

Sacramento Police Department – 2320  
FIREARMS PSP Course – 29501

**Statement of Purpose:** The purpose of this course is to provide the student with topics of tactical firearms and lethal force training, which meet the requirements of the Perishable Skills Program (PSP) for POST. The student will develop the necessary tactical firearms knowledge and skills to survive a lethal force encounter. This course consists of hands-on / practical skills firearms training instruction for sworn Sacramento Police Department officers. This course complies with the legislative content and mandates of AB392, SB230, PC835a and applicable department policies.

**Minimum Topics / Exercises**

- A. Safety Guidelines/Orientation
- B. Moral Obligations
- C. Use of Force Considerations
- D. Policies and/or Legal Issues
- E. Sight Alignment, Trigger Control, Accuracy
- F. Target Recognition and Analysis
- G. Weapons Clearing
- H. Live Fire Tactical / or Marking Cartridge Tactical
- I. Judgement and Decision Making Exercise(s)
- J. Class Exercises/Student Evaluation/Testing

**Course Objectives**

Officers will:

1. Demonstrate knowledge of their individual departments Use of Force and Firearms Policy
  
2. Identify the tactical analysis key points related to tactical firearms as reported in POST Law Enforcement Officers Killed and Assaulted (LEOKA) studies (1994-present)
  
3. Demonstrate a minimum standard of tactical firearms proficiency with every technique, exercise, and course of fire to include:
  - a. Judgement and Decision Making
  - b. Firearms Safety
  - c. Fundamentals of Marksmanship
  - d. Safe Drawing and Presenting Firearms
  - e. Shoot / No Shoot
  - f. Speed, Accuracy and Effectiveness Under Stress and Movement Conditions
  - g. Shot Placement: Combat Effectiveness
  - h. Malfunction Clearing
  - i. Loading / Reloading

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**Minimum standards of performance shall be tested by the instructor(s) observing the officer during their performance of each technique, exercise and course of fire. If an officer does not meet a minimum standard, as established by the Firearms Training Unit, remediation will be provided until the standard is met.**

- I. Safety Guidelines/Orientation (A, B)**
- a. Instruction, registration and orientation
  - b. Course objectives / overview, exercise, evaluation/testing
  - c. Weapons, range and shooting safety rules
  - d. General safety rules
    - i. Treat all firearms as if they were loaded
    - ii. Never point a gun at anything you aren't willing to destroy
    - iii. Keep your finger off the trigger until your sights are on the target
    - iv. Be sure of your target and what's beyond it
  - e. Range safety rules
    - i. Once training starts, the range will be considered a hot range, which means pistols and magazines will be loaded with ammo
    - ii. Because it is a hot range, all pistols will remain in their holsters, with weapons retention devices in use, except when on the fire line under the supervision of the range masters and/or in a designated safe area
    - iii. Officers will be allowed to administratively load their pistol magazines when off the firing line, but they must keep their pistols holstered
  - f. On the firing line safety rules
    - i. Refer to general safety rules; keep all firearms pointed down range
    - ii. All malfunctions shall be handled by the officer. If they cannot fix the malfunction, the shooter shall raise their non-dominant hand for range master assistance
    - iii. Never draw a handgun from the holster unless instructed to do so
    - iv. Never leave your firing position unless cleared by the range master
    - v. Never go forward of the firing line unless instructed to do so
    - vi. Never bend forward to retrieve dropped articles on the firing line unless instructed to do so or cleared by the range master first
    - vii. If hot brass comes in contact with your skin, keep your weapon pointed down range, de-cock if applicable and holster. Once holstered you can take care of the brass. Notify range master of what you are doing
    - viii. All officers will wear eye protection, ear protection and bulletproof vests while on the firing line and/or in the vicinity of the firing line
    - ix. There will be no smoking, chewing tobacco, eating or drinking on the firing line
    - x. Wash hands and face before leaving the range
  - g. Range commands
    - i. Load and make ready
      - 1. Shooter will point their weapon in a safe direction and load or press check, as necessary
    - ii. Fire commands

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1. During the course of fire, the instructor will tell the class what the fire command will be
- iii. Challenge Command
  1. Shooter gives at least one command to disarm the threat (i.e., “Police, don’t move!”), before a no threat of threat command is given
- iv. No shoot
  1. Shooter conducts follow through and scanning on their own
  2. Holster reluctantly
  3. Wait for direction
- v. Cease Fire
  1. All shooter immediately:
    - a. Stop shooting
    - b. Safely holster their weapon
    - c. Listen for further direction

**II. Lethal Force Overview (B,D)**

- a. Legal Issues Involving Use of Force/Lethal Force
  - i. Review of PC835a, as updated by AB392 & SB230
  - ii. Ensuring the use of force is justifiable under department policy, Federal and State law
  - iii. Determining if the use of force is necessary
  - iv. Administer after force care
- b. Civil and department implications of force/lethal force
  - i. Civil lawsuit by suspect and/or family
  - ii. Internal Affairs
  - iii. Office of Public Safety Accountability (OPSA)
- c. Report writing and preliminary investigation
  - i. Document your mindset at the time, suspects actions, how you felt, fear for your life or others of imminent death or serious bodily injury, what you knew prior to the incident, de-escalation, how many officers on scene and environmental facts
  - ii. Be articulate so that others will understand the degree of threat you felt
- d. Moral / Ethical issues
  - i. Sanctity of life
  - ii. Duty to enforce laws
  - iii. Duty to serve the public
  - iv. Discretion

**III. Use of Force/Lethal Force/Firearms Policy (C,D)**

- a. Use of force options
  - i. Lethal force within the spectrum of force options
  - ii. Verbal, hands, less lethal and lethal force spectrum
  - iii. Command presence
  - iv. Control holds
  - v. O.C., Baton, CED, Pepperball, bean bag, 40mm

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- vi. Firearms
- vii. De-escalation
  - 1. Taking action or communicating verbally or nonverbally during a potential force encounter in an attempt to stabilize the situation and reduce the immediacy of the threat so that more time, options, and resources can be called upon to resolve the situation without the UOF or with a reduction of the force necessary. De-escalation tactics include, but are not limited to, warnings, verbal persuasion, and tactical repositioning.
- b. Department Policy
  - i. Deadly Force
    - 1. Review of SPD GO 580.02 – Use of Force Policy, as updated by AB392 & SB230
    - 2. The use of a firearm or other deadly force is the most serious decision a peace officer may make. In determining whether deadly force is necessary, peace officers shall evaluate each situation considering the circumstances of each case and shall use other available resources and techniques if reasonably safe and feasible to a reasonable peace officer
    - 3. A peace officer is justified in using deadly force upon another person only when the officer reasonably believes, based on the totality of the circumstances, that such force is necessary against imminent threat of serious bodily injury or death
    - 4. A peace officer **shall not** use deadly force against a person who presents only a danger to themselves and does not pose an imminent threat of serious bodily injury or death to another person or officer.
  - ii. Discharging Firearm
    - 1. To protect themselves or another person from what is reasonably believed to be an imminent threat of serious bodily injury or death.
    - 2. To prevent a crime where the subject's actions are reasonably believed to place person(s) in imminent jeopardy of serious bodily injury or death.
    - 3. To effect an arrest, prevent an escape, or recapture an escapee when the peace officer reasonably believes the subject to be arrested poses an imminent threat to cause serious bodily injury or death if apprehension is delayed.
    - 4. At a firing range, pursuant to all safety rules and regulations.
    - 5. To stop a potentially aggressive animal, such as a dog, if the animal reasonably appears to pose an immediate threat of serious bodily injury or death to a peace officer or to another person and alternative methods are not feasible or would likely be ineffective.
    - 6. Firearms **shall not** be discharged as a warning.
  - iii. PC 835a and AB392
    - 1. A peace officer is justified in using deadly force upon another

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person only when the officer reasonably believes, based on the totality of the circumstances, that such force is necessary for either of the following reasons:

- a. To defend against an imminent threat of death or serious bodily injury to the officer or to another person
  - b. To apprehend a fleeing person for any felony that threatened or resulted in death or serious bodily injury, if the officer reasonably believes that the person will cause death or serious bodily injury to another unless immediately apprehended. Where feasible, a peace officer shall, prior to the use of force, make reasonable efforts to identify themselves as a peace officer and to warn that deadly force may be used, unless the officer has objectively reasonable grounds to believe the person is aware of those facts.
2. AB392
    - a. Amended PC 196
    - b. Amended PC 835a
  3. Supporting case law
    - a. Tennessee v. Garner
      - i. Fleeing felon
    - b. Graham v. Conner
      - i. Objective reasonableness

**IV. Post Law Enforcement Officers Killed / Assaulted (LEOKA) Studies**

- a. 2010-2019 Vital Statistics for officers killed in the line of duty
  - i. Time of day
    1. 12:01am - 8:00am: 25.8%
    2. 8:01am - 4:00pm: 33.9%
    3. 4:01pm -12:00am: 39.3%
  - ii. Day of the week
    1. Sunday- 14.1%
    2. Monday- 12.1%
    3. Tuesday- 13.7%
    4. Wednesday- 16%
    5. Thursday- 14.7%
    6. Friday- 13.5%
    7. Saturday- 15.9%
  - iii. Age of officer
    1. Under 25: 4.1%
    2. 25-30: 17.8%
    3. 31-35: 21.5 %
    4. 36-40: 14.5%
    - 5.41-45: 16.6%
    - 6.46-50: 13.1%
    - 7.51-55: 7%

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8. 56-60: 2.9%
9. Over 60: 2.2%
- iv. Five most common circumstances (2015-2019)
  1. Arrest situation- 15
  2. Unprovoked attack- 15
  3. Pursuit (foot & vehicle)- 23
  4. Ambush- 44
  5. Investigative/enforcement activity 105
- v. Five most common assignment (2015-2019)
  1. Tactical assignment (uniform); assisted- 12
  2. Special assignment; assisted- 19
  3. Two officer patrol- 25
  4. One officer patrol; assisted- 72
  5. One officer patrol; alone- 72
- vi. Type of weapon
  1. Handgun- 67.1%
  2. Rifle- 19.6%
  3. Vehicle- 6.3%
  4. Shotgun- 4.3%
  5. Personal weapons- 1%
  6. Firearm; type unknown- .8%
  7. Knife or other cutting instrument- .6%
  8. Multiple firearms- .4%
- vii. Accuracy of Officers who fired at suspect
  1. Percentage hit rate- 18.3%

**V. Fundamentals of Shooting (E)**

- a. Shooting Platform
  - i. Stance
    1. Isosceles
    2. Weaver
    3. Modified
  - ii. Grip
    1. 360 Degree coverage
    2. Off-hand thumb forward down the slide
  - iii. Trigger Control
    1. Smooth trigger press to the rear
    2. Disengage trigger safety (if applicable)
    3. Double action/single action systems
  - iv. Breathing Control
    1. Breathe with mouth open
    2. Shoot at a natural pause (if possible)
  - v. Sight Alignment/Sight Picture
    1. Focus on front sight
    2. Align front sight in center of rear sight
    3. Align sight on target

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- vi. Follow-through
  - 1. Continue looking through sight
  - 2. Assess target
  - 3. De-cock (if needed)

**VI. Range Drills**

**(E,F,G,H)**

- a. **Learning Activity:** 15-10-5 Drill (15-5 yds / 30 rounds)
  - i. NRA B8 Bullseye target
  - ii. Each string is from the low ready position
  - iii. Course of fire
    - 1. String 1- 15 yd line / 10 rds / 15 seconds
    - 2. String 2- 10 yd line / 10 rds / 10 seconds
    - 3. String 3- 5 yd line / 10 rds / 5 seconds
  - iv. Stop shooting on the whistle
  - v. A liner is counted as the greater point
  - vi. Max points is 300
  - vii. Advise shooters that we will repeat the course at the end of the day
- b. **Learning Activity:** Vertac Dot Drill (3 yds/25 rounds)
  - i. Focus on fundamentals
  - ii. No time limit
  - iii. Start from the holster
  - iv. One round per dot
- c. **Learning Activity:** Pool Balls Drill (5 yds/15 rounds)
  - i. Pool ball target
  - ii. From the low ready
  - iii. On threat command
    - 1. Fire one round per pool balls
    - 2. Start in sequential order; 1-15
    - 3. Only move to the next ball when previous ball hit
    - 4. Goal is to hit as many balls with 15 rounds
    - 5. No time limit
    - 6. Liners count
- d. **Learning Activity:** Ball and Dummy (3 yds/21 rounds)
  - i. Mytargets.com 20 circle target
  - ii. Another shooter will load 3 magazines with 7 “live” rounds and 4 “dummy” rounds
  - iii. Mix “dummy” rounds with live rounds
  - iv. Focus on fundamentals
  - v. No time limit
  - vi. On threat command
    - 1. Draw and fire rounds at a 1” dots (one “fire” command)
  - vii. Emergency reload (as necessary)
- e. **Learning Activity:** Failure Drill with Dummy Rounds (7 yds/18 rounds)
  - i. Another shooter will load 3 magazines with 9 “live” rounds and 3 “dummy” rounds
  - ii. Split class into 2 groups

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- iii. 3 Silhouette targets on left and right side of range
- iv. On threat command
  - 1. shooters will draw and fire 2 rounds to the body and 1 round to the head on all three targets
- v. Repeat 2x
- f. **Learning Activity:** Emergency Reload Drill (10 yds/ 18 rounds)
  - i. Load 3 magazines with 3 rounds each
  - ii. Handgun steel targets
  - iii. On the threat command
    - 1. Draw and fire 3 rounds and reload; continue through all magazines
  - iv. Repeat 2x
- g. **Learning Activity:** Reload Drill competition (10yds / 9 rounds)
  - i. Load 3 magazines with 3 rounds each
  - ii. Handgun steel targets
  - iii. On a shot timer
  - iv. On the threat command
    - 1. Draw and fire 3 rounds and reload, continue through all 3 magazines
  - v. The shooter with the fastest time with no misses is the winner
- h. **Learning Activity:** Target Identification Drill (7yds / 36 rounds)
  - i. Multiple Targets (One per Shooter)
  - ii. Load 3 magazines with 12 rounds each
  - iii. 7 yard line
  - iv. Commands
    - 1. Look (Identify)
    - 2. Asses (Go to Gun)
    - 3. Turn (Toward Target and Draw)
    - 4. Threat (Shoot or No Shoot)
  - v. Shooters will rotate and fire 2 rounds per threat target. Challenge no threat targets
    - 1. 90 Degrees Left (Repeat 3X's) (Total 6 rounds)
    - 2. 90 Degrees Right (Repeat 3X's) (Total 6 rounds)
    - 3. 180 Degrees Left (Repeat 3X's) (Total 6 rounds)
    - 4. 180 Degrees Right (Repeat 3X's) (Total 6 rounds)
  - vi. Holster after each revolution
  - vii. Ensure shooters are facing target before unholstering
  - viii. Shooters move right to next target on the firing line after each threat command
  - ix. Far right shooter goes to target on far left



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- i. **Learning Activity:** Active Shooter Movement Drill ( 10 yds / 30 rounds)
  - i. Individual Drill
  - ii. This course of fire is simulating shooting as a contact team in an active shooter situation
  - iii. See Diagram
  - iv. 3 magazines with 10 rounds each
  - v. (5) Shoot targets and (4) no shoot
  - vi. Shooters will move forward, right, left and backyard
  - vii. Fire 4 rounds per “shoot.” target on each threat command

**VII. Assessment (A,C,D,E,F,H,I,J)**

- a. This course is the same course that we started the with at the range and we will compare shooters score for improvement
- b. **Learning Activity:** 15-10-5 Drill ( 15-5 yds / 30 rounds)
  - i. NRA B8 Bullseye target
  - ii. Each string is from the low ready position
  - iii. Course of fire
    - 1. String 1- 15 yd line / 10 rds / 15 seconds
    - 2. String 2- 10 yd line / 10 rds / 10 seconds
    - 3. String 3- 5 yd line / 10 rds / 5 seconds
  - iv. Stop shooting on the whistle
  - v. A liner is counted as the greater point
  - vi. Max points is 30

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