated-cone nose.

Sight Alignment – In the case of firearms that have more than one sighting index (for example, front and rear sights), sight alignment is one component of a proper sight picture or the proper use of a firearm’s sights, whereby the front and rear sights are properly aligned with one another as viewed by the shooter.

Sighted Shooting – The use of sights to deliver a well placed shot.

Sights – Any of a variety of devices, mechanical or optical, which are attached to a firearm (usually atop the firearm’s barrel or receiver) and designed to assist in aiming the firearm.

Slide – A part of a firearm attached to and reciprocating with the breechblock.

Slide Lock/Release Lever – The condition of a semi-automatic pistol in which the slide is locked to the rear, for example when the pistol has been fired until empty.

Smooth Draw – Is being able to remove the firearm from the holster, place it into action, and make a controlled accurate shot as easy as pointing your finger. It is fast and quick if done right, smoothness and economy of motion being the key to success. It may be hard to accomplish, due to different levels of holsters, but with time and practice, it can be achieved.

Stance – A clearly demarked firing position or otherwise designated station for a single shooter on a firing line or tactical course of fire.

Stocks/Grips – The component of a firearm (especially a shoulder weapon), usually constructed of wood or synthetic material, which enables the shooter to hold the weapon and to which a barreled action is attached.

Stoppage – Any interruption of the cycle of operation of a firearm.

Stoppages/Malfunctions – Failure of a firearm to function as designed because of a mechanical defect or malfunction, as opposed to a stoppage caused by shooter error.

Takedown Lever – A catch device found on many firearms to facilitate disassembly.

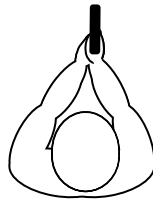
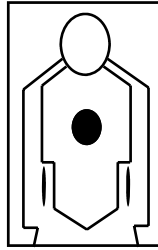
Transfer Bar – An intermediary piece of metal which usually reciprocates with the trigger or hammer of a revolver to transfer the energy of the hammer to the firing pin.

Trigger – That part of a firearm mechanism which is moved manually to cause the firearm to discharge.

Trigger Guard – A rigid loop which partially surrounds the trigger to prevent accidental discharge or damage to the trigger.

Wadcutter – A term used to describe a lead bullet of cylindrical shape, having a flat or virtually flat nose of full bore diameter which cuts a clean full-diameter hole through a paper or cardboard target upon impact.

SIGHTED SHOOTING EXERCISE

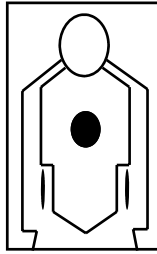


TARGET:	1 Combat Target
NUMBER OF ROUNDS:	5 Rounds
DISTANCE:	10 Feet & 20 Feet
LIGHT CONDITIONS:	Normal
MODE OF CARRY:	Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- At 10 feet with the handgun loaded with 5 rounds, assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. On command, raise the pistol, acquire a sight picture and fire 1 round at a designated spot in the center of the target.
- Repeat the exercise 5 times.
- Reload the firearm and on command fire 5 rounds in a row at the same spot.
- Move to 20 feet, reload the firearm and on command, repeat the exercise with 5 rounds in a row into the same spot.

POINT FIRE OR TARGET FOCUS SHOOTING EXERCISE

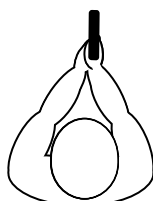
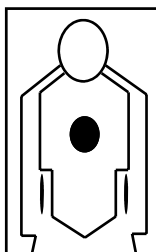


TARGET:	1 Combat Target
NUMBER OF ROUNDS:	5 Rounds
DISTANCE:	10 Feet & 15 Feet
LIGHT CONDITIONS:	Normal
MODE OF CARRY:	Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- At 10 feet with the handgun loaded with 5 rounds, assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. Stare at the circle, concentrate on target. On command, raise the pistol, fire 1 round at the center of the target as soon as the pistol is up.
- Repeat the exercise 5 times.
- Reload the firearm with 5 rounds and repeat the exercise.
- Reload the firearm with 5 rounds and repeat the exercise ONE-HANDED.
- Move to 15 feet, reload the firearm with 5 rounds and repeat the drill.

MULTIPLE SHOTS EXERCISE

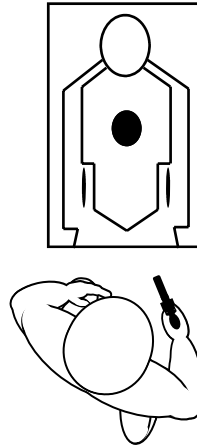


TARGET:	1 Combat Target
NUMBER OF ROUNDS:	6 Rounds
DISTANCE:	10 Feet
LIGHT CONDITIONS:	Normal
MODE OF CARRY:	Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- At 10 feet with the handgun loaded with 6 rounds, assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. Stare at the circle, concentrate on target. On command, raise the pistol, fire 2 rounds as quickly as possible (Tac-Tac) into the center of the target.
- Repeat the exercise 2 times.
- Reload the firearm with 6 rounds and repeat the exercise 3 times. Reload the firearm with 6 rounds. On command, raise the firearm and fire 3 rounds into the center of the target.
- Repeat the exercise 1 time.
- Reload the firearm with 6 rounds and repeat the exercise 2 more times.
- Reload the firearm with 6 rounds. On command, fire 4 rounds into the center of the target, return to Low Ready, Chest Ready or 3rd (Third) Eye. On command, raise the firearm and fire 2 rounds into the center of the target.
- Reload the firearm with 6 rounds. On command, raise the firearm and fire until empty into the center of the target.

EXTREMELY CLOSE RANGE SHOOTING EXERCISE

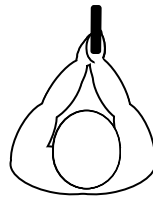
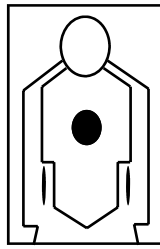


TARGET:	1 Combat Target
NUMBER OF ROUNDS:	6 Rounds
DISTANCE:	5 Feet
LIGHT CONDITIONS:	Normal
MODE OF CARRY:	1/2 Hip or 3/4 Hip

PROCEDURE:

- At 5 feet with the handgun unloaded/empty, assume any of the following: 1/2 hip or 3/4 hip. Dry fire practice hip shooting until the instructor feels the student is ready. Once the student is ready.
- At 5 feet, load the firearm with 6 rounds. Assume a hip shooting position.
- On command, fire 2 rounds into the center of the target.
- Repeat the exercise 2 times.

STOPPAGE/MALFUNCTION EXERCISE

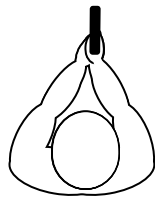
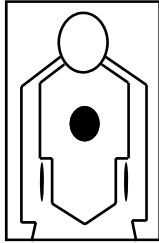


TARGET:	1 Combat Target
NUMBER OF ROUNDS:	6 Live Rounds/3 Dummy Rounds
DISTANCE:	10 Feet
LIGHT CONDITIONS:	Normal
MODE OF CARRY:	Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- NOTE: For revolvers, the students will do reload drills. For semi-autos, the students will do stoppage/malfunction drills.
- The instructor will load the student's magazine with 3 live rounds and 3 dummy rounds and return the firearm to the student. This will simulate a misfire or unseated magazine. On command, raise the firearm and fire 1 round into the center of the target.
- When stoppage/malfunction occurs, the student will clear the stoppage/malfunction with the tap and rack technique and fire the next round into the center of the target.
- The instructor will assist the student in setting up a stove pipe or smoke stack stoppage. The firearm will then be loaded with 2 rounds. On command, raise the firearm and attempt to fire a round.
- When the round fails to fire, the student will clear the stoppage with the tap and rack technique and fire 2 rounds into the center of the target.
- Repeat the exercise 2 times.
- The instructor will assist the student in setting up a double feed stoppage. The firearm will be loaded with 2 rounds. On command, raise the firearm and attempt to fire a round.
- When the round fails to fire, the student will clear the stoppage by removing the magazine, racking the slide, re-inserting the magazine, charging the firearm, and firing 2 rounds into the center of the target.
- Repeat the exercise 2 times.

DRAWING WEAPON FROM CONCEALMENT EXERCISE

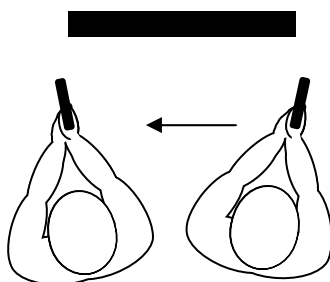


TARGET:	1 Combat Target
NUMBER OF ROUNDS:	No Live Ammunition
DISTANCE:	10 Feet
LIGHT CONDITIONS:	Normal
MODE OF CARRY:	From Concealment

PROCEDURE:

- This exercise will be done as *dry fire practice only*. The reason for not doing this exercise as live fire is due to the different modes of carry by the students. The modes of carry become a safety issue.
- The student will place an unloaded/empty firearm in a holster where they intend on carrying the weapon in compliance with their CCW Permit.
- On command, the student will draw the weapon from concealment and engage the center of the target by dry firing 2 times.
- The exercise will be repeated 10 times.

BARRICADE EXERCISE

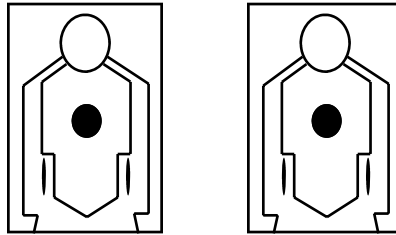


TARGET:	2 Combat Targets
NUMBER OF ROUNDS:	4 Rounds
DISTANCE:	20 Feet
LIGHT CONDITIONS:	Normal
MODE OF CARRY:	Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- At 20 feet, the student will position themselves behind the barricade on their dominate side. With the firearm loaded with 4 rounds, on command, raise the firearm, fire 1 round from a standing position into the center of the target. Then go to an alternative shooting position and fire 1 round into the center of the target.
- Move to the non-dominate side of the barricade and repeat the exercise with the non-dominate target.
- Repeat the exercise 2 times.

MULTIPLE TARGET EXERCISE

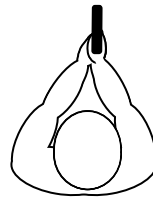
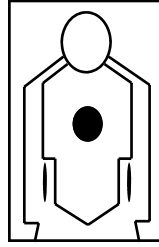


TARGET:	2 Combat Target
NUMBER OF ROUNDS:	6 Rounds/5 Rounds for 5 Shot Revolver
DISTANCE:	15 Feet
LIGHT CONDITIONS:	Normal
SHOOTING SEQUENCE:	1 Round, 3 Rounds & 2 Rounds or 2 Rounds, 3 Rounds & 1 Round or Instructor's Discretion.
MODE OF CARRY:	Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- At 15 feet, load the firearm with 6 rounds. On command, raise the firearm. On command, fire the shooting sequence of choice (*refer to shooting sequence above*) into the center of the targets.
- Repeat the exercise 2 times.

DISTANCE SHOT EXERCISE



TARGET: 1 Combat Target

NUMBER OF ROUNDS: 5 Rounds

DISTANCE: 30 Feet

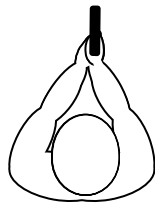
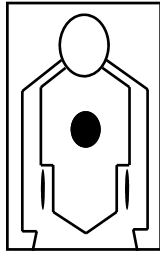
LIGHT CONDITIONS: Normal

MODE OF CARRY: Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- At 30 feet with the handgun loaded with 5 rounds, assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. On command, raise the firearm and fire 5 rounds at your own pace into the center of the target.
- Repeat this exercise 1 time.

COMPETENCY EXERCISE

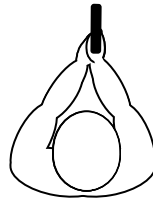
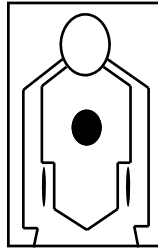


TARGET:	1 Combat Target
NUMBER OF ROUNDS:	20 Rounds - Semi-Auto or Revolver/18 Rounds for 5 Shot Revolver
DISTANCE:	15 Feet & 10 Feet
LIGHT CONDITIONS:	Normal
MODE OF CARRY:	Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- Student will demonstrate the ability to load the firearm by loading the firearm with 6 rounds. At 15 feet, assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. On command, raise the firearm and fire 2 rounds into the center of the target.
- Repeat the exercise 2 times. [*5 shot revolver: 2 rounds once & 1 round once*]
- At 15 feet, reload the firearm with 6 rounds. Assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. On command, raise the firearm and fire 3 rounds into the center of the target. Bring the firearm back down and on command, fire 3 rounds into the center of the target for a total of 6 rounds.
- Repeat the exercise 1 time. [*5 shot revolver: 3 rounds once & 2 rounds once*]
- At 15 feet, load 4 rounds. Assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. On command, raise the firearm and fire 4 rounds into the center of the target.
- At 10 feet, assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. On command, raise the firearm and one-handed fire 2 rounds into the center of the target.
- Repeat the exercise 1 time.
- Student will demonstrate the ability to unload the firearm and make it safe.

(OPTIONAL) LOW-LEVEL LIGHT EXERCISE



TARGET:	1 Combat Target
NUMBER OF ROUNDS:	6 Rounds/5 Rounds for 5 Shot Revolver
DISTANCE:	15 Feet
LIGHT CONDITIONS:	Low-Level Light
MODE OF CARRY:	Low Ready, Chest Ready, 3rd (Third) Eye

PROCEDURE:

- This exercise is optional and will only be used if time permits and the range has the ability to give the student a low-level light option.
- At 15 feet in low-level light conditions, load the firearm with 6 rounds. Assume any of the following: Low Ready, Chest Ready or 3rd (Third) Eye. On command, fire 2 rounds into the center of the target.
- Repeat the exercise 2 times (*5 shot revolvers: 2 rounds and then 1 round*).
- Reload the firearm with 6 rounds and repeat the exercise again.