

Firearms

A Training Guide For Law Enforcement Officers



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All law enforcement basic preparatory training courses that begin
on or after May 1st, 2011, must incorporate this updated textbook
and any related updates to the curriculum.

Courses beginning before that date may elect to use these updated materials.

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Designated Representatives

Mike Valencia, Sheriff's Representative
Andrew Kleppe, Wisconsin Technical College System
Robert Defrang, Wisconsin State Patrol
Joseph Seitz and James MacGillis, Milwaukee Police Department
Kimba Tieu, Madison Police Department
Stephanie Pederson and Glenn Rehberg, Training and Standards Bureau

Practitioners

Dennis Angle, Waukesha Police Department
Mark Bauman, Chippewa Falls Police Department
Steve Harlow, Glendale Police Department
Mike Jaszczak, Superior Police Department
Mark Kohl, Fox Valley Technical College
Brian Landers, Wisconsin Dells Police Department
Raymond Merlin, Kenosha County Sheriff's Office

Emeritus (non-voting) Members

Randy Revling
Jay Smith
Gary Klugiewicz
Dan Marcou
Bob Willis
Darrel Bauman

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INTRODUCTION

As you have learned, the goal of Wisconsin law enforcement officers is always to gain willing cooperation from people. Because that is not always possible, law enforcement officers are authorized to use force in certain circumstances. In the most extreme situations, they may even need to use deadly force to protect themselves or others. No officer wishes to be put in the position of having to use deadly force, but all officers must be ready to do so if the situation warrants it. Part of being ready is being skilled in the use of firearms, especially your primary duty weapon. For most officers, this is the handgun, either semi-automatic pistol or revolver.

In Firearms, you will learn how your weapon functions, how to use it safely, and how to maintain it. As with DAAT, shooting is a psychomotor skill, so much of your time in Firearms will be devoted to hands-on practice of shooting skills. Shooting is a *critical skill*, meaning that when it is called for, you must be able to perform it well. Although under Wisconsin's conceptual model for use of force, officers always have the option to disengage or escalate, in a deadly-force situation, disengaging may not always be a practical alternative. You must be able to shoot accurately and quickly under pressure to save your own life or someone else's.

Although most officers never fire their weapons except in practice, every officer must be prepared to do so. Like any other physical skill, shooting proficiency is perishable—you must continue to practice it regularly throughout your career to maintain the skill. In Firearms you will gain a basic level of competence; it is up to you to build on that through further practice and training. Let us begin by reviewing the basic concepts surrounding use of force, and in particular, deadly force.

BASIC CONCEPTS

Two conceptual models underlie Wisconsin law enforcement: Incident Response and Disturbance Resolution.

Incident Response

The first outlines how officers should respond to calls. It is based on the acronym RESPOND:

INCIDENT RESPONSE

R *Report*

- Become aware
- Plan response
- Arrive/Assess
- Alarm/Inform

E *Evaluate*

- Look for dangers
- Determine backup needs
- Enter when appropriate/tactically sound

S *Stabilize*

- Subject(s)
- Scene

P *Preserve*

- Life
 - Conduct an initial medical assessment (as trained)
 - Treat to level of training
 - Continue to monitor the subject(s)
- Evidence

O *Organize*

- Coordinate additional responding units (if necessary)
- Communicate with dispatch and others
- Organize the collection of evidence (if appropriate)

N *Normalize*

- Provide long-term monitoring (as appropriate)
- Restore scene to normal
- Return radio communications to normal

D *Document/Debrief*

- Debrief self, other responding personnel, subject(s), other persons
- Document incident appropriately

In a situation in which you are forced to use deadly force, you will still follow the same sequence of actions. If time allows, you will report to dispatch your location and your initial assessment of the situation. You will tactically evaluate to locate cover and escape routes, and to determine if there are other non-deadly-force options for handling the situation. You will stabilize the situation—in this case, by using deadly force to stop the threat. You will preserve life (if possible) by administering first aid, and you will preserve evidence at the scene. You will initially organize back-up units, although in a deadly-force incident, you will probably be relieved of this duty by a supervisor. You will begin to normalize yourself, initially by debriefing yourself, as you were taught in Professional Communication, and later perhaps by attending a critical incident stress debriefing. And of course, you will document the incident in a report or an interview.

Disturbance Resolution

Disturbance Resolution outlines the specific steps you must take in responding to disturbances. Certainly any situation involving deadly force requires that you follow the steps of Disturbance Resolution.

While in some cases, deadly force encounters develop very rapidly and unexpectedly, careful attention to your initial approach may make it possible for you to use other options to control the situation. For example, maintaining cover and distance may allow you to negotiate with an armed suspect, while rushing into a close confrontation may leave you no option but deadly force. Similarly, even if your intervention results in your having to shoot a suspect, you (or someone else assigned) must follow through by securing the suspect in handcuffs, monitoring his or her condition, providing appropriate medical care, and arranging for transport and release to a hospital, jail, or the morgue.

DISTURBANCE RESOLUTION

(First approved by the Law Enforcement Standards Board on March 2002 and revised March 2007)

APPROACH CONSIDERATIONS

Decision-Making

- Justification
- Desirability

Tactical Deployment

- Control of Distance
- Relative Positioning
- Relative Positioning with Multiple Subjects
- Team Tactics

Tactical Evaluation

- Threat Assessment Opportunities
- Officer/Subject Factors
- Special Circumstances
- Level/Stage/Degree of Stabilization

INTERVENTION OPTIONS

MODE

A. Presence

B. Dialog

C. Control Alternatives

D. Protective Alternatives

E. Deadly Force

PURPOSE

To present a visible display of authority

To verbally persuade

To overcome passive resistance, active resistance, or their threats

To overcome continued resistance, assaultive behavior, or their threats

To stop the threat

FOLLOW-THROUGH CONSIDERATIONS

A. Stabilize

Application of restraints, if necessary

B. Monitor/Debrief

C. Search

If appropriate

D. Escort

If necessary

E. Transport

If necessary

F. Turn-Over/Release

Removal of restraints, if necessary

USE OF DEADLY FORCE

As you learned in DAAT, your legitimate use of force is limited by the U.S. Constitution, Wisconsin law, agency policy, and your training.

The U.S. Constitution

In deciding the case of *Graham v. Connor*¹, the U.S. Supreme Court established the standard that any law enforcement use of force must be objectively reasonable, in light of:

- The severity of the alleged crime at issue
- Whether the suspect poses an imminent threat to the safety of officers and/or others
- Whether the suspect is actively resisting or attempting to evade arrest by flight

In addition, the Court said that reasonableness should be judged under the totality of the circumstances from the perspective of a reasonable officer at the scene with similar training and experience.

A second U.S. Supreme Court case, *Tennessee v. Garner*², has particular importance in deadly force decisions. Tennessee law permitted an officer, once having given a suspect notice of intent to arrest for a crime, to use “all the necessary means to effect the arrest” if the suspect fled or resisted. In this case, an officer shot and killed a fleeing burglary suspect whom the officer believed was unarmed. The Court, deciding the case in 1989, said it was **not** reasonable to use deadly force against an unarmed fleeing felon, unless there is “probable cause to believe that the suspect poses a significant threat of death or serious physical injury to the officer or others.”

Wisconsin Law

While Wisconsin law (§939.45 Wis. Stats.) affords officers the protection of privilege “when the actor’s conduct is a reasonable accomplishment of a lawful arrest,” the conduct must be reasonable—using deadly force in the absence of significant threat would not be reasonable. Further, Wisconsin law specifically limits the use of deadly force in self-defense (§939.48 Wis. Stats.) as follows:

The actor may not intentionally use force which is intended or likely to cause death or great bodily harm unless the actor reasonably believes that such force is necessary to prevent imminent death or great bodily harm to himself or herself. (§939.48(1) Wis. Stats.)

The same limitation is extended to use of force to defend a third person, in §939.48(4) Wis. Stats.

¹ United States Supreme Court 490 U.S. 386 (1989)

² United States Supreme Court 471 U.S. 1 (1985)

The statutes specifically prohibit use of deadly force to prevent suicide (§939.48(5) Wis. Stats.) and solely to protect property (939.49(1) Wis. Stats.)

Agency Policy

Wisconsin law (§66.0511(2) Wis. Stats.) requires that law enforcement agencies have policies governing certain topics. One of these is the use of force, including deadly force. Certainly, any use of deadly force must conform to your agency's policy.

Training

In Firearms, you will learn to shoot. In other training, you may learn techniques that are also considered deadly force. Just as is true with other uses of force, some situations may dictate that you use a technique that is not trained, but justifiable under the circumstances.

DEADLY FORCE DECISION-MAKING

The legal and policy guidelines presented here provide a conceptual backdrop for the use of deadly force, but do not provide very specific guidelines. The following section describes the specific criteria that must be present for the law enforcement use of deadly force to be legitimate. We begin with the definition of deadly force and of the behavior that justifies it.

Definitions

The definition of deadly force is:

the intentional use of a firearm or other instrument, the use of which would result in a high probability of death.

This definition has two important aspects. First, the use must be *intentional*. If you deliberately hit a person in the head with your baton, it could be considered deadly force. On the other hand, suppose you attempted to strike a person in the elbow area (an appropriate non-deadly-force baton target), but the person ducked or fell, and your baton actually struck his or her head. Your actions would not constitute deadly force—even if the person in fact died as a result of the blow—because you did not intend to use deadly force. Second, the use of the firearm or other instrument must be *likely to cause death*. A baton strike to the knee area is not likely to cause death, but it conceivably could do so in certain unlikely circumstances (e.g., the strike fractured the bone, and a sharp splinter of bone sliced an artery, causing the subject to bleed to death). Because a baton strike to the knee is not likely to cause death, it would not be considered deadly force even if the subject did, in fact, die.

The definition of subject behavior that justifies an officer's use of deadly force is any behavior that an officer reasonably believes

has caused or imminently threatens to cause death or great bodily harm to you or another person or persons.

Note that this definition is not quite the same as the definition of deadly force: it includes behavior likely to cause great bodily harm³ as well as death. As you learned in DAAT, an officer may respond to a given level of force with a higher one, in order to control the situation. Note also that deadly force may be justified if the officer *reasonably believes* the criterion has been met—whether or not that belief is in fact correct. For example, if a subject drew a pistol and aimed it at an officer, the officer might reasonably believe that the subject was about to shoot, even if it turned out later that the pistol was unloaded.

Imminence

The word *imminent* means “about to happen.” An imminent threat is an immediate threat. For a subject's threat to be considered *imminent*, it must meet three criteria:

- Intent
- Weapon
- Delivery system

Intent. The subject must indicate his or her intent to cause great bodily harm or death to you or someone else. Some of the ways that intent might be shown would include deliberately pointing a weapon at you, stating an intention to kill you, rushing at you with a knife, and so on.

Weapon. The subject must have a conventional or unconventional weapon capable of inflicting great bodily harm or death. Guns and knives are not the only weapons—many other common objects can be used as weapons. Beer bottles, baseball bats, pieces of broken glass, large rocks or bricks—all of these and others can be weapons. Some individuals are even able to inflict death or serious injury with their hands or feet alone, and some apparently innocuous items, such as a pen or pencil, can be used as a weapon.

Delivery System. The subject must have a means of using the weapon to inflict harm. A person armed with a baseball bat, having stated his or her intention to kill you, does not meet the criteria for imminent threat if he or she is standing 50 yards away from you on the other side of a fence. There is no delivery system.

³ Wisconsin law defines “great bodily harm” as “bodily injury which creates a substantial risk of death, or which causes serious permanent disfigurement, or which causes a permanent or protracted loss or impairment of the function of any bodily member or organ or other serious bodily injury.” (§939.22(14) Wis. Stats.)

The same person standing 10 feet away from you does meet the criteria. As you learned in DAAT, the danger zones for weapons are

Unarmed:	less than 10 feet
Club or edged weapon:	less than 21 feet
Gun:	in the line of sight unbroken by cover (i.e. something that would stop the bullet)

Preclusion

Within the DAAT system, you may use deadly force to respond to behavior, but only if no other reasonable option is available. In other words, deadly force is a last resort. You must be able to articulate that, if possible, you attempted to escalate through other modes and tactics, and that all options except deadly force were closed. This concept is called **preclusion**. Note that in many deadly-force situations, you will not have time or the ability to try other options—if a subject a few feet away from you suddenly pulls a gun and threatens to shoot you, generally the only reasonable response is to fire. There is simply not enough time to try alternatives. If feasible, you should give a verbal warning before firing, but again, this is not always possible, and in some cases may not be desirable.

Target Requirements

If you have determined that you face a threat that meets the requirements to permit a deadly-force response, and you have decided to shoot, you must still fulfill three target requirements:

- Target acquisition
- Target identification
- Target isolation

Target acquisition. Target acquisition means simply that you have acquired an actual target to shoot at. You cannot fire blindly in the direction of a sound, for example, because you may endanger others. If someone has shot at you from an apartment building, you cannot return fire until you have a specific target to aim at.

Target identification. Target identification means that you have identified your target as the source of the imminent threat. To continue the previous example, just because you see someone at a window in that apartment building, you cannot shoot until you verify that the individual you see is the person who shot (or someone else who is about to shoot at you).

Target isolation. Target *isolation* means that you can shoot at your target without danger of harming innocent people. If the person who shot at you from

the apartment building ran out of the building and into a crowd of people, you could not shoot at him or her without endangering others.

The one exception to the requirement for target isolation is called the **greater danger exception**. Essentially, this exception allows you to shoot without target isolation if the consequence of not stopping the threat would be worse than the possibility of hitting an innocent person. For example, if a deranged subject were randomly shooting people, you might be justified in firing without target isolation because if not stopped, the suspect could be expected to continue shooting. The chance that your bullet might strike an innocent person is preferable to the likelihood of the suspect killing or injuring many others.

As discussed earlier, *Tennessee v. Garner* means that you cannot automatically use deadly force to stop a fleeing suspect, especially if the person appears to be non-dangerous. What about a dangerous suspect? Can an officer legitimately use deadly force to stop a fleeing suspect who has committed a serious, violent crime? The question rests on the two criteria of imminence and preclusion. If not apprehended, is there an imminent danger that the suspect will kill or severely injure someone? Are all other options for capturing the suspect unworkable or have they already failed? If the answer to both questions is yes, deadly force is an option. The justification for deadly force is based not on the nature or seriousness of the crime, but on the imminent danger to others.

Your judgment in a deadly-force situation is based on the totality of circumstances known to you at the time. For example, if a suspect points a pistol at you with the clear intent to shoot, you are justified in using deadly force. If it turns out later that the suspect's gun was unloaded, that does not make your decision unjustified. Your perception of the threat was reasonable, under the circumstances.

The purpose for using deadly force, as presented in the Intervention Options, is to *stop a threat*. Accordingly, **when the threat stops, you must stop shooting**. Again, your judgment as to whether the threat has stopped is based on your reasonable perception of the totality of the circumstances at the time.

BALLISTICS

The term *ballistics* refers to the processes involved in firing a weapon and the behavior of the projectile that is fired. With respect to police firearms, we are chiefly concerned with three types of ballistics:

- Internal ballistics (what happens inside the firearm)
- External ballistics (what happens during the projectile's flight)
- Terminal ballistics (what happens when the projectile strikes an object)

Internal Ballistics

As you will see in the next chapter, when a gun is fired, a small explosion takes place inside the weapon, creating pressure inside the ammunition cartridge and forcing the bullet down the barrel. The velocity of the bullet as it travels down the barrel is determined by its size and shape and the gunpowder charge behind it.

Ammunition comes in many different sizes and types. Most handgun ammunition is described in terms of its *caliber*, which refers primarily to the size of the projectile—specifically, its diameter. The diameter may be expressed directly (for example, 9 mm) or indirectly as hundredths of an inch (for example .38 caliber). The most common calibers used in American law enforcement are the 9mm Luger, 40 S&W, and .45 ACP. The words and letters following the numbers designate other characteristics of the cartridge. Your department will probably designate what caliber weapon you are authorized to carry.

External Ballistics

The moment a projectile leaves the barrel, gravity causes it to begin to fall. The barrel of your weapon is angled slightly upward with respect to the line of sight, so the bullet actually travels in an arc. This is similar to how an outfielder aims a baseball high for a long throw to second base—otherwise, the ball would fall to the ground before it reached its target. The bullet will cross the line of sight on its way up and then again on its way down. Most handguns are designed so that the bullet crosses the line of sight the second time at 25 yards. At closer distances, the bullet will hit slightly high, and at farther distances, it will hit low.

Other factors, such as the shape of the bullet, its velocity, wind, weather, etc., can affect the external ballistics, but these effects are negligible at the close distances typical for handgun use.

Terminal Ballistics

The study of terminal ballistics as it affects the law enforcement shooter is really the study of how projectiles incapacitate people. As you recall, the purpose of an officer's use of deadly force is to stop an imminent threat. The projectiles that officers fire must incapacitate an offender quickly to stop his or her aggressive action. Whether the person dies of the wound is not the critical issue—what is critical is to stop the threat, and to do so as quickly as possible.

Three factors contribute to whether and how quickly a person becomes incapacitated when shot:

- Permanent tissue damage caused by the projectile
- Shot placement
- The physical and psychological state of the person shot

When a bullet passes through tissue, the tissue is both distorted (stretched) and damaged. The temporary distortion is much less important than the permanent damage. In general, the bigger the bullet, the bigger the hole it creates, and the more damage. Additionally, the bullet must penetrate deeply enough into the body to reach major organs and blood vessels--which are generally at least six inches from the surface. For a round to be effective against a human being, it generally must effectively penetrate at least 11 inches into ballistic gelatin under test conditions.

Even if a person is fatally shot directly in the heart or lungs, and blood flow to the brain stops, he or she may still be able to function for up to three or four minutes. Hollywood movies often show shooting victims being violently thrown backwards when struck by handgun bullets. In fact, many gunshot victims relate that under stress, they did not even realize they had been shot. A shot to the central nervous system—the brain or spinal cord—will have an immediate effect. That is why the central nervous system is always our primary target.

A person's physical and psychological state can also affect how he or she reacts to being shot. Certainly someone who is in good physical condition will have a better ability to resist any sort of assault, including with a firearm. Mental state plays a big role as well. There are accounts of individuals dying from minor wounds, simply because they believed that if shot, they would die—so they did. And there are others who survived and recovered from wounds that should have been fatal. Never underestimate the importance of "survival thinking"—*never* give up, even if you have been shot.

SAFETY

Every year officers and others are injured and killed by careless handling of firearms. With modern duty weapons, barring mechanical failure, there are no "accidental" discharges. Unintended or unwanted discharges occur because the user did not follow basic safety procedures or disregarded fundamental safety rules. Do not let familiarity with your weapon make you complacent. If you follow the safety rules **every time** you will never have an unintended discharge.

Four Fundamental Rules of Firearm Safety

The following rules apply to any firearm, whether it is a pistol, a revolver, or a long gun:

1. Assume all guns are loaded.
2. Never let the muzzle cross anything you are not willing to destroy.
3. Keep your finger off the trigger and outside the trigger guard until you are firing.
4. Know your target and what's beyond it.

Because these are so fundamental, we will look at them in some detail.

1. Assume all guns are loaded. If you follow this rule—even if you believe a weapon is empty—you will be building good weapon-handling habits. You will keep the weapon pointed in a safe direction, keep your finger off the trigger, and so on. If you handle all guns the same way every time—loaded and unloaded—you will be less likely to make a mistake with a loaded gun. Even if you *know* the weapon is empty, treat it as a loaded gun. It does no harm, and it may save a life. More than one officer has removed the magazine containing ammunition from a pistol and forgotten that there may be one more round of ammunition in the chamber of the gun.

2. Never let the muzzle cross anything you are not willing to destroy. This rule accomplishes two things: it builds good habits and prevents injury if you do have an unintended discharge. Imagine a laser beam coming out of the barrel of your weapon: never let that laser touch anything—even for a moment—that you aren't willing to shoot. If you follow this rule faithfully, you will build a strong habit that will function even when you are under great stress and unable to think things through. As you will learn, stress causes blood and oxygen to move away from the cognitive part of your brain—it literally becomes difficult or impossible to think. Your ingrained habit of never “lasering” anyone you don't intend to shoot may keep you from killing your partner in a gun battle.

3. Keep your finger off the trigger and outside the trigger guard until you are firing. This rule prevents you from unintentionally firing because you were startled or had a sympathetic reaction. Suppose you are covering an open door of a warehouse while fellow officers clear the interior looking for a burglar. A sudden noise or someone bursting out the door may startle you and cause an involuntary tensing of your muscles. If you have your finger on the trigger, that tensing may be enough to fire the weapon. Similarly, if you use your reaction hand to turn on a flashlight or key your radio microphone, you may have a sympathetic involuntary movement of your gun hand. If your finger is on the trigger, it could cause you to fire. Keep your index finger extended along the frame of the weapon until you fire. It takes very little time to move it to the trigger.

4. Know your target and what's beyond it. This rule addresses two issues: bullet penetration and tunnel vision. As discussed earlier, bullets may travel right through a target and strike something behind it. Even bullets that are designed to expand upon impact, lessening the chance of over-penetration, may fail to expand for various reasons. You cannot be sure that your bullet will be stopped by the target. Additionally, you may miss, especially under stress. Stress will often have the effect of narrowing your visual field as you concentrate on the threat. Making a habit of checking what is around and beyond your target may keep you from shooting something that, because of stress, you literally did not see.

Range Safety

Law enforcement officers must practice shooting frequently to remain proficient. Normally you will do most of your shooting at a range. Because a range is typically used by many officers at once, safety requires that you follow certain rules. The following range rules are general rules, applicable to any range. In addition, the particular range you use may have its own rules. Be sure to learn and follow all range rules. Here are some general rules:

- 1. Obey all commands by the range officer.** At most ranges, the range officer or range master has the authority to issue orders to anyone on the range, regardless of rank. Always obey a range officer's commands as promptly as possible.
- 2. Keep your weapon holstered at all times when not on the firing line.** At a range, the location from which you fire at a target is called the firing line. Sometimes it is an actual painted line, and sometimes it is simply a position in space. Other shooters may share the line with you. Many ranges nowadays run the range "hot," meaning that officers may have their weapons loaded even when they are not on the firing line. Obviously, it would not be safe to have people drawing loaded weapons except when they are on the firing line ready to fire. The best way to ensure that does not happen is to make sure that the only time and place anyone is allowed to un-holster a weapon is on the firing line, when it is time to shoot.
- 3. Draw your weapon only when directed to do so by a range officer.** Even if you are on the firing line, wait to draw your weapon until directed. Range officers or others may have to go down range (toward the targets) for some reason.
- 4. Always keep your weapon pointed down range.** If you have a malfunction, or some other firing problem that you cannot solve by yourself, keep your weapon pointed down range and raise your hand. When a range officer arrives to help you, *keep your weapon pointed down range*, and explain the problem. Do not turn around to talk to the range officer, bringing your weapon along with you.
- 5. Remain on the firing line, facing down range, unless directed otherwise by a range officer.** Never go forward of the firing line—even to retrieve a dropped magazine—unless directed by a range officer. You may not be aware of someone else on the line about to fire. The range officer will make sure the entire line is safe before allowing anyone to go forward.
- 6. If a cease-fire is called, immediately cease shooting and remain at the low ready until further direction by a range officer.** Anyone may

- 7. If you see any unsafe condition, call a cease-fire and notify a range officer.** Range safety depends on everyone, not just the range officers. If you see something unsafe—another person going down range without authorization, for example—don't assume the range officer also sees it. Call a cease-fire immediately.
- 8. Always wear eye and ear protection.** Bullet fragments can sometimes “splash back” from metal targets, and spent brass casings are ejected from pistols with some force. Protect your eyes from injury with wrap-around safety glasses. Always wear ear protection (either sound-deadening earmuffs or earplugs). Even short-term exposure to the reports from gunfire—especially if the sound is contained within concrete range walls and baffles—can cause permanent hearing damage.

Safe Storage of Weapons

Whether you store your weapon in your locker at work or at home, you must make sure that it is secure from unauthorized access and protected from damage. If there are children in your home, you must be particularly careful to keep your weapon secure. Wisconsin law provides criminal penalties for leaving a firearm within reach or access of a child (§948.55 Wis. Stats.). In addition, your department policy and local ordinances may address storing weapons at home.

Opinions vary and circumstances differ: an officer living alone is clearly in a different situation than one with small children or teenagers in the home. However, even an officer living alone can have his or her home burglarized. Nevertheless, the same general guidelines apply to all situations:

- **Store firearms unloaded and locked up.** A weapon safe is best, but a secure locked cabinet will do. At the very least, use a trigger lock or cable lock to make the weapon unusable. Keep the key on your person or in a safe place where children cannot get it.
- **Store ammunition locked up away from the weapon.** That way, even if an unauthorized person gains access to the weapon, it is not immediately usable.
- **Store your weapon uncocked and uncased.** Leaving a weapon cocked can, over time, weaken the firing pin spring. Casing or wrapping a weapon tends to trap moisture and can lead to rust. If you intend to store the weapon for more than a few days, wipe it down with a lightly oiled cloth. Be sure to wipe off excess oil—only a very thin coat is needed.

- **Educate responsible adults in your home.** Other responsible adults in your home should know where your weapon is kept, that it should always be treated as loaded (even if it is stored unloaded), and why it must be kept secure. Individual officers may or may not choose to give their family members more information. However, information about where firearms and ammunition are stored should not be shared with neighbors or other acquaintances.

Making Weapons Safe

As an officer, you may recover a weapon used in a crime, or discover a weapon in a search. Before transporting and packaging a weapon as evidence, you must unload it and render it safe. *Never package a loaded weapon.* (Naturally, you will handle it in such a way to minimize the destruction of fingerprint or other evidence—you will learn how to do this in Evidence Collection.) If the weapon is one with which you are familiar, you will know how to make it safe. This manual contains information on how to unload and render semi-automatic pistols and revolvers safe. But what if it is a kind of firearm you have never seen before?

If you are not sure how a weapon works, ask someone. Do not randomly push buttons and move levers, if you do not know what you are doing—that can be dangerous in the best of circumstances. It can be especially dangerous with criminals' weapons, because they may have been altered or badly maintained. Be sure that when you handle recovered weapons you observe the four fundamental rules of firearm safety.

PSYCHOMOTOR SKILL DEVELOPMENT

Firing a weapon accurately is a psychomotor skill—that is, it involves both your mind and your body. Most sports use psychomotor skills. If you play golf or baseball, you are well aware that there is both a mental and a physical component. You may understand *cognitively* how to swing a golf club or pitch a fastball long before you can *physically* do it. On the other hand, if you practice the skill enough, doing it becomes almost automatic. After 3,000 to 5,000 repetitions of a particular sequence of movements, a phenomenon called “muscle memory” occurs.

Muscle Memory

Once a psychomotor skill becomes part of muscle memory, you no longer have to think about how to do it—your body just knows. Riding a bicycle is a good example. Once you learn how to ride a bike, you never forget—even if you go for years without riding. That is because the skills involved in pedaling and balancing the bicycle have become part of your muscle memory.

Critical skills for law enforcement officers, such as being able to draw and fire your weapon accurately, must become part of muscle memory. In the Firearms

section of your training, you will spend the bulk of your time on the range, practicing. Why is it so critical that shooting becomes part of your muscle memory? Because under stress, you won't be able to "think" your way through it.

The Body's Response to Stress

Most of the time, your body is governed by the *parasympathetic* nervous system. In this state, the cognitive part of your brain (the cerebrum) has good blood flow and a plentiful supply of oxygen. Your heart rate and blood pressure are at resting or normal levels. You can think clearly, weigh the pros and cons of various actions, and have normal physical abilities.

Under stress, however, your body is governed by the *sympathetic* nervous system. When the sympathetic nervous system takes over, a number of physical changes occur, among them these:

- Your body secretes adrenaline.
- Blood flow to the large muscles increases, making it easier for you to fight or run from danger—thus, this response is sometimes called the "fight or flight" response.
- Your heart rate, blood pressure, and respiration rate all increase, ensuring that your large muscles are well oxygenated.
- Your sweat glands are stimulated.
- Your blood sugar increases.
- Your vision and hearing may become more keen—and may also exclude stimuli that are not part of the perceived danger.

These changes allow you to act more quickly and with more strength, enabling you to fight or flee, but they occur at a sacrifice:

- Blood flow is directed *away* from the brain, making it difficult or impossible to think and make decisions.
- You may experience *tunnel vision* and *auditory exclusion*. Because your brain is focused on the threat, it may screen out other stimuli. Your eyes and ears are functioning, but the brain is simply ignoring some of the input.

Under extreme stress (and a deadly force situation is certainly going to be stressful), you can expect to experience some or all of these physiological changes. You must be able to draw your weapon and fire it without thinking about *how* to do so. It must be automatic.

We have all had the experience of practicing a skill until we thought we had mastered it, only to find ourselves unable to perform the skill in front of an audience. The increased stress of having an audience watching interfered. How can we be sure that under the extreme stress of combat we will be able to draw and fire our weapon accurately? The answer is to practice under *simulated*

stress. After you have mastered the basics of using your firearm, you will be subjected to gradually increasing demands, such as time pressure, having to make shoot/don't shoot decisions, and so on. By practicing under simulated stress, you will be able to perform under actual stress.

Mentally rehearsing how you would respond in an emergency situation can also help to “program” you to act appropriately under stress. When the actual emergency situation occurs, you will be able to do what you have trained and mentally practiced. Even repeatedly visualizing yourself performing various weapon-handling skills perfectly will help increase your proficiency. Much as a professional basketball player visualizes a perfect free throw, you can improve your performance by visualizing, for example, a fast, smooth draw stroke.

Controlling Yourself and Others Under Stress

The same stress that affects you also affects the suspect and other officers on the scene. Suspects experiencing auditory exclusion may not respond to verbal commands, especially if the commands are complicated. You may have to shout very short, simple commands (e.g. “Get down!”) repeatedly before a suspect hears you and complies. Suspects under extreme stress may be very strong—it may take several officers to subdue one struggling individual, even if the suspect is relatively small. They may not make rational decisions or be able to think clearly.

When the “fight or flight” response has been triggered, a person may become very aggressive, and this aroused, aggressive state may not diminish quickly, even after the immediate emergency has been resolved. Thus, a person who has fought vigorously may continue to resist violently even after he or she has been placed in handcuffs or other restraints. By the same token, an officer who has fought vigorously to subdue a suspect may find it difficult to “turn off” the aggression once the subject is under control. A great many excessive force complaints result not from the level of force used to gain control, but because the officer continued the same level of force after the suspect was under control.

As soon as you can in an emergency situation, you should start to calm yourself down and actively work to return yourself to normal. That way, if you need to intervene to override another officer's actions or simply need to direct a suspect, you will be able to do so effectively. You can start to calm down by beginning to debrief yourself, using techniques you learned in Professional Communication. These include mentally repeating phrases like, “I'm okay. I'm safe.” Another technique called *autogenic breathing* can help relieve some of the physical effects of stress. To perform autogenic breathing, follow this procedure:

1. Inhale slowly (count to four) through your nose.
2. Pause for a moment.

3. Exhale slowly (count to four) through pursed lips. This forces you to empty your lungs, preventing shallow, rapid breathing that can lead to hyperventilation.
4. Pause for a moment.
5. Repeat steps 1-4 several times.

As you do this breathing technique, you will notice your heart rate begin to slow and your senses start to return to normal.

HOW THE SEMI-AUTOMATIC PISTOL WORKS

Semi-automatic pistols share some basic characteristics with all firearms. The more you understand about how your weapon functions, the more comfortable you will feel handling it, and the better able you will be to maintain it. We will begin this chapter with an explanation of firearm function.

WHY GUNS FIRE

When a gun fires, what happens? We know that a bullet is propelled from the barrel and flies toward its target—but what makes that happen? In modern firearms, it is the combination of the ammunition cartridge and the weapon itself that produces the shot. Let's look first at ammunition.

Ammunition

The bullet is only the beginning. In the old muzzle-loading days, to load a firearm the shooter had to measure out powder and pour it into the barrel of the weapon, follow that with wadding to keep the powder in place, and then ram a round lead bullet into place on top of the other two. Once the weapon was loaded, the powder was ignited by a flame or spark. Modern ammunition puts the parts together with a covering in a convenient package, called a *cartridge*.

A cartridge (also known as *round*) consists of four basic parts (see Figure 1):

- Casing
- Primer
- Propellant
- Bullet

Casing. The casing, usually made of brass, forms a cylinder closed on one end. The casing contains the primer (at the closed end) and the propellant inside. The bullet is seated in the open end of the casing, and is held in place by friction. The bullet and the front of the casing sit in the chamber, with the rear of the casing held in place by the breech face. The rear of the casing is slightly larger than the front, which keeps the cartridge from sliding completely inside the chamber.

After the bullet is fired, the empty casing is ejected from the weapon.

Primer. The primer is a very small explosive device in the rear of the casing. In most pistol ammunition, the primer is located in a small metal button or "cup"

located in the center of the closed end of the casing. It consists of a cup with an attached anvil, and an explosive charge. When the cup is struck by the firing pin, the anvil is crushed, igniting the explosive. This generates an extremely hot burst of embers that are propelled through a small hole into the propellant, igniting it.

Propellant. Each cartridge contains a small amount of gunpowder (usually what is called “smokeless” powder). Unlike the primer, ordinary smokeless powder does not explode on impact. It will, however, burn rapidly if ignited. Generally speaking, the more powder contained in a cartridge, the bigger the explosion and the more powerful the cartridge.

Bullet. The final part of the cartridge is the bullet. Most handgun bullets are shaped more or less like cylinders with a somewhat pointed front end and a flat (or slightly concave) rear end. The typical bullet is made of lead, although it may have a covering, or *jacket*, of some other metal such as copper. The front end of the bullet may be rounded, blunt, concave, or other shape. Different shapes make the bullet behave differently when it strikes a surface.

When the firing pin of the weapon strikes the thin metal covering the primer, the primer explodes. The explosion in turn ignites the gunpowder inside the casing.

As the gunpowder rapidly burns, it creates heat and expanding gases. The rapid expansion of the gases forces the bullet out of the casing.

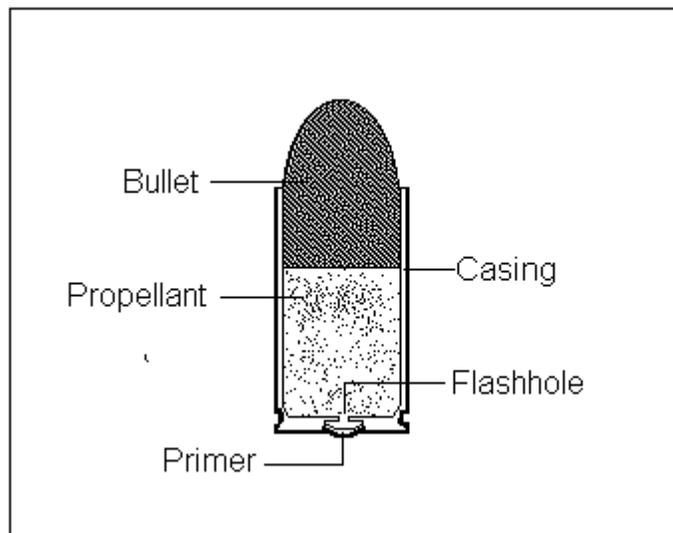


Figure 1: Diagram of a Cartridge

Weapon Design

If one were able to strike the primer on a cartridge when the cartridge was outside of a firearm, the explosion described above would take place, but the bullet would not be propelled very far. As soon as the bullet separated from the casing, the gases would be able to disperse in all directions, and thus would not push the bullet. The design of a firearm allows the full force of the explosion to be channeled into pushing the bullet.

Inside your handgun (or long gun), the cartridge to be fired is held in place in the chamber at the rear of the barrel. (See Figure 2). The primer faces to the rear, and the bullet is toward the open end of the barrel. When the trigger is pulled, the firing pin strikes the primer of the cartridge, setting off the explosion that drives the bullet. With the cartridge in the weapon, however, the expanding gases have nowhere to go except out the end of the barrel, driving the bullet in front of them. In all other directions—to the rear, up, down, and sideways, the way is blocked by the solid metal of the barrel and the breech face (behind the cartridge). Nor can much of the gas escape around the edge of the bullet in the barrel, because the tolerances are very close. Thus almost all of the force generated goes to push the bullet forward.

In the semi-automatic pistol, some of the force is used to operate the mechanism (explained below) that ejects the empty casing and places the next round in the chamber. Each time you pull the trigger, one round is fired and the next round is fed into the chamber. (In a fully automatic weapon, one trigger pull fires multiple rounds.)



Figure 2: Semi-Auto Pistol

SEMI-AUTO PISTOL TYPES

Semi-automatic pistols fall into two basic designs, those with hammers and those without hammers. While the end result is the same (the firing pin or striker hits the primer), how that result is achieved is somewhat different.

Hammer Types

Pistols with hammers operate in a way that is analogous to a hammer striking a nail. At the rear of the pistol, behind the firing pin, these pistols have a part called the hammer that can move slightly forward and back. The hammer may be external or internal. It is spring-loaded, so that pulling it back loads the spring. If released, it will snap forward, striking the rear end of the firing pin, just like a carpenter's hammer striking the head of a nail. When the hammer strikes the firing pin, the firing pin is driven forward, just like a nail being driven into wood.

When a pistol with a hammer is cocked, the hammer is held back in its loaded position by a notched piece called the sear. Pulling the trigger moves the sear out of position and releases the hammer to go forward. Each time the weapon is fired, the mechanism that puts the next round in position also cocks the hammer. Single-action pistols require that the shooter manually cock the hammer before the first shot. Double-action/single-action pistols are designed so that pulling the trigger when the hammer is not cocked operates a mechanism that cocks it. For subsequent shots, the hammer is cocked automatically by the weapon's firing cycle. Guns that are double-action for the first shot usually have a lever or other means to de-cock the weapon.

Hammerless Types

An alternative design for the semi-automatic pistol does not use a hammer to strike the firing pin. Instead, the action of pulling the trigger pulls the firing pin itself back against spring tension and then releases it, allowing it to snap forward and strike the primer. This design is similar to a bow-and-arrow, where the firing pin is the arrow. These pistols are considered double-action only, meaning that the pistol is never "cocked," because there is no hammer to cock. You have to pull the trigger to put the firing mechanism under tension—and if you release the trigger before firing, the firing mechanism goes back to its relaxed state. Such pistols therefore need no de-cocking mechanism.

THE FIRING CYCLE

For a semi-automatic pistol to fire repeatedly, four actions must take place:

1. The first round must be *fired*.
2. The empty casing must be *extracted* from the chamber.
3. The empty casing must be *ejected* from the weapon.
4. The next round must be *fed* into the chamber.

Then the cycle begins again. Here's how it works.

Fire

As described earlier, the firing pin strikes the primer on the cartridge that is positioned in the chamber of the weapon. The ensuing explosion pushes the bullet out the barrel, leaving the empty casing sitting in the chamber.

Extract

Part of the energy from the explosion moves the slide rearward. As it travels to the rear, a hook-shaped part called the extractor on the inside of the slide grabs the rim of the empty casing and pulls it backward out of the chamber.

Eject

As the slide continues to the rear, the closed end of the empty casing runs into a projection on the receiver called the ejector. This ejector contacts the casing off center, causing it to tip sideways. The continued movement of the slide to the rear sends the empty casing (also called a *spent shell*) flying out the ejection port on the side of the slide.

Feed

As the slide moves to the rear, it compresses a spring under the barrel, called the recoil spring. When the slide is all the way to the rear, the spring tension starts it forward again. At the same time, the movement of the slide to the rear allows the next round in the magazine to be pushed upward by the magazine spring. As the slide moves forward, a projection on the slide contacts the rear of the next cartridge, pushing it forward, up the feed ramp and into the chamber, ready to be fired.

When the last round in the magazine has been fired, the magazine follower is pushed upwards. In most pistols, a projection on the follower catches a notch on the slide, preventing it from going forward, and causing the slide to lock back.

MAINTAINING YOUR WEAPON

For the firing cycle to take place, all the parts of the weapon need to be working properly. If the weapon is dirty or parts are worn, it may not function reliably. Your handgun is your primary duty weapon, and is obviously a critical piece of equipment. If you ever need to fire your handgun in an emergency, you want it to work. The best way to make sure it is in good condition is to check it regularly, clean it properly, and periodically have it inspected by your department armorer or other factory-certified armorer.

Function Check

Each time you go on duty, check to make sure that your weapon is functioning properly. Go through the following steps:

1. Unload the weapon, following the procedure described in this manual.
2. With the magazine removed, move the slide back and forth, making sure it moves smoothly without binding.
3. Check that the slide stop lever properly locks the slide to the rear.
4. Let the slide go forward. Decock the weapon (if applicable), checking the function of the decocking lever.
5. Insert a loaded magazine, checking that it seats properly in the magazine well.
6. Recharge the weapon safely (using a loading barrel or similar device).
7. Remove the magazine and load it fully. Replace it in the weapon.

Cleaning Your Weapon

You should regularly clean your pistol after firing and at least once a month even if you don't fire it in that time. Clean your pistol if it gets wet, dirty, or dusty as a result of your activities. Cleaning your pistol gives you an opportunity to inspect it for damage or wear and also helps to ensure that it will function properly when you need it.

Equipment. You will need a few tools and supplies to clean your pistol. These may be provided by your department. If not, they are readily available at a sporting goods or hardware store. You can buy a packaged gun cleaning kit or assemble your own. You will need

- Cleaning rod to fit your pistol
- Cloth patches to fit your pistol
- Cleaning solvent
- Gun oil
- Nylon toothbrush
- Bore brush (attachment for cleaning rod)
- Patch holder (attachment for cleaning rod)

Procedure. To clean your weapon, follow this procedure:

1. Unload your weapon.
2. Field-strip your weapon, according to the manufacturer's instructions. Pistols vary in the number of separate parts that result from field stripping. At a minimum, you will have these:
 - Barrel
 - Slide

- Receiver
 - Recoil spring/rod assembly
3. Attach the bore brush to the cleaning rod and push it through the barrel from the chamber to the muzzle. Push it all the way through, then pull it back. Do not change direction when the brush is still inside the barrel. Repeat several times.
 4. Attach the patch holder to the cleaning rod, and insert a solvent-soaked patch. Push the patch through the barrel from chamber to muzzle, wetting the inside of the barrel with solvent. Set the barrel aside.

Brush the receiver and slide vigorously with the dry toothbrush to loosen and remove carbon. Wipe remaining dirt off with a rag. Use solvent on a patch on any stubborn spots. If you use solvent, **make sure to remove all of it, leaving the weapon parts clean and dry.**

- Pay special attention to the breech face on the slide (where the firing pin hole is). Make sure it is clean and that the firing pin hole is not blocked.
 - Pay special attention to the extractor—make sure to clean the hook of the extractor so that it can properly grasp the rim of the empty casing to extract it from the chamber.
5. Attach a clean patch to the cleaning rod and push it through the barrel. Repeat, using a clean patch each time, until the patch comes out clean. Wipe off the barrel with a rag, making sure to clean the muzzle and the feed ramp.
 6. Inspect the inside of the barrel by holding it up to a light and looking through it. The inside should be clean and shiny. If it is not, repeat the cleaning process, starting with the bore brush, until it is.
 7. Oil your weapon as follows. **Do not let oil get into the firing pin hole.**
 - Place one drop of oil on the outside of the barrel, and rub it all over the outside surface of the barrel with your finger. Wipe off the excess with a rag.
 - Place one drop of oil to lubricate metal-on-metal moving parts as directed by the manufacturer. Typical places include the hammer linkage or trigger bar.
 - Place a drop of oil in each of the *slide rails*, where the slide attaches to the receiver.

Wipe off any excess with a rag. Only a thin coat of oil is needed for lubrication. Excess oil tends to attract dirt.

8. Reassemble your pistol, as directed by the manufacturer, and check for proper function.
9. Reload your weapon.

Armorer's Inspection

Once a year, you should have a qualified person do a complete teardown and armorer's inspection of your weapon. Your department may have an armorer who does this routinely. If not, you should have a manufacturer-certified armorer perform the procedure. It is important to have a trained person check your weapon for excessive wear or other functional problems on an annual basis.

Care of Magazines

When you clean your weapon, you should also clean and inspect your magazines. Disassemble the magazine according to the manufacturer's specifications, and wipe them clean with a rag. Do not use solvent or oil on the magazines—it could foul your ammunition and cause a misfire. Inspect the magazines for wear:

- Check the magazine spring for positive rebound from compression
- Check that the *follower* still causes the slide to lock back when the magazine is empty.
- Check the magazine body and lips for cracks or other damage.

EQUIPMENT

In addition to the weapon itself, you must also maintain the associated equipment: your duty belt, holster, and magazine pouches. Before starting each shift, perform a quick check of this equipment, as follows:

1. Most holsters have a means (usually one or more set screws) to keep the holster from sliding on the duty belt. Make sure they are tight.
2. Make sure your holster is adjusted to keep your weapon snugly inside. The security mechanism may be a screw that you can adjust, or it may be a positive locking device. Whatever it is, make sure that it is working properly to secure your weapon.
3. Check the holster (and the shank that attaches it to your duty belt) for worn places, cracks or splits in the material. If you find any structural defects, replace the holster.
4. Check your magazine pouches to make sure that they are securely mounted on your duty belt and that they are in good condition. If they

Inclement Weather Uniform Precautions

Wear your uniform in such a manner that you have immediate access to your handgun and other tactical gear on your duty belt. Law enforcement raincoats, winter jackets, and traffic vests are designed to leave your firearm exposed to allow a normal draw. You should not have to “sweep” a uniform item out of the way before you can draw your firearm.

If weather conditions or special duty assignments require you to wear gloves, practice drawing and shooting while wearing them. Gloves change your feel and dexterity. If severe weather conditions force you to wear very thick gloves, remove them when you anticipate contacting an individual.

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BASIC SHOOTING

Law enforcement shooting requires both accuracy and speed. Naturally, you don't want to spend a great deal of time lining up a perfect shot if someone is about to shoot at you! On the other hand, firing quickly but not accurately isn't good either. It does no good to shoot really, really fast if you don't hit your target. As you learn the skills involved in shooting, do not worry too much at first about speed. Speed will come with practice. Instead, make sure that each time you practice the various skills, you do so as perfectly as possible. Your goal is to commit your shooting skills to muscle memory—and that takes 3,000 to 5,000 repetitions of the *correct* movements.

SHOOTING FUNDAMENTALS

If you were to mount a handgun in a bench vise, so that it was totally immobile and precisely aimed at the target, you could shoot through nearly the same hole every time. Of course, that isn't possible for law enforcement shooting. Instead, you have to use your hands, body, and eyes to aim the shot, minimize the weapon's movement, and get ready for the next shot. Accurately firing a handgun consists of mastering five fundamentals:

- Stance
- Grip
- Sight Alignment
- Sight Picture
- Trigger Control

If you do all of these properly, every time, your rounds will hit the target where you intend. By itself, each of these is relatively simple. Putting them all together at the same time—while firing live rounds—can be challenging. Nevertheless, mastering these five fundamentals means you will be able to control motion and maintain consistency, shot after shot.

Stance

The basic stance for law enforcement shooting combines mobility and stability. Your stance must allow you to move easily in any direction, but it must at the same time provide a stable shooting platform. It is the same basic *tactical stance* you use for the bulk of your law enforcement contacts (see Figure 3). Here's how to stand:

1. Face your target, with your feet about shoulder width apart.
2. Move your strong-side foot about 6" back, so that the toe of your strong-side shoe is about even with your reaction-side instep.

3. Bend your knees slightly, and shift your weight slightly forward, onto the balls of your feet. Your knees, hips, and shoulders should be aligned above your feet.
4. With your weapon held in a two-hand grip (see next), push the weapon in front of your master eye.⁴ Your strong-side arm should be locked out or nearly locked out; your reaction-side arm will be slightly bent.
5. Roll your shoulders forward, as if reaching forward to touch something a few inches away. This will help keep your weight forward to help control recoil.



Figure 3: Tactical Stance

This position has a number of advantages.

- It allows for easy movement in any direction.
- It is very stable. With your weight on the balls of your feet and your knees slightly bent, your center of gravity is slightly lowered and you can easily maintain your balance.
- It is not tiring—your weight is supported by bone rather than muscle, so you can stand in this fashion without fatigue.
- It places the most protective part of your vest between you and potential incoming rounds.

⁴ Your master (or dominant) eye may not be on the same side as your dominant hand. Your instructor can help you determine which is your master eye. It is essential that you know which eye is dominant so that you can sight the gun properly.

- It allows you to see the target with both eyes (binocular vision) and maximizes peripheral vision.

Grip

Your grip on your weapon must be comfortable and stable, allowing you to hold the weapon steady enough to shoot accurately, and it must also allow you to control recoil with minimal fatigue. The key to both of these goals is to use the large muscles of the upper body as much as possible and to absorb the recoil with your entire body. Under stress you will lose fine motor control, but the large muscles will function better than normal because of increased blood flow. Absorbing the recoil with your body will minimize fatigue. The following explains how to achieve the best two-hand grip (see Figure 4):

1. With your strong hand, grasp the weapon so that the webbing between your thumb and forefinger is on the backstrap, as high under the tang of the weapon as possible. Your thumb is on one side (just below the slide), and your middle, ring, and little fingers wrap around the front strap just below the trigger guard. Your index finger (the trigger finger) is extended forward along the frame, until you are ready to shoot.
2. Align the weapon so that the slide and your forearm form a straight line, and your wrist is locked. Be sure the large knuckle at the base of your thumb is to the side, not directly behind the weapon. If the weapon is correctly aligned, you will be able to absorb recoil without fatigue, because you will have the whole forearm to absorb the impact. If it is not properly aligned, you will be absorbing recoil with your wrist only, and you will quickly fatigue.
3. Place your reaction hand so that the palm covers the open area on the grip of the firearm. Both palms should be in firm contact with the grip, and the heels of your hands should touch. Rest your reaction-hand thumb against the frame *on the same side* as your strong-side thumb. Wrap your reaction-side fingers around the front of the weapon below the trigger guard, covering your strong-side fingers, and pulling back against the front strap.
4. Firmly hold the weapon, using your reaction hand to supply about 60% of the force. Remember, the recoil will drive the weapon straight back, not side to side. Use firm pressure, but not a “choke hold.” If you are holding the weapon so tightly that your hands start to tremble, you will impair accuracy. As much as possible, use the large muscles of your arms and hands, rather than the small muscles of your fingers, to hold the weapon firm.

This is the basic grip for all law enforcement shooting. There may be some situations in which you have to shoot one-handed (for example, if you are injured,

and one hand is not functional), but they are rare. Whenever possible, you will use this two-handed grip. As you learn to draw from the holster, you will establish the proper grip with your strong hand while your weapon is still in the holster, and then allow your reaction hand to “meet” the weapon as it is being raised to eye level.



Figure 4: Grip

Sight Alignment

Sight alignment refers to the visual relationship between the front and rear sights of your weapon. When the weapon is on target, you will look between the two posts of the rear sight at the front sight. The front sight will be in focus, the rear sight and the target will not. When the sights are properly aligned, the front sight will be centered between the rear sight posts, with the top of the front sight level with the tops of the rear sight posts. (See Figure 5.)

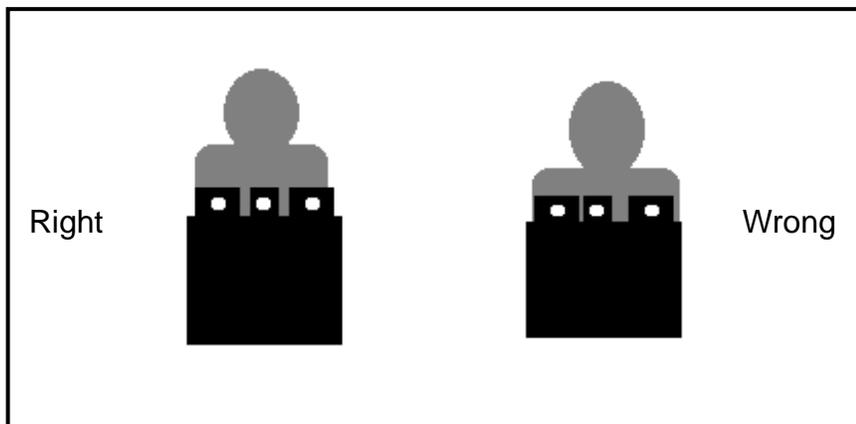


Figure 5: Sight Alignment: Correct (left) and Incorrect (right)

For law enforcement shooting, you should learn to shoot with both eyes open. As noted above, you will bring the weapon up in front of your master eye, but *keep both eyes open while sighting*. This may seem difficult at first, but it is crucial, for two reasons:

- Under stress, you will open both eyes anyway. Research has shown that part of the body's stress response is to use binocular vision.
- If you close one eye, you create a "blind side," which puts you at a tactical disadvantage.

With practice, you will learn to sight the weapon accurately with both eyes open.

Sight Picture

Sight picture refers to the visual relationship of the sights to the target. If the sights are properly aligned, the bullet will hit the target at a point just above the area covered by the front sight. For law enforcement shooting, your primary target is the central nervous system.

The degree of care with which you align the sights and the target for law enforcement shooting depends on time and distance. The closer the target, the more imminent the danger, and therefore the faster you must shoot. The closer the target, the more room you have for error, as well. If the target is close, a shot that is slightly misaimed, will still strike center mass. On the other hand, if your target is far away, a slight mistake in aim may mean that the round misses the target entirely.

In general, if the target is less than about 12 yards away—and most law enforcement shootings are well inside that distance—you should fire as soon as you have the front sight on target and the weapon is stable. You need not carefully align the rear sight.

If, on the other hand, your target is farther away, and particularly if you are firing from behind cover, you may be able to take more time to carefully align the sights and acquire a precise sight picture.

Realize that you will never be able to hold the weapon absolutely still—there will always be a small natural arc of movement. If you keep your front sight in focus, you will minimize that natural movement. Additionally, for a precise shot, you may wish to minimize the movement caused by your breathing. Two ways to do this are

- Take a breath, then let part of it out and hold your breath through the shot; or
- Fire during the natural respiratory pause after you exhale normally.

Trigger Control

Remember that the third rule of firearms safety is ***Keep your finger off the trigger and outside the trigger guard until you are firing.*** Until you are firing, your trigger finger should be extended along the frame above the trigger guard. When it is time to fire, operate the trigger as follows:

1. Place your finger on the trigger so that the *pad* of your finger is in contact with the trigger. With your finger in position on the trigger, there should be some space between your finger and the frame of the weapon. This will allow you to pull the trigger straight to the rear, firing the weapon without disturbing its aim. If your finger is too far through the trigger guard, so that it lies along the frame, or if you have your first joint rather than the pad of your finger on the trigger, pulling the trigger could push or pull the weapon to the side.
2. Using smooth, steady pressure, pull the trigger straight back, letting the weapon fire. ***Keep your finger in contact with the trigger.*** The recoil may make your arms and hands rise slightly. Get the weapon back on target as soon as possible.
3. Allow the trigger spring to push the trigger—and your finger—forward only as far as needed for the trigger to reset for the next shot. You will feel and hear a click as the trigger resets.
4. Continue the same sequence for subsequent shots.
5. When you are done firing, allow the trigger to go all the way forward, take your finger off the trigger, and again place it along the frame outside the trigger guard.

If you have a double-action/single-action weapon, the first trigger pull will take more force than subsequent single-action shots, and the distance to trigger reset will be quite short. With a double-action-only weapon, you will notice less difference between the first and subsequent shots. With both types, however, the procedure is the same.

Trigger control is critical for accuracy. You may have your stance, grip, sight alignment and sight picture perfect, but if you jerk the trigger, fail to pull straight back, or let your finger fly off the trigger at the point of firing, you will almost certainly miss your target. It is difficult not to be distracted by the noise and recoil of the shot, but remember: the noise and recoil will happen regardless. It may help you to think about pulling the trigger *through* the shot. The noise and recoil are not important; what is important is that you hold your weapon steadily on target through the entire trigger pull. ***Let the shot happen; don't try to make it happen.***

THE DRAW STROKE

The object of the draw stroke is to get the weapon from the holster into proper firing position as quickly as possible. To do this requires eliminating any unnecessary motion. A proficient draw stroke will be both fast and smooth. **The draw stroke is presented here as a four-step procedure, but with practice, it will become one fluid motion.**

Drawing Your Weapon

The following describes a proper draw stroke. (See Figures 6-9.) You should begin by taking a tactical stance, with both hands held in front of you above waist level.

1. With your strong hand, release the strap or other retaining device securing the weapon in the holster. Simultaneously establish your shooting grip on the weapon while it is still in the holster. For maximum speed, you must:
 - Perform both actions simultaneously—not as two separate procedures
 - Grip the weapon in the holster in a proper shooting grip, with the web of the hand high under the tang and the weapon properly aligned with the forearm.

Do not move anything other than your arm and hand. Keep your elbow close to your body, so that your forearm is in line with the slide.



Figure 6: Step 1 – Grip and Unsnap

2. Draw the weapon. As soon as the muzzle clears the holster, turn the weapon to point down range, toward your target. Your finger is off the trigger and outside the trigger guard. Try not to dip your shoulder, bend at the waist, or do any other extraneous movement. From this position, if you had to fire, you could, with a good chance of hitting your target.



Figure 7: Step 2 – Draw and Turn

3. Push the weapon in a straight line toward the target and upwards to eye level. When your strong hand is still close to your body, just in front of the lower sternum, meet it with your reaction hand. Wrap your reaction hand into a proper shooting grip—heels of the hands touching, fingers of the reaction hand wrapped over the strong hand fingers below the trigger guard.



Figure 8: Step 3 – Meet Reaction Hand

4. Continue to push the weapon in a straight line until your arms are extended and the weapon is in front of your master eye.



Figure 9: Step 4 – Firing Position

Be sure that you point the weapon toward the target as soon as the muzzle clears the holster and be sure that you push the weapon in a straight line into firing position. Do not use a looping motion, as if you were making an underhand toss. The proper motion is like a straight punch from your center to an eye-level target.

Do not worry at first about speed. It is far more important that you do each part of the draw stroke correctly—every time. As you practice, speed will come. If you try to push for speed before you learn the proper technique, you will certainly introduce unnecessary movement and reduce the efficiency of your draw stroke. Remember: *smooth is fast*.

Recovering the Weapon to the Holster

When you have finished firing, you must go through a standard recovery procedure in which you assess whether there is any further need to fire, begin to reduce your stress by using autogenic breathing, and systematically check your environment for further threats. If you follow this procedure when practicing at the range, you will automatically do it under the extreme stress of an actual police shooting.

Here are the steps:

1. With the weapon still in firing position, assess the primary threat. Lower the weapon slightly until you can see the subject's hands. If there is no longer an imminent threat of death or great bodily harm, remove your finger from the trigger.
2. Begin autogenic breathing.
3. Lowering the weapon further, ***while keeping it pointed down range***, visually scan the area: up, down, both sides, behind you. Move your head to look in these different directions, but keep the weapon pointed down range, toward the primary threat, unless another threat presents itself. You must move your head because under great stress you may experience a loss of peripheral vision, often called "tunnel vision." Moving your head allows you to "move the tunnel" to see in different directions.
4. Return the weapon to Step #3 (just in front of your lower sternum), and decock if necessary.
5. Reholster the weapon and secure it, *exactly reversing the action of the draw*: keeping your weapon pointed toward the target, bring it back in a straight line toward your holster. Release your reaction hand when the weapon is close to your center. (You may choose to raise your reaction hand to block any physical assaults.) When your weapon is at

READY POSITIONS

In addition to the firing position and the holstered position, you will use two “ready” positions. In both of these, your finger is off the trigger and outside the trigger guard, and the muzzle of the weapon is pointed forward, or down range.

Tactical Ready

The first ready position is the tactical ready, or “universal cover” position. This position is very similar to the firing position, except that the weapon is lowered slightly—just enough to see the subject’s hands and waist. This position allows you to see clearly whether the subject is reaching for a weapon (your weapon does not block your view), but at the same time it allows you to return to the firing position very quickly should you need to shoot. If you become fatigued, simply pull your elbows in tight to your body.

The tactical ready position is useful for

- Covering a subject while you issue verbal commands
- Approaching an area where you anticipate an adversary
- Searching an area
- Scanning and assessing threat before reholstering

Low Ready

The low ready position is similar to the tactical ready except that the weapon is pointed down at about a 45° angle. This position is less fatiguing, but it requires more time to return to the firing position.

The low ready is useful for

- Maintaining safety if your partner or other non-adversary steps in front of you
- Resting between shots at the firing range

ADMINISTRATIVE LOADING AND UNLOADING

A semi-automatic pistol is considered loaded in any of these conditions:

- It has a round in the chamber; **or**
- It has a magazine containing rounds in the magazine well; **or**

- It has a round in the chamber and a magazine containing rounds in the magazine well

To load the pistol administratively (i.e. not in combat), follow the steps below.

Administrative Loading

1. Load a magazine to capacity by inserting the rounds one at a time into the magazine. Inspect each round as you insert it in the magazine, checking that the casing and bullet are in good condition and the bullet is inserted properly into the casing. **Warning: Do not overload the magazine, as it can damage the magazine and prevent the rounds from feeding properly.** Be sure the rounds are pointing the correct direction (bullet forward when the magazine is in the magazine well).
2. With the weapon in the holster, insert the magazine into the magazine well. Make sure it is seated properly and locked into place.
3. Draw the weapon to Step #3 of the draw stroke.
4. Holding the pistol firmly with your strong hand and keeping the weapon pointed down range, grasp the slide firmly between the heel of your reaction hand and the fingers. **Warning: Do not let your hand cover any part of the ejection port.** Pull the slide firmly to the rear, as far as it will go. Release it. The stored energy of the recoil spring will take it forward, pushing a round into the chamber. Decock the weapon if necessary.
5. Reholster the weapon. Remove the magazine, insert one round and replace it in the magazine well.

Administrative Unloading

To administratively unload the weapon, follow these steps:

1. With the weapon holstered, remove the magazine.
2. Draw the weapon to Step #3 of the draw stroke.
3. Keeping the weapon pointed down range, lock the slide to the rear. Be sure your hand does not cover the ejection port. Let the ejected round fall to the ground.
4. Lock the slide to the rear, pulling it back and engaging the slide lock lever.

5. Physically and visually inspect the weapon to be sure it is empty: no round in the chamber, no magazine in the well.
6. Release the slide, decock if necessary, and reholster the weapon.

Warning: Be sure that you remove the magazine first, *then* lock the slide to the rear.

If you lock the slide to the rear before removing the magazine, you will eject the round that was in the chamber originally, but if the slide is allowed to go forward, you will feed a new one in its place, and the weapon will still be loaded after the magazine is removed.

RELOADING

Unlike administrative loading, reloading takes place in combat conditions. You must learn to reload quickly and smoothly, so that you are ready to continue firing if it is appropriate. You will reload under two conditions:

- When you have fired all your rounds and your weapon is empty, with the slide locked back
- When you have fired some rounds, you are behind cover, and you choose to replace your partially-depleted magazine with a full one

The first is referred to as *out-of-battery* reloading, because your weapon is “out of battery” or unable to fire. The second is called *in-battery* reloading, because your weapon is still able to fire rounds when you choose to reload.

Out-Of-Battery Reloading

As you learned earlier, when you fire the last round in a magazine, the magazine follower engages a notch on the slide, preventing it from going forward to finish its cycle. The pistol is out-of-battery, not only because it is empty, but also because the slide is locked back out of firing position.

Your first indication that your weapon is empty may be that you pull the trigger and nothing happens. With experience, you may feel the slide lock back, or notice that the sights are slightly closer to you. In any case, as soon as you realize that the slide has locked back, you know you have to reload. Here is the procedure:

1. Remain behind cover or continue moving toward cover.
2. From the firing position, bring the weapon in toward you, keeping it up in front of you, until you can easily see it and manipulate it.

3. Press the magazine release button with the thumb of your strong hand. (If you are left-handed, use your index or middle finger. (If the magazine release when pushed protrudes from the opposite side of the grip, be sure your hand is not blocking its travel.)
4. Simultaneously strip the magazine out of the magazine well with your reaction hand. Even if the magazine is designed to fall free on its own, it does no harm to strip it out, and may make the reload quicker if the magazine happens to stick. (Note: on some magazines the butt plate does not protrude much from the magazine well, making it difficult to grasp. If that is the case with your weapon, let the magazine fall free.)
5. As soon as the magazine clears the magazine well, drop it and reach to your magazine pouch. Note: you do not need to throw the magazine—just let it drop.
6. Remove a full magazine, grasping it so that the butt plate is in the palm of your hand and your index finger is extended along the front (bullet edge of the magazine. (See Figure 10.)



Figure 10: Gripping the Magazine

7. Insert the full magazine into the magazine well, using your index finger to help you locate the magazine well. Push the magazine into the well with your palm, making sure it is fully seated.
8. Release the slide and let it go forward, pushing a new round into the chamber.

As you practice out-of-battery reloading, concentrate on making the reload as smooth and efficient as possible. Your goal is to be able to reload your weapon

and be ready to fire if necessary as fast as possible. Just as with learning the draw stroke, however, you must practice doing the procedure perfectly—speed will come with repetition.

In-Battery Reloading

In some situations, you may decide to reload your weapon while it is still in battery—still able to fire. For example, if you have fired a number of rounds during a firefight and there is a lull in the action, you may decide to reload so that you know you have a full magazine in your weapon.

The procedure for in-battery reloading is very similar to that for out-of-battery reloading, except that the slide will not be locked back—the weapon is still in battery—so there is no need to cycle the slide. Here is the procedure:

1. Move behind cover.
2. From the firing position, bring the weapon in toward you, keeping it up in front of you, until you can easily see it and manipulate it.
3. Press the magazine release button with the thumb of your strong hand. (If you are left-handed, use your index or middle finger. (If the magazine release when pushed protrudes from the opposite side of the grip, be sure your hand is not blocking its travel.)
4. Simultaneously strip the magazine out of the magazine well with your reaction hand. Even if the magazine is designed to fall free on its own, it does no harm to strip it out, and may make the reload quicker if the magazine happens to stick. (Note: on some magazines the butt plate does not protrude much from the magazine well, making it difficult to grasp. If that is the case with your weapon, let the magazine fall free.)
5. As soon as the magazine clears the magazine well, drop it and reach to your magazine pouch. Note: you do not need to throw the magazine—just let it drop.
6. Remove a full magazine, grasping it so that the butt plate is in the palm of your hand and your index finger is extended along the front (bullet) edge of the magazine.
7. Insert the full magazine into the magazine well, using your index finger to help you locate the magazine well. Push the magazine into the well with your palm, making sure it is fully seated.

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MALFUNCTIONS

Weapons, like any mechanical device, can malfunction on occasion. Most semi-auto pistol malfunctions can be prevented by properly maintaining your weapon and practicing proper shooting fundamentals. This section describes the most common malfunctions, explains their causes, and describes how to fix them.

TYPES OF MALFUNCTIONS

As you have learned, the firing cycle of the semi-auto pistol is comprised of four actions:

- The first round must be *fired*.
- The empty casing must be *extracted* from the chamber.
- The empty casing must be *ejected* from the weapon.
- The next round must be *fed* into the chamber.

If any of these actions fails to occur, the firing cycle is interrupted, and the function is compromised. We will look first at the effect that a malfunction in each of these areas will have on the firing of the weapon.

Failure to Fire

In a failure to fire, pulling the trigger fails to cause the round to fire. Whatever the cause, the weapon does not discharge, and the bullet is not launched toward the target. A failure to fire does not interfere with the other parts of the firing cycle.

Failure to Extract

In a failure to extract, the empty casing is not pulled out of the chamber. If the empty casing remains in the chamber, it blocks the next round from going in, and prevents further firing of the weapon.

Failure to Eject

In a failure to eject, the empty casing is pulled out of the chamber, but it is not ejected from the weapon. It can block the next round from being fed into the chamber, and it can block the slide from going fully forward into battery.

Failure to Feed

In a failure to feed, the next round is not fed into the chamber. When the shooter pulls the trigger, the firing pin falls on an empty chamber, and the weapon does not fire.

CAUSES OF MALFUNCTIONS

Many things can cause weapons to malfunction. Most of the causes are shooter-induced, and therefore can be prevented. Some are not under the control of the shooter. These may not be preventable, but they may be fixable--the next section discusses how to clear malfunctions.

Shooter-Induced Malfunctions

Most malfunctions are a result of two problems:

- Poor weapon maintenance
- Poor shooting habits

Weapon maintenance. You depend on your weapon to save your life and the lives of others should the need arise. You must therefore make sure that your weapon is in good working condition. If you don't regularly clean and lubricate the weapon, it won't work well. For example, if the extractor is not carefully cleaned—especially under the "hook," it may simply slide off the edge of the empty casing, instead of grabbing it and pulling it out of the chamber. You'll have a failure to extract. An excessively dirty barrel may cause the casing to bind in the chamber and not extract easily. If the slide is dirty or dry (un-lubricated), it may not function smoothly and quickly—causing failures to eject or to feed. If you allow solvent or oil to get into the firing pin hole, it can prevent the firing pin from moving freely and cause a failure to fire.

Be sure that you clean and lubricate your weapon regularly. When you clean it, be sure that you also inspect it for wear and for broken pieces. A worn extractor won't pull the empty casing out of the chamber. A broken-off ejector won't tip the shell out the ejection port. A broken firing pin won't strike the primer and fire the round. A weak magazine spring may not be able to push the next round in position to be fed into the chamber. A yearly teardown of your weapon by your department armorer or by another factory-certified armorer is a good investment in your safety.

Shooting habits. As you have learned, part of the energy released during the firing of the weapon forces the bullet down the barrel. The remainder pushes the slide to the rear to extract and eject the empty casing. As the slide travels forward, it picks up the next round and feeds it into the chamber. The weapon is designed for the slide to travel straight back and straight forward, with its full allotment of energy. Proper functioning requires that the weapon is held stable through the shot and subsequent cycling of the slide. If the weapon is not stable, some of the energy that operates the slide may be lost—diverted in a direction other than straight back.

If your shooting platform is not stable—your stance and grip not firm enough to absorb recoil and minimize the motion of the weapon—you may experience

malfunctions. Particularly important is reducing "muzzle-whip," or the tendency of the weapon to tilt up with respect to your forearm when a round is fired. Be sure to keep your wrists locked and your strong hand gripping the weapon high on the backstrap during firing, so that the barrel remains parallel to your arm.

Other Causes

Malfunctions can be caused by other mechanical problems with the weapon itself, such as parts that are broken or worn beyond tolerances. They can also be caused by bad ammunition. Ammunition that is under-powered (insufficient powder charge) may cause the slide not to travel at the proper speed or not to move the full distance it should. Ammunition in which the powder has become fouled by exposure to water or other fluid (such as cleaning solvent) may not fire reliably. While these causes are not strictly under your control, you can minimize the likelihood of problems by

- Having your weapon inspected regularly (at least annually)
- Using factory ammunition from a reliable manufacturer
- Cleaning and inspecting your weapon after exposure to the elements, and replacing your ammunition if needed.

CLEARING MALFUNCTIONS

Malfunctions are classified as non-critical and critical. Non-critical malfunctions are ones that you can solve in the field. This section describes the steps to take to clear non-critical malfunctions. Critical malfunctions require time, tools, or expertise that are not available to you in the field. If the methods outlined in this section do not fix the problem you are experiencing, you may have a critical malfunction. If that happens, you should disengage or use a secondary weapon (a back-up weapon or long gun, for example).

Non-critical malfunctions can generally be cleared with one of two procedures:

1. Phase I Malfunction Clear
2. Phase II Malfunction Clear

They are called Phase I and Phase II because you will try them in that order—always start with Phase I and only if it doesn't solve the problem go to Phase II. If cover is available, always move to cover to clear malfunctions.

Phase I Malfunction Clear

The Phase I Malfunction Clear consists of four steps:

1. *Tap* the butt plate of the magazine to be sure it is fully seated in the magazine well

2. *Roll* the pistol, tipping it slightly to help any loose casing or round fall out of the ejection port.
3. *Rack* the slide once—grasp the slide, pull it all the way to the rear, and release it.
4. Reassess and fire if necessary.

The Tap-Roll-Rack action can solve several problems. If the magazine is not fully seated in the magazine well, some pistols (as a safety measure), cannot be fired, even if a round is in the chamber. If the magazine is not fully seated, the slide may not be able to pick up the next round to slide it into the chamber, because the round is riding too low. Tapping the magazine into place will solve both of these problems.

Racking the slide can solve a failure to eject, by releasing a spent casing caught in the ejection port. It can feed another round into the chamber in case the chamber is empty, or the round in the chamber failed to fire. If the Phase I Clear does not work to solve the problem, try the Phase II Malfunction Clear.

Phase II Malfunction Clear

The Phase II Malfunction Clear consists of five steps:

1. *Strip* out the magazine.

The magazine may be difficult to strip, particularly in the event of a failure to extract, when the slide is not fully forward because it is trying to push a new round into the chamber, which is already full with the empty casing. If necessary, lock the slide to the rear, then remove the magazine. While it is easier to remove the magazine with the slide locked back, locking it back wastes valuable time. If you can strip the magazine without locking the slide to the rear, do so. Note: if it is difficult to remove the magazine, be sure that you are not inadvertently blocking the movement of the magazine release.

2. *Rack* (cycle) the slide twice.

Doing so may serve to extract a stuck casing (and with the magazine out, no other round will be in the way).

3. *Insert* a fresh magazine (in case the magazine was causing the problem);
4. *Charge* the weapon.
5. Reassess and fire if necessary.

With these procedures, you don't need to take the time to diagnose the problem—you simply try the Phase I, and if that doesn't work, try the Phase II. If the Phase II doesn't work, assume you have a critical malfunction, and proceed accordingly—disengage or use a secondary weapon.

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USE OF COVER

Throughout this manual, we have emphasized the importance of moving to cover whenever possible. This section discusses techniques for shooting from behind cover. First, however, we need to understand what cover is.

WHAT IS COVER?

The term *cover* is often used very loosely. Hunters and birdwatchers talk about their quarry being in dense cover. Law enforcement officers talk about officers operating under cover to infiltrate gangs or drug rings. In firearms training, cover has a very specific meaning.

Definition of Cover

Cover, in the context of firearms training, is defined as

anything that will stop an incoming round.

What constitutes cover in a particular situation depends on what your adversary is aiming at you. The material in a ballistic vest, for example, that will stop a handgun round, may be useless against a rifle round. Since you may not know what weapons your adversary has, you should always seek the best cover available to you.

Cover vs. Concealment

Many objects will make it more difficult for an adversary to shoot you by keeping him or her from seeing where you are. An ordinary interior wall, for example, constructed of 2 x 4's and drywall will conceal you from a shooter—but it won't stop a bullet. Even a seemingly solid concrete block wall is mostly composed of air—concrete blocks are hollow. Natural objects such as bushes and tall grass may conceal you, but they certainly will not stop incoming rounds.

Generally speaking, the thicker and more solid an object, the better cover it provides. A large tree trunk, a solid concrete wall, a structural steel column—all these can provide useful cover.

While concealment can be extremely useful, it does not take the place of cover.

HOW TO USE COVER

Cover can stop incoming rounds, but it does not do anything to stop the adversary from continuing to fire. To do that, you generally have to shoot back. Cover allows you to fire at the threat while minimizing your exposure to incoming rounds. Three basic principles underlie the proper use of cover:

- *Conform to cover*—expose only your weapon and your master eye;
- *Use your weapon as your "third eye"*—if your eyes move from behind cover, your weapon does too;
- *Leave cover only to gain a tactical advantage*—by moving to better cover, for example.

Conform to Cover

Any part of you that is not behind cover is vulnerable. You must conform your shape to the shape of available cover. This may mean standing behind a tree, kneeling or squatting behind the engine block of a vehicle, or lying on the ground behind a traffic barrier. Whatever position you must take, maintain a stable shooting platform. The next chapter discusses different shooting positions.

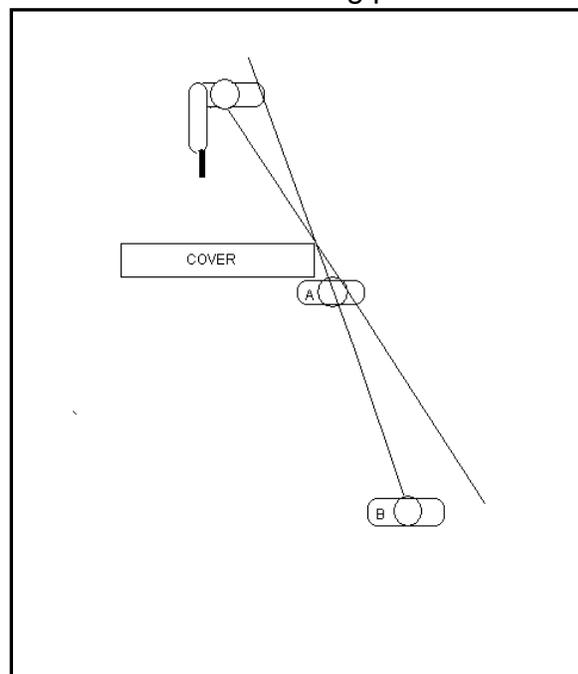
Avoid the temptation to "hug" your cover by plastering yourself up against it. Doing so has two disadvantages:

- You may have to expose more of yourself than necessary in order to see an adversary (see Figure 11);
- You may be hit by shrapnel if your adversary's round strikes the edge of your cover.

Use Your Weapon as Your "Third Eye"

Anytime that you move your head out from behind cover to see whether an adversary is a continuing threat, and if so, from what location, you must be ready to shoot. Maintain a good shooting platform, holding your weapon in the tactical ready position.

In this position, the weapon does not interfere with your view, but can be raised to a full fire position very quickly. The muzzle of your weapon is your "third eye"—located just below your master eye. *Never stick your head out from behind cover—even a tiny bit—unless your weapon goes too.*



Officers A and B have the same view of the subject—but Officer A must expose much more of himself to the subject's view.

Figure 11: Effect of Hugging Cover

Leave Cover Only to Gain a Tactical Advantage

While you are better off behind cover than without cover, you may find yourself in a situation in which you could better your tactical position by moving. For example, if you had taken cover behind a small tree, and a much larger tree were nearby, it might be a good choice to move to it. Or perhaps the suspect had retreated to a building, other officers had established a perimeter, and you could safely disengage and wait for a SWAT team to assemble. If you must leave cover, follow these principles:

- Keep moving—pause, if needed, only behind cover;
- Move laterally, if possible, rather than directly away from your adversary—you will be a more difficult target.
- Move in a zigzag pattern if you must move directly away from your adversary.

SHOOTING FROM BEHIND COVER

In order to return fire, you must move your weapon and your master eye out from behind cover. You cannot fire blindly—remember, you must have target acquisition, target identification, and target isolation before you can fire a round. Two techniques are used for moving out from cover:

- "Slicing the pie" (also called "metering")
- Repositioning

Slicing the Pie

This technique is used in room clearing, and can be used as well in other situations. Here's how it works:

1. Move your head and weapon slightly out to the side of cover. (See Position and Movement, next chapter for a detailed description.)
2. Visually clear the area you can see (the "slice").
3. If no adversary appears, move a little farther, bringing more area into view (another slice).
4. Continue in the same fashion, gradually clearing more and more of the area in front of cover.
5. If you move gradually and do not "hug" your cover, you will probably see the edge of an adversary's body before he or she sees you. If you see someone, issue verbal commands. Be prepared to shoot.

Example: "POLICE! Show me your hands!"

When you slice the pie, you slowly clear more and more area. Once you have visually cleared an area, don't "give it up" by returning to cover. If you move back

behind cover, you will have to clear it again—if you cannot see it, you don't know whether someone has moved into it. Slicing the pie gives you the tactical advantage of gradually decreasing the size of the unknown area in which an adversary may be waiting. It is generally the best choice, except under two conditions:

- If the area in front of cover cannot be visually cleared—it contains concealment for an adversary, such as bushes, or other objects;
- If you encounter an adversary who is "locked in" on you—that is, who has target acquisition.

If the area in front of cover offers concealment, you cannot visually clear it, and to continue to remain exposed would be extremely dangerous. If an adversary is locked in on you, you cannot react quickly enough to shoot before being shot, because you will need to identify the threat, carry out your target requirements, and bring your weapon up before you can pull the trigger. In the latter situation, reposition before firing.

Repositioning

If you encounter an adversary who is locked in on you, move back behind cover and reposition (for example, if you were standing, kneel) before moving out again to shoot. Here is the basic procedure:

1. If you encounter the adversary (not locked in), carry out your target requirements, and engage the target.
2. Move back behind cover and reposition.
3. Move out again, from a different location, carry out your target requirements, and engage the target again.
4. Continue until the threat is stopped.

Repositioning provides you with the tactical advantage of preventing your adversary from locking in on you, because he or she does not know where you will appear next. It has the disadvantage, however, that each time you return to cover, you no longer can see what is going on--the adversary may be repositioning, too. Thus, whenever you move out again, you must assume that conditions have changed.

POSITION AND MOVEMENT

You have already learned how to shoot while standing still. But what if you have cover that is only four feet high? You certainly don't want your head and chest sticking up over the top. And what if you have to move and shoot at the same time—to get to cover, for example? This chapter presents guidelines for shooting from different positions (including from behind cover) and while moving.

SHOOTING POSITIONS

In the third chapter of this text, you learned the basic tactical shooting stance:

1. Face your target, with your feet about shoulder width apart.
2. Move your strong-side foot about 6" back, so that the toe of your strong-side shoe is about even with your reaction-side instep.
3. Bend your knees slightly, and shift your weight slightly forward, onto the balls of your feet. Your knees, hips, and shoulders should be aligned above your feet.
4. With your weapon held in a two-hand grip (see next), raise your arms to bring the weapon in front of your master eye. Your strong-side arm should be nearly straight; your reaction-side arm will be slightly bent.
5. Roll your shoulders forward, as if reaching forward to touch something a few inches away. This will help keep your weight forward to help control recoil.

The advantages of this position are that it permits a stable shooting platform, but also allows the shooter to be mobile. In this section we will discuss other positions that are just as stable, but somewhat less mobile. The positions covered here include three kneeling positions and the rollover prone.

Kneeling Positions

The positions described here differ from the standing tactical shooting position primarily in the position of the legs; the upper body remains essentially unchanged, although it may receive better support. The three kneeling positions are the

- Double kneel
- High kneel
- Low kneel

Double kneel. The double-kneel position is exactly the same as the tactical stance, except that both knees are on the ground. See Figure 12. Your body is upright, with your shoulders over your hips. This position can be assumed very quickly and recovered from easily:

1. From the tactical stance, drop onto your knees. Make sure that your knees are aligned as your feet would be if you were standing (shoulder width apart, strong side slightly back).
2. Curl your toes up so that the balls of your feet are on the ground.
3. Either keep your body fully upright (hips not flexed) or sit back onto your heels, with your torso remaining upright.
4. To get up, raise your reaction-side knee, place the reaction-side foot on the ground, and stand up.



Figure 12: Double-Kneel

High kneel. The high kneel is similar to the beginning of step 2, above. (See Figure 13). It provides a fairly stable shooting platform (although not quite as stable as the double kneel), and it is easy to assume and recover from:

1. From the tactical stance, step forward with the reaction-side foot.
2. Drop down onto the strong-side knee. Your reaction-side knee should form a right angle. The toes on your strong-side foot should be curled up so that the ball of your foot is in contact with the ground.
3. Keep your body fully upright (hips not flexed).

4. To get up, simply stand up.



Figure 13: High Kneel

Low kneel. The low kneel allows the shooter to keep a lower profile, while providing exceptional stability to the shooting platform. (See Figure 14.) It is a little more difficult to get into and out of:

1. From the high kneel, sit back onto your strong-side foot.
Note: Your strong-side foot can either be in the high-kneel position (toes curled and ball of foot on the ground) or on its side, with the toes pointing to your reaction side. In the first option, simply sit down on your heel. In the second, sit on the inside of your foot.
2. Support your shooting platform by resting your reaction-side arm on your reaction-side knee. Place your elbow slightly forward of the knee to avoid bone-on-bone contact (less stable).
3. To get up, rock forward to the high-kneel position, and stand up.



Figure 14: Low Kneel

All of the kneeling positions provide a balance between stability and mobility, and allow the shooter to conform to medium-height cover (e.g. the engine block of a car). If the cover is very low or if there is great need for stability, a better choice is the rollover prone position.

Rollover Prone

In a prone position, the shooter is lying on his or her stomach. It is a very stable shooting position. The rollover prone is a modified prone position that is more comfortable (but still very stable) and that presents a very small target to an adversary. (See Figure 15.)

To assume the rollover prone position

1. Draw to the tactical ready.
2. Move to a double-kneel or high-kneel position.
3. Keeping the weapon pointed down range, place your reaction-side hand on the ground in front of you, and use it to lower your body to the ground.
4. Roll up slightly onto your strong side. Your strong-side arm should be extended forward toward your target, and your body angled toward your reaction side.
5. Rest your face against your strong-side biceps and establish a two-handed shooting grip on your weapon. The weapon may be canted slightly.

6. Bend your reaction-side leg for stability, keeping the knee on the ground.
7. If possible, while maintaining a good sight picture, rest your reaction-side elbow on the ground.

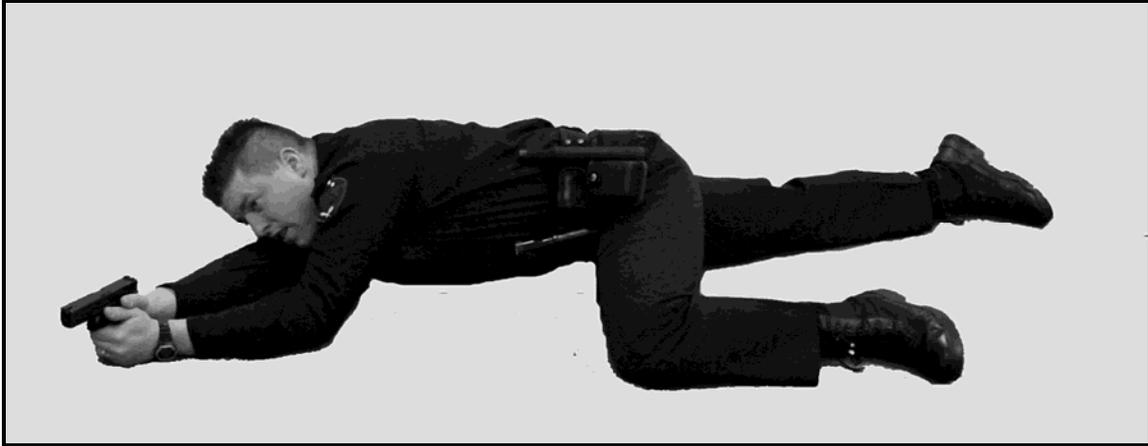


Figure 15: Rollover Prone

To recover from the rollover prone position

1. Keeping the weapon pointed down range, place your reaction-side hand on the ground in front of you.
2. Push yourself up to a double-kneel position.
3. Raise your reaction-side knee, place the reaction-side foot on the ground, and stand up.

As you can see, as we move from the standing position to kneeling to rollover prone, the stability increases while mobility decreases. The rollover prone is by far the most stable, allowing great accuracy even at longer distances, but it is the least mobile.

Depending on circumstances, you may have to shoot from other positions—squatting, for example, or sitting. Regardless of the position, your goal should be to establish a shooting platform that is stable and as close to your normal shooting platform as possible, while conforming to available cover.

Shooting From Behind Cover

As noted in the last chapter, the object when you are shooting from behind cover is to expose as little of yourself as possible. Whether you are shooting from a standing or kneeling position, and from the strong side or reaction side of cover, the same techniques apply:

1. Starting from the tactical ready position, shift your weight forward, so that your shoulders are in front of your hips, and your weight is balanced on the balls of your feet. Your knees will be slightly bent.
2. Lean your upper body slightly to the side to allow your weapon and your master eye to move past the edge of cover. Do not let any part of the rest of your body extend beyond cover—including your feet.
3. If you are slicing the pie, when you have visually cleared an area, move your feet slightly so that you remain balanced while you lean out to clear the next "slice".
4. If you are repositioning, assume a kneeling position or shift to the other side of cover for your next move out.

SHOOTING WHILE MOVING

If you are in a deadly force situation, facing an armed adversary who is shooting at you, **you must move**. If you stand still, you will probably be shot. Moving gives you several advantages:

- You present a more difficult target.
- You make your adversary react to your decisions, instead of vice-versa.
- You can improve your location by moving to cover or gaining an advantageous position.

If you can also shoot while you are moving, you increase your tactical advantage considerably. Remember that you must *keep moving*—even while clearing a malfunction or reloading—standing still invites death.

Shooting while moving requires that you be able to maintain a stable shooting position, even in motion, and that you stay balanced and avoid falling. The basic technique for moving while shooting is the *roll step*. (See Figure 16.)

The Roll Step

When you walk normally, your head and shoulders move up and down as you take each step. That up-and-down motion interferes with accurate shooting. With the roll step, your goal is to keep your upper body moving smoothly, with very little vertical motion. In normal walking, you commit your body weight to your front foot as you take each step. With the roll step, you wait to transfer your weight until your front foot is securely planted.

To walk in the roll step:

1. Keep your knees bent and your center of gravity lowered. This allows your legs to act as shock absorbers to minimize vertical motion and keeps you more stable.
2. Take small, half-length steps.
3. When walking forward, plant your heel, then roll your weight across the ball of the foot to the toe. When walking backward, plant your toe first,

4. Move only as fast as you can also maintain balance and muzzle control.

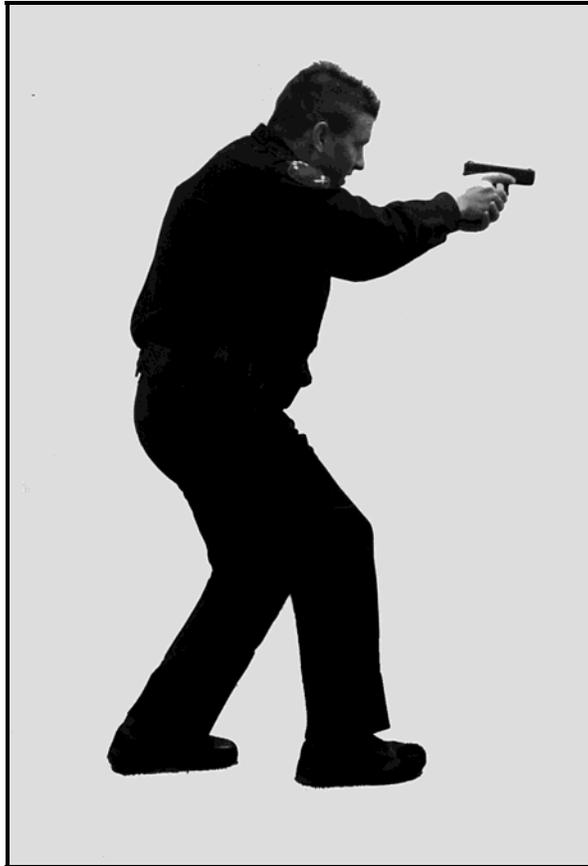


Figure 16: The Roll Step

The roll step allows smooth movement forward and backward—but if you have a choice, always go forward. We have a great deal of practice walking forward, and very little walking backward. Because our eyes are in front, we can safely go forward much faster than we can go backward.

Moving Laterally

You may need to move laterally—that is, cross in front of a target or move to the side to cover. Even if your direction of travel is sideways to your target, use the roll step and **keep your toes pointed in the direction of travel**. Do not move your feet sideways in a step-slide or cross one over the other in a "grapevine" fashion.

If you are moving laterally toward your *strong* side, you can use your normal shooting platform while roll-stepping forward. Simply turn your torso toward the target. If you are moving toward your *reaction* side, you have two choices:

- Roll-step forward and shoot one-handed, with your strong arm extended toward the target
- Roll-step backward and shoot two-handed, turning your torso toward the target

Because you will be more likely to maintain your balance better while roll-stepping forward, moving forward is preferable if you can shoot one-handed accurately. The next section discusses one-handed, or unsupported, shooting.

SPECIAL CIRCUMSTANCES

So far, we have addressed law enforcement shooting in "ideal" circumstances—a single adversary at a convenient distance, an uninjured officer in a standard shooting position, and good light. Unfortunately, the reality is that many law enforcement shootings involve more than one adversary, may take place at very close distances, sometimes involve injured officers or seated officers, and usually take place in low light or darkness. This section provides guidelines for managing these special circumstances.

MULTIPLE ADVERSARIES

If you are faced with multiple adversaries, you are in a very serious situation. This section describes techniques for engaging multiple adversaries, but keep in mind that your best option may well be to disengage. If you are outnumbered, you are starting at a serious disadvantage. If you must engage multiple adversaries, three basic principles apply:

- Start moving immediately.
- Stop the primary threat first.
- Then stop remaining threats, one at a time.

Let's look at these in more detail.

Start Moving Immediately

Your priorities in moving should be to gain cover, concealment, or better positioning—in that order. If cover is available, start moving toward cover. If your cover is close at hand, get there as soon as possible. If it is farther away, use the roll-stepping technique described in the last chapter, firing as you move toward cover. What if cover is not available?

If no cover is available, but concealment is, head for concealment, while continuing to fire. While concealment will not protect you, it will make you a more difficult target, and may make it possible for you to disengage or move to cover by hiding your movements from your adversaries.

If neither cover nor concealment is available, move to gain a tactical advantage by better positioning. What constitutes better positioning? That depends on the situation. Some of the possibilities are

- Moving farther away—the more distance you have, the smaller target you present.

- Moving closer—if your adversary has a rifle and you have a handgun, you need to be within handgun range to fight effectively.
- Moving to "stack" your adversaries—if you can move to a position where one adversary is behind the other with respect to you, you have created a useful crossfire. The more distant adversary can't shoot at you without risking the closer one.
- Moving to put your adversaries at a disadvantage—for example, moving to a position where they are blinded by the sun, but you have it at your back.

Even if you cannot identify a better position, move anyway—it requires your adversaries to react to your decisions and makes you a more difficult target.

Stop the Primary Threat First

You will be most effective if you focus on one adversary at a time. If you try to engage multiple targets at once, you will be less accurate because you will constantly have to re-acquire a target. Focusing on the primary threat will take some discipline, especially if you are being shot at by several adversaries.

Nevertheless, continue to fire at the primary threat until he or she ceases to present a threat—until he or she surrenders, runs away, or can no longer fight. As always, your primary target is the central nervous system, in order to stop the threat as quickly as possible.

Who is the primary threat? The primary threat is the person who poses the greatest immediate danger to you. To determine that, consider the circumstances, including these factors:

- Distance—generally the closer the adversary, the more dangerous
- Weapon—the more powerful or effective the weapon, the more dangerous (for example, shotgun vs. knife)
- Intent—the more aggressive, the more dangerous

Stop Remaining Threats, One at a Time

Once your primary threat ceases to be a threat, re-evaluate the remaining adversaries, and engage the next primary threat. When you have stopped that threat, repeat the process until no more threats remain.

Remember, throughout this process, that you must *keep moving*, unless you are behind cover.

To shift from one target to the next, use the *Look-Shoot* technique:

1. With your weapon still pointed at the first target, move your eyes to the next target;

2. Keeping your eyes locked in on the new target, move your weapon until the sights are in front of your master eye.

If you use this technique, you will be able to bring the weapon right on target with no wasted motion. If you try to move both your eyes and your weapon at the same time, your weapon will move past the target, and have to be brought back.

CLOSE COMBAT

The closer you are to your adversary, the less time you have to act. An adversary 20 yards away from you must carefully sight his or her weapon to be assured of an accurate shot, but one only two feet away can merely point the weapon and shoot. Additionally, close combat exaggerates the effect of the *reactionary gap*.

Reactionary Gap

When someone acts, before you can react, you must *perceive* the act, *identify* the need to react, and *decide* to react before any physical reaction can begin. This interval, during which your brain is receiving and processing information, is called the reactionary gap. For most people, the reactionary gap is at least 1/2 to 3/4 of a second—and often much longer. If you only react to the other person's action, you will never catch up. For example, if a person draws a weapon on you, if you try to react only by drawing your weapon also, you will probably be shot before you can get your weapon out of the holster.

If you are confronted with an armed adversary within a very few feet, instead of merely reacting, you must also initiate an action—by doing so, you can catch your adversary off guard and put him or her on the down side of the reactionary gap.

Options for Close Combat

If you are suddenly confronted with an armed adversary at close quarters—a person suddenly draws a weapon, for example—your first action is to **move**. By moving, you force the suspect to react to your action, rather than the other way around, and you may be able to gain a tactical advantage by increasing the distance between you or moving toward cover.

Step-slide. When you are within a few feet of an adversary, rather than using the roll-step described earlier, you will be better able to maintain your balance by using a technique called **step-slide**. To step-slide,

1. Take a step—forward, back, or to the side—with one foot, while keeping the other foot in contact the ground.
2. Slide the other foot toward the first foot, keeping it in contact with the ground.

3. Take another step—with either foot—and repeat the step-slide movement until you are in a position to roll-step or run.

By keeping both feet in contact with the ground, you are less likely to lose your balance, even if struck or pushed by the subject.

If confronted with an armed adversary at close range, you have three basic options for managing the situation and gaining control:

- Attempt to disarm the suspect
- Disengage
- Escalate

These can be combined: for example, you could disengage briefly to gain distance and then escalate to achieve control.

Attempt to disarm. In DAAT training, you learn techniques for disarming suspects. Remember that these techniques are only viable at very close ranges and if unsuccessful, leave you in a vulnerable position. If you do attempt to disarm a suspect with a gun, remember that the first step is to move to the side, out of the line of fire.

Disengage. In DAAT training, you learn the Sweep-and-Disengage technique for responding to an armed threat in close quarters. In this technique, you use your hands and forearms to sweep the adversary's weapon aside, then disengage by running forward past the subject to gain distance or reach cover. The sweep distracts the adversary, requiring him or her to react to your action, and your disengagement gives you time and distance.

Escalate. Escalating when faced with an armed adversary generally means drawing your weapon. At very close distances, you must take steps to prevent the suspect from grabbing your weapon. This means that you may need to alter your shooting position—always keep your weapon closer to you than to your adversary.

Shooting in Close Combat

A normal firing position (arms extended and weapon in front of your master eye) is not the best choice in close quarters. Inside of about six feet, this shooting position would put your handgun closer to your adversary than to you and would leave you at a significant disadvantage if your adversary tried to grab the weapon.

When you learned to draw your handgun, you learned a four-step process that became one fluid motion as you gained proficiency. At Step 2 of this four-step draw stroke, the weapon had cleared the holster and you had turned it to point at

the target. In close combat you will fire from Step 2, allowing you to shoot while retaining better control of your handgun. The technique is as follows:

1. Draw your weapon to Step 2 and then cant it slightly away from your body to add stability and keep the slide clear of clothing.
2. Clamp your strong arm against your side to stabilize the weapon, dropping your elbow slightly to aim the gun toward your adversary's vital target areas.
3. Raise your reaction hand to block any assault and/or deliver an active countermeasure to your adversary. Keep your arm raised to continue to block further assaults.
4. Fire if necessary.

Extremely Close Quarters

You may have to shoot an adversary at such a close distance that the muzzle of your weapon could come into direct contact with him or her. For example, you might be suddenly assaulted or your adversary may be grappling with another officer.

However, if the muzzle of your pistol is placed directly against the clothing or skin of your adversary, the slide may be pushed out of battery which would prevent your handgun from firing. Therefore, you should orient your bullet's impact by touching the desired target point with the muzzle of your weapon (indexing) and then pulling back a few inches before firing.

In highly dynamic situations involving a great deal of movement, you may need to stabilize your adversary to prevent your rounds from causing unintended injury to someone else. For example, if your partner is fighting a lethal threat on the ground you will want to minimize the danger of shooting your partner instead of the adversary. To do so, you will stabilize your adversary by using your reaction arm to "hook up" with the adversary before firing, either by grabbing under the arm or by stabilizing the head. You can then control the adversary's movement while you index your pistol's muzzle and shoot.

UNSUPPORTED SHOOTING

While a two-handed grip provides better stability, leading to better accuracy, in some circumstances, you may have to shoot one-handed. Such circumstances include these and others:

- If one hand or arm is injured
- If you are moving laterally toward your reaction side
- If you need to use your reaction hand for another purpose--such as to block an assault or stabilize a second subject

Whether you shoot with your strong hand or reaction hand, you will find it helpful to rotate your wrist to cant the weapon slightly inward. (See Figure 17.) Doing so increases stability by enabling more forearm muscle tension. Grip, sighting, and trigger control remain the same. You may be surprised at how well you can shoot one-handed, even with your reaction hand.



Figure 17: Unsupported Shooting

Other aspects of weapon-handling are more difficult if you cannot use one of your hands. Here are techniques for

- Drawing with your reaction hand;
- Reloading
- Clearing malfunctions

Drawing with the Reaction Hand

Obviously, given a choice, you will draw with your strong hand. If, however, your strong hand is injured or otherwise disabled, you can draw with your reaction hand. Here's how:

1. Reach over to your holster with your reaction hand, and draw the weapon partway out of the holster. If you have internal retention devices, this may be difficult.
2. Turn the weapon 180° in the holster, so that the butt is pointing forward.
3. Re-grip the weapon, establishing a proper shooting grip with your reaction hand.

4. Draw the weapon.

Reloading

Reloading in battery. Reloading in battery one-handed is essentially the same, whether you are using your strong hand or reaction hand:

1. Press the magazine release with your thumb if the weapon is in your right hand or with your index or middle finger if the weapon is in your left hand. If the magazine falls free, let it drop.
2. Place the weapon in the holster or in a side pocket, whichever is more convenient. The object is to hold it firmly while you insert a new magazine. Other methods, such as placing the weapon between your knees, in your waistband, or under your arm may also work, but they limit your mobility and potentially endanger others.
3. If the old magazine did not fall free, remove it. Then insert a new magazine, making sure that it is oriented with the rounds pointing toward the front of the weapon.
4. Re-grip the weapon and bring it back on target.

Reloading out of battery. To reload out of battery one-handed, follow the same procedure with one additional step:

1. Press the magazine release with your thumb if the weapon is in your right hand or with your index or middle finger if the weapon is in your left hand. If the magazine falls free, let it drop.
2. Place the weapon in the holster or in a side pocket, whichever is more convenient. The object is to hold it firmly while you insert a new magazine.
3. If the old magazine did not fall free, remove it. Then insert a new magazine, making sure that it is oriented with the rounds pointing toward the front of the weapon.
4. Re-grip the weapon and bring it back on target.
5. Press the slide stop lever to let the slide go forward. Use your thumb if the weapon is in your right hand, and your index finger if the weapon is in your left hand.

Clearing Malfunctions

As with two-handed shooting, if you have a malfunction, you should clear it behind cover if cover is available. You do not want to expose yourself to incoming fire if your weapon is not able to function.

Phase I clear. To perform a Phase I clear one-handed,

1. Tap the butt of the weapon against your knee or another firm surface to ensure that the magazine is fully seated.

2. Rack the slide by hooking the top of the slide, near the front sight, against your holster or other firm edge (boot heel, vehicle part, etc.) and pushing the weapon forward.
3. Bring the weapon up on target and attempt to fire if needed.

Phase II clear. To perform a Phase II clear one-handed,

1. Press the magazine release with your thumb if the weapon is in your right hand or with your index or middle finger if the weapon is in your left hand. If the magazine falls free, let it drop. If not, place the weapon in your holster or side pocket, and remove the magazine.
2. Rack the slide twice, by hooking the top of the slide, near the front sight against your holster or other firm edge and pushing the weapon forward.
3. Place the weapon in your holster or side pocket, and insert a new magazine, making sure the rounds are pointed toward the front of the weapon.
4. Charge the weapon, using your holster or other firm edge to cycle the slide.
5. Re-grip the weapon and bring it up on target. Attempt to fire if necessary.

SHOOTING WHILE SEATED

You may need to draw and fire your weapon while seated, either in a vehicle or at a table or desk. In either situation, movement to the rear is restricted, making your normal draw difficult. If you are in your vehicle, your movement is further restricted, making shooting to the side difficult. In addition, shooting through the glass in vehicle windows presents other challenges. This section discusses these issues as well as how to use your vehicle as cover while being prepared to shoot from it—as you need to do during a high-risk vehicle contact.

Drawing While Seated

Because movement to the rear is restricted, you cannot use your normal draw stroke, since it requires the elbow to move to the rear of your body. Instead, follow this procedure:

1. Push your hips forward.
2. Turn your hips to bring your holster toward the front of the seat, at the same time rotating your knees toward your reaction side.
3. Draw your weapon, being careful not to let the muzzle cross any part of your body.

Once you have drawn the weapon, you can reorient yourself to the most advantageous position.

Shooting from a seated position puts you at an inherent disadvantage because your mobility is limited. Consider opportunities to disengage or move to cover.

Shooting From a Vehicle

If you are in a vehicle, such as your squad car, and are subjected to a sudden assault, you may have to fire your weapon to the driver's or passenger's side or through the windshield.

Automotive glass. The glass in the side windows of an automobile is designed to shatter on impact into small, rounded pieces. A bullet fired at approximately 90° to a side window will pass through the glass with little deformation, deflection, or loss of velocity. It will also cause most of the glass to fall, leaving an unobstructed window. (If after-market tinting has been applied to the window, the glass will still shatter, but the pieces may hang suspended by the plastic tinting material.)

The glass in the windshield is laminated safety glass in which a thin layer of plastic is sandwiched between sheets of glass. A bullet passing through a windshield will experience significant deformation, deflection, and loss of velocity, and it will leave only a small hole. A bullet fired out through a windshield from inside the car tends to deflect upward, while one fired in through a windshield from outside the car tends to deflect downward.

Subsequent rounds will behave the same way unless they are fired through the hole made by an earlier bullet. If you have to fire through a windshield, you can expect that you will have to fire multiple rounds, each time trying to put the round through the same hole.

If your strong side is next to the door. If your strong side is against the door (as would be the case for a left-handed shooter in the driver's seat), you can use your normal two-hand grip to shoot toward the front or the open (non-door) side. To shoot toward the closed (door) side, follow this procedure:

1. Shift your weapon to your reaction hand;
2. Lean away from the door, so that the muzzle does not touch the glass;
3. Hold the weapon in a two-handed grip, four to six inches away from your face and fire as needed.

If your strong side is away from the door. If your strong side is away from the door, use your normal two-handed grip to shoot toward the front or the closed (door) side, leaning slightly away from it to prevent the muzzle from touching the glass, and keeping the weapon four to six inches away from your face. To shoot toward the open side, hold the weapon in your strong hand, and shoot one-handed, as described in the section on unsupported shooting.

Using the Vehicle as Cover

If you are seated in a vehicle and may need to shoot toward the front, as is the case in a high-risk vehicle contact, be sure that you make maximum use of the cover your vehicle offers. Keep as much of your body as possible behind the engine block. This means that you must slide down to keep your head below the dash or behind the windshield post. Hold your weapon just to the outside of the windshield post, in the gap between the post and the open door. Use a two-handed grip if possible. Keep your feet inside the vehicle, behind the firewall. Avoid the temptation to partially exit the vehicle and use the door as "cover." A car door and window may provide good concealment, but they are not cover—most high-velocity pistol and rifle rounds will go right through a car door with little deformation, deflection, or loss of velocity.

SHOOTING IN LOW LIGHT OR DARKNESS

Research shows that the majority of police-involved shootings occur in conditions of reduced light or darkness. In most cases, there will be enough available light for you to meet your target requirements and accurately aim your weapon. In dim-light conditions, you will simply use the techniques and training you have already learned. Statistically, officers rarely use their flashlights to assist in dim-light conditions.

In some situations, you may already have your flashlight in your reaction hand (clearing a building following an intrusion alarm, for example), or it may be so dark that you cannot acquire, identify, and isolate your target without a flashlight. You must be able to locate your target accurately—if you know only an approximate location, you are likely to miss, and the muzzle flash from your weapon will identify your position. Using your flashlight, while it also will give away your location, may enable you to shoot accurately, hitting your target. Whether to use your flashlight or not depends on your tactical evaluation of the particular situation. Ask yourself if the advantage the flashlight will give you in locating your target is greater than the drawback of helping your adversary locate you.

Guidelines for Using Your Flashlight

If you decide to use your flashlight, follow these guidelines to maintain a tactical advantage:

- Turn the light on only briefly.
- Use the light to disorient your adversary.
- Move immediately after using your light.
- Avoid backlighting yourself or other officers.

Turn the light on only briefly. As noted, when you turn on your flashlight, you not only illuminate your target, you also tell your adversary where you are.

Therefore, you want to minimize the time the light is on—long enough to locate your target but not long enough to allow your adversary to lock in on you. Two techniques are commonly used:

- *Blipping* (using short bursts of light at intervals). Blipping is useful for locating a target to allow you to aim your weapon.
- *Strobing* (very rapid flashing of the light). Strobing is useful for giving a general view of an area without clearly signaling your own location. When clearing a dark building, for example, if you strobe your light around a room, you can get see its contents, but a suspect hiding there will have a difficult time telling exactly where you are.

Use the light to disorient your adversary. Shining your flashlight directly into a suspect's eyes will make it difficult or impossible for the suspect to sight in on you. The light is aversive, making it difficult for the suspect to keep looking toward it, and it creates a "wall" of light making everything behind it totally dark. Additionally, if you shine your light in your adversary's eyes, you destroy his or her night vision. It will take at least twenty minutes for his or her eyes to readjust to darkness.

Move immediately after using your light. Because using your light gives away your position, it makes good sense to relocate—with your light off—every time you use your light. That way, even if your adversary marks your location from seeing the light, by the time he or she has locked in on you, you are already in a different place.

Avoid backlighting yourself or other officers. Be careful when you use your flashlight that you do not backlight yourself or another officer. If you do, you provide any adversary with a silhouette to shoot at. Note that reflected light (off a polished door or glass window) can cause backlighting as well as direct light. Be particularly careful when using team tactics to clear a building or take up a tactical position.

Flashlight-Assisted Shooting Techniques

Regardless of whether you expect to have to use your weapon, always hold your flashlight in your reaction hand—if you have to draw your weapon, you can do so without having to figure out what to do with the flashlight. All flashlight-assisted shooting techniques are done with the flashlight in the reaction hand.

Note: If you have to reload or clear a malfunction during flashlight-assisted shooting, turn the flashlight off and replace it in the holder while you deal with your weapon. If you set it down, it may roll away. If you try to tuck it under your arm, you may drop it.

Two techniques are commonly used for flashlight-assisted shooting:

- The Harries Technique
- The FBI Technique

The Harries Technique. The Harries Technique is named after Michael Harries, a California firearms instructor who developed it. The idea of the Harries Technique is to lock the flashlight and weapon together so that they can operate as a unit.

To apply the technique:

1. Draw your weapon and bring it up on target.
2. Grasp your flashlight in your reaction hand so that the bulb end is on the little-finger side of your hand.
3. Bring your reaction hand and flashlight **under** your strong hand (which is holding the weapon) and raise it to the level of your weapon.
4. Lock the backs of your hands together. If you have a large flashlight, like the traditional Maglight, you can rest the rear end of the flashlight on your strong-side forearm.
5. Blip the light to locate and identify your target. Fire if appropriate.
6. Move to a different position or location.
7. Blip the target again (if necessary) to locate and identify it. Fire if appropriate.
8. Move to a different position or location.
9. Repeat as needed until the threat has stopped.

While stable, the Harries Technique is tiring if held for long periods of time. Additionally, when the flashlight is on, the beam is located at the officer's high center mass—making it easy for the adversary to fire accurately.

The FBI Technique. The FBI Technique overcomes some of the drawbacks of the Harries Technique, but it requires unsupported (one-handed) shooting.

To apply the technique:

1. Draw your weapon and bring it up on target.
2. With your reaction hand, grasp the flashlight and hold it away from your body. As you blip the light, move the light to different positions (raise and lower it, move it slightly right or left).
3. Blip the light to locate and identify your target. Fire if appropriate.
4. Move to a different position and location.
5. Blip the target again to locate and identify it. Fire if appropriate.
6. Repeat as needed until the threat has stopped. Continue to move the flashlight between blips, making it difficult for your adversary to pinpoint your location.

Note that the strobing technique can be used with either the Harries Technique or the FBI Technique.

WHAT TO DO AFTER COMBAT SHOOTING

If you are involved in a combat shooting, you must take certain steps afterwards to ensure your continued survival and to maintain control of the scene. These are the steps you should follow:

1. Find or remain behind cover and reload.
2. Communicate with dispatch.
3. Plan your approach to your assailant.
4. Approach the subject and begin follow-through.
5. Plan and write your report.

Find/Remain Behind Cover and Reload

Even if the shooting has stopped, the fight may not be over. You may have missed your assailant, or he or she may be wounded but still able to function. He or she may be waiting for you to move. Your first priority must be to find cover, or, if you are already behind cover, to stay there for the moment.

Tactically evaluate the situation. Can you hear your assailant? Listen for others in the area. Gather as much information as you can while remaining behind cover.

Reload your weapon. If you have fired your weapon, you no longer have a full magazine. Research shows that officers typically underestimate the number of rounds they have fired. Even if your weapon is not empty, you will not know how many rounds you have left. If you reload, you know you have a full magazine.

Communicate With Dispatch

Communicate with dispatch to request assistance and to inform others of the situation. Use this list as a guide:

- Identify yourself, give your location, and state that shots have been fired.
- Tell dispatch whether you are injured.
- Request an ambulance, but identify a safe location for it to stage until the scene is safe.
- Request backup, giving directions for how officers can safely approach the scene to avoid the suspect(s).
- If you are in civilian clothing, tell the dispatcher, and describe what you are wearing.
- If possible, repeat the information.

Remain behind cover and if possible, wait to approach the subject until backup arrives.

Plan Your Approach to the Subject

Under the stress of being involved in a shooting, you may feel pressure to bring the subject under control—to get it over with. There may be others present who are frightened or hostile. Some may be injured. Resist that pressure. If possible, wait until backup arrives before moving from cover. Just because the subject is down does not mean he or she is no longer dangerous.

Depending on the subject's condition, you may be able to verbally direct him or her to drop or move away from his or her weapon. If so, order the subject to move at least three steps away from the weapon and to leave cover. **Do not leave cover yourself. Never directly accept a weapon from a subject—make the subject put it down and step away.** If the subject is unable (or unwilling) to follow your orders, wait, if possible, until backup arrives to approach.

When backup arrives, decide on the best way to approach while maintaining a tactical advantage. You wish to remain out of the subject's view. If the subject is prone, you will approach from the feet; if supine, you will approach from the head; if on his/her side, you will approach from the back.

Approach the Subject and Begin Follow-Through

If you have backup, one officer should approach, moving from cover to cover, and maintaining a tactical advantage. The other officer should "cover" the subject with his or her weapon. Plan your approach to avoid a crossfire.

Assume that the subject is alive and dangerous. Watch for weapons and for movements of the hands. Avoid reaching or leaning directly over the subject, since it puts you at a position of disadvantage.

Begin follow-through:

1. *Stabilize*: handcuff the subject, even if he or she appears to be dead;
2. *Monitor/Debrief*: calm yourself, the subject, and others at the scene. Do an initial medical assessment, and treat to the level of your training. Continue to monitor the subject's condition until he or she is turned over to someone of equal or greater responsibility;
3. *Search*: thoroughly search the subject for other weapons.
4. *Escort*: if necessary, assist in moving the subject to an ambulance or other vehicle for transport.
5. *Transport*: as appropriate, transport the subject to a medical facility or jail.

6. *Turn-over/Release:* as appropriate, turn the subject over to another officer or agency, removing the restraints when appropriate.

If you are the officer involved in the shooting, you will probably be relieved of some of the responsibilities for follow-through as soon as other officers are on the scene.

Plan and Write Your Report

As with any use-of-force incident, you must write a report covering the events. In a deadly-force situation, your report must articulate why you reasonably believed that deadly force was justified. Because your report is the foundation for future investigations, testimony, and litigation, it is critical that you write a thorough and complete report describing the totality of the circumstances that led up to your use of deadly force.

Follow the guidelines you have learned in Report Writing for writing use of force reports. Remember, the more familiar you are with the basic concepts underlying Wisconsin officers' proper action—the RESPOND model and Disturbance Resolution—the better able you will be to articulate the basis for your use of deadly force.

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LONG GUNS

LONG GUN ADVANTAGES

Handguns have served as law enforcement's primary deadly force weapon for over 100 years. Handguns have one primary advantage—they are small enough to be carried at all times, making them available for unanticipated emergencies. However, when you respond to a high-risk situation you should utilize a long gun, if available, to maintain a tactical position of advantage.

Shoulder-fired “long guns” have several advantages over handguns:

1. Long guns are easier to aim. You are therefore more likely to strike the intended target and less likely to endanger bystanders.
2. Long guns have increased effective range. Their long sight radius, combined with cartridges of increased power, extends the distance at which you can deliver accurate fire.
3. Long guns chambered for rifle or shotgun cartridges have more effective terminal ballistics. Long guns are more likely to quickly incapacitate a suspect, ending their dangerous behavior.

TYPES OF LONG GUNS

Law enforcement agencies have adopted various kinds of long guns. The most common types are shotguns and rifles.

Shotguns

Shotguns are a traditional and versatile weapon system. Shotguns are capable of firing several different kinds of ammunition:

- “Shot” cartridges contain multiple spherical projectiles which begin to disperse or “spread” after leaving the barrel
- “Slug” cartridges contain one large projectile
- “Less-lethal” specialty rounds, such as beanbags or rubber buckshot
- “Gas” rounds, such as O.C. or teargas

Law enforcement shotguns are available in two common actions. The most common is the “pump” action shotgun, where the user manually cycles the action between shots by pulling and pushing (*i.e.* “pumping”) the fore-end. Semi-automatic shotguns reload themselves using the energy of the fired cartridge to operate the action.

Rifles

Rifles are shoulder-fired weapons designed to deliver a single spin-stabilized projectile. “Carbine” is a common term that refers to a shortened version of a full-length rifle, or a rifle that fires less-powerful ammunition than other rifles.

Rifles are available in four common action types. Semi-automatic and pump action rifles operate similarly to shotgun actions. Lever action and bolt action rifles are also used by some law enforcement agencies. These actions must be manually cycled between shots, either by operating a lever behind the trigger or by manipulating a bolt handle.

SAFETIES

Unlike some common handguns, most shotguns and rifles have a manual safety. When activated by the user, the “safety” renders the trigger inoperative. However, the safety is a mechanical device, subject to failure. Furthermore, most long gun safeties do not block the firing pin. You must always use the same proper weapon handling practices with long guns that you use with your pistol, even if the safety is applied:

1. Assume all guns are loaded.
2. Never let the muzzle cross anything you are not willing to destroy.
3. Keep your finger off the trigger and outside the trigger guard until you are firing.
4. Know your target and what’s beyond it.

SHOTGUNS





Figure 18: Shotgun

Almost all shotguns use a fixed tubular magazine that extends forward from the action underneath the barrel. When the action cycles, the magazine spring pushes a cartridge past the “shell stops” onto a “shell lifter” which raises the cartridge in front of the bolt. When the bolt closes, the cartridge is fed into the chamber.

Loading, Reloading, and Unloading

Different shotgun models have different loading, reloading, and unloading methods. Basic principles shared by all shotguns include:

- Shotguns usually contain 4-6 cartridges in the magazine. Because of the limited ammunition supply, you should perform an in-battery reload during any lull in the gunfight (if spare ammunition is available).
- Cartridges must be pressed completely past the “shell stops” when loading the magazine.
- When unloading, remove cartridges from the magazine using the “shell stops”—not by chambering then ejecting each round.

Malfunctions

If the officer is in a gunfight within effective handgun range, the immediate “fix” of a shotgun malfunction is to transition to the handgun. Transitioning to the handgun is faster than fixing a shotgun malfunction.

When you have the opportunity, diagnose the shotgun malfunction by opening the action. Remove any fired cartridges and ensure one unfired cartridge is present on the shell lifter. Close the action and reassess the situation.

Shotgun malfunctions are typically caused by faulty, defective, or underpowered ammunition; a shotgun that is dirty or has a broken part; or failure of the user to properly manipulate the shotgun.

RIFLES

Parts of a Rifle

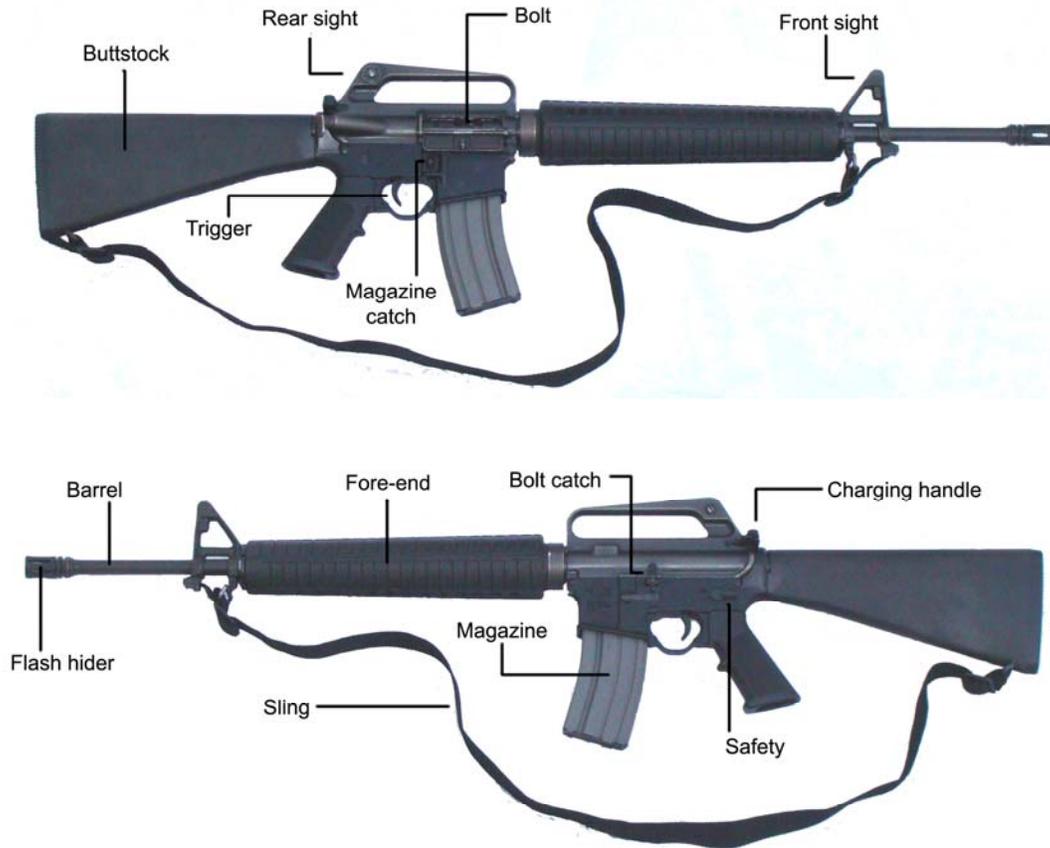


Figure 19: Rifle

Most rifles use a detachable magazine that extends below the action. When the action cycles, the bolt pushes a cartridge out of the magazine into the chamber.

Loading, Reloading, and Unloading

Rifles with detachable magazines have a loading, reloading, and unloading procedure similar to your pistol.

When seating a magazine, ensure it is in place by using a “push-pull” technique. Firmly *push* the magazine into the magazine well. Then, without pressing the magazine release, *pull* on the magazine to ensure it is fully seated. If it is seated properly, the magazine will remain in the magazine well. This push-pull eliminates failure to properly seat a magazine—a common cause of rifle malfunctions.

To chamber a cartridge, pull the charging handle fully to the rear, and then allow the bolt to shut under spring tension. The bolt must not be “eased” forward, which can cause a malfunction.

To unload a semi-automatic rifle, remove the magazine, *and then* lock open the bolt to visually and physically inspect the chamber. A cartridge can remain in the chamber even after the magazine is removed, similar to your pistol.

Malfunctions

If the officer is in a gunfight within effective handgun range, the immediate “fix” of a rifle malfunction is to transition to the handgun. Transitioning to the handgun is faster than fixing a rifle malfunction.

When you have the opportunity, clear the malfunction. Semi-automatic rifles such as the AR-15 use a “Phase 1” and “Phase 2” malfunction clearance procedure similar to your pistol.

The Phase 1 Malfunction Clear consists of four steps:

1. *Tap & Tug* the bottom of the magazine to be sure it is fully seated in the magazine well.
2. *Roll* the rifle clockwise, tipping it slightly to help any loose casing or round fall out of the ejection port.
3. *Rack* the bolt once—grasp the charging handle, pull it all the way to the rear, and release it.
4. Reassess and fire if necessary.

The Phase 2 Malfunction Clear consists of six steps:

1. *Lock* back the bolt and *strip* out the magazine.
2. *Dislodge* any double-fed rounds by inserting 1 or 2 fingers through the magazine well into the feed area.
3. *Rack* (cycle) the bolt at least twice.
4. *Insert* a fresh magazine, using the push/pull magazine insertion technique.
5. *Charge* the weapon.
6. Reassess and fire if necessary.

Rifle malfunctions are frequently caused by: faulty, defective, or underpowered ammunition; a faulty magazine; a rifle that is dirty, unlubricated, or has a broken part; or failure of the user to seat the magazine.

STATES OF READINESS

Long guns may be kept in different states of readiness depending on your department's policy and procedure. For example, your policy may require that a long gun in a squad car is stored with a full magazine, bolt forward on an empty chamber, and safety applied. Another department's policy might specify that the magazine must be removed and a flag inserted into the chamber to show the rifle is unloaded. Your policy could require you to keep the safety on until you decide to fire, or specify the safety is turned off when certain criteria are met.

Whatever your department policy, you must realize a long gun may require preparation before it is ready for use. You may have to chamber a round and/or deactivate a safety before the long gun can be fired.

The states of readiness shown at right serve as one example of how preparing a long gun for use may differ from a holstered pistol. Officers should follow the policy of their employing agency.

An Example of a Department Procedure Specifying States of Readiness

Squad Ready is used when the long gun is kept in a squad car on patrol.

- Rifle: loaded magazine seated in magazine well
- Shotgun: full magazine tube
- Action closed on an empty chamber
- Safety on
- Weapon in storage location

Call Ready is used when the long gun is retrieved in anticipation of possible use, but contact is not immediately anticipated. As soon as you remove the weapon from the squad car you will chamber a cartridge, placing the weapon in "Call Ready" status.

- Magazine loaded
- Action closed on loaded chamber
- Safety on
- Trigger finger on frame above trigger guard
- Weapon in administrative carry position

Fire Ready is used when the long gun user approaches an area of threat and contact is possible. This is the same level of justification as would be used when drawing the handgun from its holster. The long gun is carried in a tactical ready position and the safety is off.

- Safety off
- Trigger finger on frame above trigger guard
- Action closed on loaded chamber
- Magazine loaded
- Weapon in tactical ready position

APPENDIX A: BASIC CASE LAW

1. TERRY V. OHIO, 392 U.S. 1 (1968)
2. GRAHAM V. CONNOR, 490 U.S. 386 (1989)
3. TENNESSEE V. GARNER, 471 U.S. 1 (1985)

TERRY V. OHIO, 392 U.S. 1 (1968)

U.S. Supreme Court

TERRY v. OHIO, 392 U.S. 1 (1968)

392 U.S. 1

TERRY v. OHIO.

CERTIORARI TO THE SUPREME COURT OF OHIO.

No. 67.

Argued December 12, 1967.

Decided June 10, 1968.

A Cleveland detective (McFadden), on a downtown beat which he had been patrolling for many years, observed two strangers (petitioner and another man, Chilton) on a street corner. He saw them proceed alternately back and forth along an identical route, pausing to stare in the same store window, which they did for a total of about 24 times. Each completion of the route was followed by a conference between the two on a corner, at one of which they were joined by a third man (Katz) who left swiftly. Suspecting the two men of "casing a job, a stick-up," the officer followed them and saw them rejoin the third man a couple of blocks away in front of a store. The officer approached the three, identified himself as a policeman, and asked their names. The men "mumbled something," whereupon McFadden spun petitioner around, patted down his outside clothing, and found in his overcoat pocket, but was unable to remove, a pistol. The officer ordered the three into the store. He removed petitioner's overcoat, took out a revolver, and ordered the three to face the wall with their hands raised. He patted down the outer clothing of Chilton and Katz and seized a revolver from Chilton's outside overcoat pocket. He did not put his hands under the outer garments of Katz (since he discovered nothing in his pat-down which might have been a weapon), or under petitioner's or Chilton's outer garments until he felt the guns. The three were taken to the police station. Petitioner and Chilton were charged with carrying [392 U.S. 1, 2] concealed weapons. The defense moved to suppress the weapons.

Though the trial court rejected the prosecution theory that the guns had been seized during a search incident to a lawful arrest, the court denied the motion to suppress and admitted the weapons into evidence on the ground that the officer had cause to believe that petitioner and Chilton were acting suspiciously, that their interrogation was warranted, and that the officer for his own protection had the right to pat down their outer clothing having reasonable cause to believe that they might be armed. The court distinguished between an investigatory "stop" and an arrest, and between a "frisk" of the outer clothing for weapons and a full-blown search for evidence of crime. Petitioner and Chilton were found guilty, an intermediate appellate court affirmed, and the State Supreme Court dismissed

the appeal on the ground that "no substantial constitutional question" was involved.

Held:

1. The Fourth Amendment right against unreasonable searches and seizures, made applicable to the States by the Fourteenth Amendment, "protects people, not places," and therefore applies as much to the citizen on the streets as well as at home or elsewhere. Pp. 8-9.
2. The issue in this case is not the abstract propriety of the police conduct but the admissibility against petitioner of the evidence uncovered by the search and seizure. P. 12.
3. The exclusionary rule cannot properly be invoked to exclude the products of legitimate and restrained police investigative techniques; and this Court's approval of such techniques should not discourage remedies other than the exclusionary rule to curtail police abuses for which that is not an effective sanction. Pp. 13-15.
4. The Fourth Amendment applies to "stop and frisk" procedures such as those followed here. Pp. 16-20.
 - (a) Whenever a police officer accosts an individual and restrains his freedom to walk away, he has "seized" that person within the meaning of the Fourth Amendment. P. 16.
 - (b) A careful exploration of the outer surfaces of a person's clothing in an attempt to find weapons is a "search" under that Amendment. P. 16.
5. Where a reasonably prudent officer is warranted in the circumstances of a given case in believing that his safety or that of others is endangered, he may make a reasonable search for weapons of the person believed by him to be armed and dangerous [392 U.S. 1, 3] regardless of whether he has probable cause to arrest that individual for crime or the absolute certainty that the individual is armed. Pp. 20-27.
 - (a) Though the police must whenever practicable secure a warrant to make a search and seizure, that procedure cannot be followed where swift action based upon on-the-spot observations of the officer on the beat is required. P. 20.
 - (b) The reasonableness of any particular search and seizure must be assessed in light of the particular circumstances against the standard of whether a man of reasonable caution is warranted in believing that the action taken was appropriate. Pp. 21-22.
 - (c) The officer here was performing a legitimate function of investigating suspicious conduct when he decided to approach petitioner and his companions. P. 22.
 - (d) An officer justified in believing that an individual whose suspicious behavior he is investigating at close range is armed may, to neutralize the threat of physical harm, take necessary measures to determine whether that person is carrying a weapon. P. 24.
 - (e) A search for weapons in the absence of probable cause to arrest must be strictly circumscribed by the exigencies of the situation. Pp. 25-26.

(f) An officer may make an intrusion short of arrest where he has reasonable apprehension of danger before being possessed of information justifying arrest. Pp. 26-27.

6. The officer's protective seizure of petitioner and his companions and the limited search which he made were reasonable, both at their inception and as conducted. Pp. 27-30.

(a) The actions of petitioner and his companions were consistent with the officer's hypothesis that they were contemplating a daylight robbery and were armed. P. 28.

(b) The officer's search was confined to what was minimally necessary to determine whether the men were armed, and the intrusion, which was made for the sole purpose of protecting himself and others nearby, was confined to ascertaining the presence of weapons. Pp. 29-30.

7. The revolver seized from petitioner was properly admitted into evidence against him, since the search which led to its seizure was reasonable under the Fourth Amendment. Pp. 30-31.

Affirmed. [392 U.S. 1, 4]

GRAHAM V. CONNOR 490 U.S. 386 (1989)

U.S. Supreme Court

GRAHAM v. CONNOR, 490 U.S. 386 (1989)

490 U.S. 386

GRAHAM v. CONNOR ET AL.

**CERTIORARI TO THE UNITED STATES COURT OF APPEALS FOR THE
FOURTH CIRCUIT**

No. 87-6571.

Argued February 21, 1989

Decided May 15, 1989

Petitioner Graham, a diabetic, asked his friend, Berry, to drive him to a convenience store to purchase orange juice to counteract the onset of an insulin reaction. Upon entering the store and seeing the number of people ahead of him, Graham hurried out and asked Berry to drive him to a friend's house instead. Respondent Connor, a city police officer, became suspicious after seeing Graham hastily enter and leave the store, followed Berry's car, and made an investigative stop, ordering the pair to wait while he found out what had happened in the store. Respondent backup police officers arrived on the scene, handcuffed Graham, and ignored or rebuffed attempts to explain and treat Graham's condition. During the encounter, Graham sustained multiple injuries. He was released when Connor learned that nothing had happened in the store. Graham filed suit in the District Court under 42 U.S.C. 1983 against respondents, alleging that they had used excessive force in making the stop, in violation of "rights secured to him under the Fourteenth Amendment to the United States Constitution and 42 U.S.C. 1983." The District Court granted respondents' motion for a directed verdict at the close of Graham's evidence, applying a four-factor test for determining when excessive use of force gives rise to a 1983 cause of action, which inquires, inter alia, whether the force was applied in a good-faith effort to maintain and restore discipline or maliciously and sadistically for the very purpose of causing harm. *Johnson v. Glick*, 481 F.2d 1028. The Court of Appeals affirmed, endorsing this test as generally applicable to all claims of constitutionally excessive force brought against government officials, rejecting Graham's argument that it was error to require him to prove that the allegedly excessive force was applied maliciously and sadistically to cause harm, and holding that a reasonable jury applying the *Johnson v. Glick* test to his evidence could not find that the force applied was constitutionally excessive.

Held:

All claims that law enforcement officials have used excessive force - deadly or not - in the course of an arrest, investigatory stop, or other "seizure" of a free citizen are properly analyzed under the Fourth Amendment's "objective reasonableness" standard, rather than under a substantive due process standard. Pp. 392-399. [490 U.S. 386, 387]

(a) The notion that all excessive force claims brought under 1983 are governed by a single generic standard is rejected. Instead, courts must identify the specific constitutional right allegedly infringed by the challenged application of force and then judge the claim by reference to the specific constitutional standard which governs that right. Pp. 393-394.

(b) Claims that law enforcement officials have used excessive force in the course of an arrest, investigatory stop, or other "seizure" of a free citizen are most properly characterized as invoking the protections of the Fourth Amendment, which guarantees citizens the right "to be secure in their persons . . . against unreasonable seizures," and must be judged by reference to the Fourth Amendment's "reasonableness" standard. Pp. 394-395.

(c) The Fourth Amendment "reasonableness" inquiry is whether the officers' actions are "objectively reasonable" in light of the facts and circumstances confronting them, without regard to their underlying intent or motivation. The "reasonableness" of a particular use of force must be judged from the perspective of a reasonable officer on the scene, and its calculus must embody an allowance for the fact that police officers are often forced to make split-second decisions about the amount of force necessary in a particular situation. Pp. 396-397.

(d) The Johnson v. Glick test applied by the courts below is incompatible with a proper Fourth Amendment analysis. The suggestion that the test's "malicious and sadistic" inquiry is merely another way of describing conduct that is objectively unreasonable under the circumstances is rejected. Also rejected is the conclusion that because individual officers' subjective motivations are of central importance in deciding whether force used against a convicted prisoner violates the Eighth Amendment, it cannot be reversible error to inquire into them in deciding whether force used against a suspect or arrestee violates the Fourth Amendment. The Eighth Amendment terms "cruel" and "punishments" clearly suggest some inquiry into subjective state of mind, whereas the Fourth Amendment term "unreasonable" does not. Moreover, the less protective Eighth Amendment standard applies only after the State has complied with the constitutional guarantees traditionally associated with criminal prosecutions. Pp. 397-399.

827 F.2d 945, vacated and remanded.

TENNESSEE V. GARNER, 471 U.S. 1 (1985)

U.S. Supreme Court

TENNESSEE v. GARNER, 471 U.S. 1 (1985)

471 U.S. 1

TENNESSEE v. GARNER ET AL.

APPEAL FROM THE UNITED STATES COURT OF APPEALS FOR THE
SIXTH CIRCUIT

No. 83-1035.

Argued October 30, 1984

Decided March 27, 1985*

A Tennessee statute provides that if, after a police officer has given notice of an intent to arrest a criminal suspect, the suspect flees or forcibly resists, "the officer may use all the necessary means to effect the arrest." Acting under the authority of this statute, a Memphis police officer shot and killed appellee-respondent Garner's son as, after being told to halt, the son fled over a fence at night in the backyard of a house he was suspected of burglarizing. The officer used deadly force despite being "reasonably sure" the suspect was unarmed and thinking that he was 17 or 18 years old and of slight build. The father subsequently brought an action in Federal District Court, seeking damages under 42 U.S.C. 1983 for asserted violations of his son's constitutional rights. The District Court held that the statute and the officer's actions were constitutional. The Court of Appeals reversed.

Held:

The Tennessee statute is unconstitutional insofar as it authorizes the use of deadly force against, as in this case, an apparently unarmed, nondangerous fleeing suspect; such force may not be used unless necessary to prevent the escape and the officer has probable cause to believe that the suspect poses a significant threat of death or serious physical injury to the officer or others. Pp. 7-22. [471 U.S. 1, 2]

(a) Apprehension by the use of deadly force is a seizure subject to the Fourth Amendment's reasonableness requirement. To determine whether such a seizure is reasonable, the extent of the intrusion on the suspect's rights under that Amendment must be balanced against the governmental interests in effective law enforcement. This balancing process demonstrates that, notwithstanding probable cause to seize a suspect, an officer may not always do so by killing him. The use of deadly force to prevent the escape of all felony suspects, whatever the circumstances, is constitutionally unreasonable. Pp. 7-12.

(b) The Fourth Amendment, for purposes of this case, should not be construed in light of the common-law rule allowing the use of whatever force is necessary to effect the arrest of a fleeing felon. Changes in the legal and technological context mean that that rule is distorted almost beyond recognition when literally applied. Whereas felonies were formerly capital crimes, few are now, or can be, and many crimes classified as misdemeanors, or nonexistent, at common law are now felonies. Also, the common-law rule developed at a time when weapons were rudimentary. And, in light of the varied rules adopted in the States indicating a long-term movement away from the common-law rule, particularly in the police departments themselves, that rule is a dubious indicium of the constitutionality of the Tennessee statute. There is no indication that holding a police practice such as that authorized by the statute unreasonable will severely hamper effective law enforcement. Pp. 12-20.

(c) While burglary is a serious crime, the officer in this case could not reasonably have believed that the suspect - young, slight, and unarmed - posed any threat. Nor does the fact that an unarmed suspect has broken into a dwelling at night automatically mean he is dangerous. Pp. 20-22.

710 F.2d 240, affirmed and remanded.

APPENDIX B: REVOLVERS

While most law enforcement officers now carry semi-automatic pistols, some carry revolvers. While the fundamentals of use are the same for both, the weapons function differently, and there are differences in cleaning procedures, and loading/unloading procedures. This appendix provides that information.

HOW A REVOLVER WORKS

In a semi-automatic pistol, the recoil cycles the slide, which extracts and ejects the spent casing and feeds a new round from the magazine into the chamber. In a revolver, six (sometimes 5) rounds are held in a cylinder located directly behind the barrel. When the trigger is pulled on a double-action revolver, a mechanical linkage cocks and releases the hammer. (A single-action revolver requires that the hammer be cocked by hand.) The firing pin, which is attached to the hammer, strikes the primer of the round that is in line with the barrel, and the round fires.

The next time the trigger is pulled, the cylinder is rotated until the next round is in position to be fired. The spent casings are not ejected automatically. When all rounds have been fired, the officer releases the cylinder latch, and the cylinder swings out away from the frame of the weapon. The officer can then eject the spent casings by pushing the ejector rod. The weapon is then ready to be reloaded.

CLEANING A REVOLVER

Follow this procedure to clean your revolver:

1. Attach a bristle bore brush to a cleaning rod. Dip the brush in a small container of clean solvent.
2. With the revolver cylinder open, push the brush all the way through the barrel, then pull it back, several times. Do not change direction when the brush is still in the barrel.
3. Repeat this procedure for each chamber of the cylinder. Hold the cylinder as you push the brush all the way through from rear to front and back through each chamber.
4. Clean the remaining parts of the cylinder and frame.
5. Attach a clean patch to the cleaning rod and push it through the barrel and cylinder chambers. Repeat, using a clean patch each time, until the patch comes out clean. Wipe any residue from the areas you've brushed.

6. Place one drop of oil on the following parts of your revolver:
 - Around the base of the hammer, working the action to distribute oil
 - On the ejector rod, pushing it several times to distribute the oil
 - On the crane hinge
7. Place a drop on a clean patch and push it through the barrel of each chamber of the cylinder.
8. Tighten all exterior screws. Make certain that the grips are firmly attached.
9. Wipe your entire handgun with a silicone-treated cloth or a lightly-oiled cloth.

UNLOADING AND LOADING A REVOLVER

Unloading

To unload your revolver if you are right-handed:

1. Place the right side of your revolver in the palm of your left hand. Place your right thumb on the cylinder latch. Keep the revolver muzzle pointed down-range.
2. Release the cylinder latch with your right thumb.
3. Push the cylinder through the frame with the middle and ring fingers of your left hand, while keeping your first (index) and little fingers on the hammer.
4. Raise the revolver muzzle to a vertical position and push the ejector rod to the rear several times with your left thumb to eject empty cartridges. While using your left hand to eject cartridges, reach for more ammunition with your right hand.

To unload your revolver if you're left-handed:

1. Place the right side of your revolver in the palm of your right hand. Place your left index finger on the cylinder latch. Keep the revolver muzzle pointed down-range.
2. Pull back, or push forward or push down on the cylinder latch with your left index finger.
3. Push the cylinder through the frame with your right thumb.
4. Raise the revolver muzzle to a vertical position and push the ejector rod to the rear several times with your right index finger to eject empty cartridges.

While doing this with your right hand, reach for more cartridges with your left hand.

Reloading

Right-handed:

1. Lower the muzzle.
2. Rotate the cylinder with your left thumb and middle finger.
3. Insert cartridges into the cylinder with your right hand.
4. Rotate the cylinder slightly after each chamber is loaded, so that an empty chamber is up and ready to receive the next cartridge.
5. After reloading, push the cylinder securely into the frame. Don't "snap" it into the frame.

Left-handed:

1. Lower the muzzle.
2. Rotate the cylinder with your right thumb and middle finger.
3. Insert cartridges into the top chambers of the cylinder with your left hand.
4. After reloading, push the cylinder securely into the frame. Don't "snap" it into the frame.

Ammunition Carry

Additionally, your reloading method depends on the type of cartridge carrier you use. This mainly affects your reloading speed.

Belt loops. If you carry ammunition in belt loops, follow this method. Push the cartridges up from beneath the loops. Your goal should be to load two cartridges at a time. Push every cartridge up, or push six up at a time. Then, hold the cartridges by their primer end, and remove two at a time from the loops. There may not be time for you to reload a full cylinder. Just load as many rounds as you can.

If you have time to load only a few cartridges, you'll want to be able to fire right away without pulling the trigger on empty cylinders. Begin reloading by placing rounds high into the cylinder. Be sure you know your weapon's cylinder rotation direction.

Dump (drop) pouches. If you carry ammunition in dump (drop) pouches, use this method. As you unsnap a pouch and it lowers, cartridges will tumble into your hand. You will need to then properly position rounds in your hand to load them. Start reloading from the top of the cylinder, loading down the left or right sides, depending on the cylinder rotation. You may be tempted to load six rounds every time, because you'll have that many in your hand after you dump a pouch. However, in combat shooting you should load as many cartridges as you can and drop the rest.

Speed loaders. If you carry ammunition in speed loaders, use this method. You should consistently bring the loader to the cylinder and align them so cartridges will drop smoothly into the chambers. Be sure that the gun is pointing downward. Bring the loader to the cylinder at a slight angle. Align a cartridge with a chamber, and use them as a guide to load the other chambers. After loading, drop the empty loader.

Whichever reloading method you use, do so by "feel" as much as possible. If you have to watch your hands and weapon to reload, you cannot also watch for threats.

APPENDIX C: GLOSSARY

ACTION TIME: The period it takes the action to cycle through all the acts necessary to fire one round.

ACTION: The assembly of functional moving parts which makes the operation of a firearm possible; the mechanism used in the act of loading, firing, and unloading a firearm.

ACTIVE LISTENING: Using an effective method of hearing what people say in an attentive manner that uses both nonverbal and verbal behavior, and asking additional questions for clarification or more detail.

ADVERSARY: A person that opposes or attacks; in this context, a subject who is placing you in danger of great bodily injury or death by his or her actions.

APPROACH CONTACT: A vehicle contact in which the officer approaches the driver of the subject vehicle.

ARBITRATION: A dispute resolution strategy (REACT) used with one non-compliant individual.

ARMORER: A person who has received special training, usually from a firearm manufacturer, to clean and maintain firearms according to factory specifications.

ATMOSPHERE: Perception and environment surrounding the communication model.

ATTENDING SKILLS: A component of active listening that uses nonverbal communication to demonstrate attention to what people say.

AUDITORY EXCLUSION: A kind of stress-induced deafness that may occur as part of the fight or flight response to danger.

BACK STRAP: The rear metal portion of a handgun grip.

BANKED PAVEMENT: One side of the roadway is elevated, banked, or higher than the opposite side; normally exists on a curve.

BARREL BUSHING: The bushing in the front of the slide of an automatic pistol that holds the muzzle end of the barrel in place. (Note: Not all auto pistols have separate barrel bushings.)

BARREL: That part of a firearm through which the projectile is fired; a cylinder that also imparts spin on the projectile in flight by means of rifling in order to give it stability and direction.

BARRIERS: Barriers are obstacles to effective communication that can be physical, officer-generated, or interpersonal.

BATON: A police impact weapon used to impede an adversary by striking parts of the body. Conventional batons are made of wood or plastic; expanding batons are constructed of a series of telescoping metal shafts.

BODY CHECK: A physical inspection for possible injury.

BRACKETING: The physical positioning of the contact officer and cover officer with respect to the subject and the situation.

BREATH CONTROL: To exercise proper control of the breath during the aiming and firing process, in such a manner as to minimize disturbance of sight alignment and sight picture. Breath control is important in precision shooting at long range, but is not a factor in close-range combat shooting.

BUCKSHOT: A type of shotgun load containing multiple round lead or steel projectiles that are launched simultaneously out of the barrel in a group called a "pattern."

BULLET: General term used to describe the projectile fired by a firearm.

CALIBER: The diameter of a projectile, such as a bullet; the diameter of the bore of a gun barrel. Caliber can be expressed in hundredths of an inch (.38) or in millimeters (9mm).

CANT: Tilting a pistol slightly off vertical, used to increase stability in unsupported shooting.

CARTRIDGE CASE: A case (usually of brass, but sometimes of aluminum or steel) which holds the propellant charge and the means of ignition (the primer). The bullet is seated in the open end of the cartridge case.

CENTRAL NERVOUS SYSTEM: In a human being, the system of neurons, neurochemicals, and allied structures involved in receiving sensory stimuli, generating and coordinating responses, and controlling bodily activities; includes the brain and spinal column.

CHAMBER: That inner portion of the gun barrel at the breech into which the cartridge is placed for firing, or, in the case of a revolver, the holes in the cylinder that contain the cartridges. Also, the act of inserting a round of ammunition into the chamber: "to chamber a round."

CLOSE COMBAT: Engaging a target within a distance of 0-3 yards. When firing at such close ranges, a modified position is used to minimize the possibility that the adversary will be able to disarm the officer.

COMBAT DISTANCE: Within 12 yards distance. Within such range a shooter can get hits on target using only the front sight.

CONDITIONED RESPONSE: An automatic response to a given situation. Conditioned Response can ONLY be achieved by constant and repetitive practice. Conditioned Response is only desirable if that response is correct for the situation by which it is triggered.

CONTROLLED BRAKING: This term refers to slowing down a vehicle as rapidly as possible without locking the wheels. Using this method of braking, vehicles will still respond to steering inputs.

COUNTERMEASURE: An opposing measure, taken in response to the actions of another.

COME FULL CIRCLE: Concept integrating verbalization and physical intervention.

COMMUNICATION MODEL: A process in which a message moves from sender to receiver.

CONGRUENCE: The message received is the same as the message sent.

CONTACT OFFICER: Primary responsibility is to talk to the subject contacted.

CONTACTS: People to interact with.

CONTROL PROCESS: Achieving control of a contact or situation through presence and dialog, or, if necessary, through physical intervention.

CONTROL: The purpose of an officer's use of Defensive and Arrest Tactics is control.

COOPERATIVE SUBJECT: A non-resistive subject who is controlled by the use of verbal direction.

COUNTER-STEER: Turning the front wheels to counter the effects of a previous turning movement or of a skid, to put the vehicle on its intended course of travel.

COVER: Anything that will stop a particular threat. Skillful use of available cover is more important to your survival in a gunfight than is skillful shooting.

CRISIS INTERVENTION: A method of contacting and intervening with irrational persons.

CRITICAL MALFUNCTION: A malfunction that the shooter cannot clear in the field, and that may require the services of an armorer or gunsmith.

CYCLE OF OPERATION: The series of mechanical operations necessary to cause a weapon to fire one round and to return to a state of readiness.

CYLINDER: Component of a revolver that carries the individual chambers. It is held behind the barrel on an axis pin (also called the “yoke” or “crane”) and is revolved by a mechanical link to the hammer or trigger so as to present successive chambers to be fired in sequence.

CYLINDER RELEASE: Also called a “Thumbpiece,” it is the lever or button manipulated to allow the cylinder to swing free of the frame of the revolver to allow loading and unloading and the extraction of fired cartridge cases.

DAAT: A system of verbalization coupled with physical alternatives for Wisconsin law enforcement.

DANGER ZONES: Distances at which an officer is subject to an attack.

DEADLY FORCE: The intentional use of a firearm or other instrument, the use of which would result in a high probability of death.

DEADLY FORCE REACTIONS: Determining if a threat is so serious that the only appropriate response capable of immediately stopping it is the use of deadly force.

DEBRIEFING: The procedure used after the use of force or a critical incident to apply closure, treatment, and/or evaluation. Also a technique used to calm self, partner, and the subject.

DECOCK: A mechanical procedure whereby a cocked hammer is safely lowered to the rest position without contacting the firing pin and accomplished by the activation of a decocking lever or switch without touching the trigger.

DE-ESCALATE: To decrease in intensity, to select another, less extreme alternative.

DEFENSIVE AND ARREST TACTICS: A training program for law enforcement that is a system of verbalization skills coupled with physical alternatives.

DEFLECT: Redirect a person’s attention from his or her agenda using verbalization.

DELIVERY SYSTEM: In this context, the capacity for use of a weapon.

DIM-LIGHT SHOOTING: Shooting in low light conditions where it is not possible for the shooter to see the sights of the weapon; it may be so dark that the shooter needs artificial illumination as an aid to target identification.

DIRECTED FIRE: Shooting using the front sight.

DISENGAGE: To remove oneself from a situation; to cease involvement in a course of action.

DISTURBANCE RESOLUTION: A higher level of verbal control than a basic contact. Examples are arbitration and mediation, which are used to defuse dangerous situations. Also, the conceptual model for officer's use of intervention options.

D.O.N.E.: An acronym describing the conditions under which disengagement and/or escalation to physical force would be appropriate.

DOOR OPENERS: Comments that encourage dialog.

DOUBLE ACTION: A pistol firing mechanism which permits firing in either of two ways; either by manually cocking the hammer and then releasing it by trigger pressure, or by pulling through on the trigger so as to cock and release the hammer.

DRY FIRE: A method of practicing the fundamentals of marksmanship that does not involve the use of live ammunition. Dry Fire is a good way to develop trigger control and sight alignment and sight picture. It is also possible to practice reloading and clearing malfunctions in this way.

DUE REGARD: Phrase implying that a reasonably careful person, performing similar duties and acting under similar circumstances, would act in the same manner.

DYSFUNCTION: Temporary disruption of the subject's ability to resist or attack.

EARLY WARNING SIGNS: Signals or certain behaviors provided by the subject that are often associated with a high level of danger to officers.

EAR PROTECTION: Any type of headphones or earplugs worn to protect the ears and hearing from the effect of loud gunfire.

EJECTION PORT: The opening in the top of the slide of an automatic pistol out of which the empty case is ejected.

EJECTOR: A component of a weapon that tips the spent cartridge case out of the ejection port after it has been extracted from the chamber.

ELEVATION: The vertical component of a sighting system, *i.e.*, the up or down movement of a sight that changes the bullet's point of impact vertically.

EDGED WEAPONS: Any item that by design or demonstrated use is capable of causing injury by stabbing, cutting, or slashing.

ESCALATE/DE-ESCALATE: To increase/decrease the intensity or move to a higher/lower level of force or control.

EXTRACTOR: In an automatic pistol, a claw-like device that removes the cartridge case from the chamber of a weapon and presents it to the ejector.

FEEDING: The process of driving live cartridges from the magazine into the path of the bolt or slide prior to chambering.

FEED RAMP: The slanted metal surface at the rear of a barrel that guides cartridges into the chamber during feeding.

FIGHT-OR-FLIGHT FALLACY: An officer-generated barrier that provides only two options of behavior for a contacted individual.

FIELD STRIP: To disassemble the major components of a firearm for cleaning, lubrication, and inspection. Unless you are a trained armorer, you should never disassemble a firearm past the point listed in the owner's manual.

FIREARM: A weapon in which a projectile is launched as a result of chemical combustion. Usually used to describe "small arms," those weapons such as handguns, rifles, or shotguns that can be easily operated by one person.

FLASHLIGHT-ASSISTED SHOOTING: In dim light or darkness means the use of a flashlight as an aid to illuminating the target.

FLOOR PLATE: The base or bottom of a magazine, usually capable of being detached for cleaning.

FOLLOWER: That part of the magazine that rides on top of the spring on which the cartridges rest for feeding into the chamber.

FOLLOWING SKILLS: A component of Active Listening that uses verbal techniques to encourage a person to continue talking and provide additional information.

FOLLOW-THROUGH: To pursue fully and to carry an act to completion. When all of the integrated elements of firing a shot are maintained until the shot strikes

the target, such as stance, sight alignment and sight picture, trigger control and breath control. Also, the third major part of Disturbance Resolution.

FOULING: The accumulation of a deposit within the bore and mechanism of a firearm caused by unburned powder and byproducts of combustion remaining after the cartridge has been fired.

FUNCTION CHECK: An inspection and test of the mechanical operations of a weapon, conducted after cleaning or repair, to verify that the weapon is serviceable.

FUNCTIONAL CHARACTERISTICS: The method of operation of a weapon, to include the cycle of operation and the manipulation of external controls such as the trigger or magazine release.

FUNDAMENTALS OF MARKSMANSHIP: Basic skills necessary to the proper accomplishment of the integrating act of shooting, to include stance or position, grip, trigger control, sight alignment, sight picture, breath control, and follow-through.

GAUGE: The diameter of the bore of a shotgun, expressed in the number of lead balls of that diameter required to make a pound. A "12-gauge" shotgun is one with a diameter of such size that twelve balls of lead, each fitting the bore, weigh one pound.

GREAT BODILY HARM: (§ 939.22(14), Wis. Stats.) Means bodily injury which creates a substantial risk of death or which causes serious permanent disfigurement, or which causes a permanent or protracted loss or impairment of the function of any bodily member or organ or other serious bodily injury.

GRIP: The method of placing the hands upon the firearm. GRIPS (stocks) are the portion of the firearm held in the hand.

GROOVES: The spiral cuts in the bore of a weapon that form the rifling and affect spin on the bullet. The uncut portions between grooves are the "lands." The type of weapon, ammunition, and designer preferences influence the number and form of the grooves.

GROUP: A group of shots on a target which shows a pattern with respect to the point of aim.

HAMMER: The mechanism that strikes the firing pin in a firearm; a rotating element, driven by the mainspring, which imparts the firing impetus to the firing pin, the latter which may be part of the hammer or separate.

HANDCUFF GROOVE: Proper location for placement of handcuffs.

HANDCUFFS: Temporary restraining device.

HANGFIRE: An ignition failure in a cartridge that results in a delay before the charge fires. Caused by faulty ammunition—frequently by a primer contaminated by cleaning solvent or penetrating oils.

IMMEDIATE ACTION: The action taken by the shooter as rapidly as possible to correct a malfunction without taking the time to analyze the cause.

IMMEDIATE COVER: Objects that can shield you from hostile fire and that are accessible in time of emergency. Another term for this would be “available cover.”

IMMINENT THREAT: An impending likelihood of trouble; in this context, “Imminent Threat” of death or great bodily harm to you or another is a justification for the use of deadly force.

IMPACT WEAPON: (Baton) Weapon whose force is manifested by blunt force caused by striking.

IN-BATTERY: The position of the barrel of a weapon when it is ready to fire. An “in-battery reload” of an auto pistol is one where a round is in the chamber, the slide is forward, and the magazine is removed and exchanged for a fully loaded one.

INCIDENT RESPONSE: A model of systematic approach for proper police action (RESPOND).

INITIAL APPROACH: Considerations of an officer before making contact.

INTENT: The act or fact of intending, as to do something; intent is a necessary element in most crimes.

INTERVENTION OPTIONS: An element of the Disturbance Resolution Model in DAAT containing five modes in which an officer can intervene with a subject.

JACKET: The metal covering over the lead core of the bullet, found in ball and hollow point ammunition.

LANDS: The interior surface of a gun barrel between the grooves.

LATERAL MOVEMENT: Movement side to side; in this context, usually a quick move to one side or another to take advantage of available cover.

LEAD FOULING: A deposit of lead left in the rifling grooves of a firearm after prolonged firing of lead bullets. Eventually has a detrimental effect upon

accuracy if not removed, and is the reason for the adoption of jacketed compound bullets.

LIABILITY: Direct civil is the liability that is imposed upon a person for causing injury to another through negligent or willful misconduct. Vicarious civil is the liability that is imposed upon one who is without personal fault or complicity because of the relationship that person bears towards the person who actually performed the wrongful act or omission.

LOAD: To place ammunition into the chamber of a gun.

LOOK-SHOOT: A technique for traverse fire on multiple targets, where the shooter engages the first target, looks to visually locate the second target, and then swings the weapon to fire on the second target. The “Look-Shoot” technique prevents an officer from “over-running” the target when traversing.

MAGAZINE: That part of a gun or firearm that holds ammunition ready for chambering.

MAGAZINE DISCONNECT SAFETY: A safety device on some semi-auto firearms: a linkage that disconnects the trigger mechanism when the magazine is removed, preventing fire even when a round is chambered.

MAGAZINE RELEASE: A button or switch depressed or moved in order to remove the magazine from the weapon.

MAGAZINE WELL: That opening in the receiver of a rifle or in the grip of an auto pistol where the magazine is inserted.

MAINSRING: That spring which furnishes energy to the hammer or striker.

MALFUNCTION: Any mechanical interruption in the cycle of operation of a weapon, which may or may not keep it from firing.

MASTER EYE: Also, “Dominant Eye,” is the eye that takes control during binocular vision (both eyes open). Most people have the master eye on the same side as their master hand. Some individuals are “cross dominant” meaning that the master eye is on the opposite side from their master hand.

MUTUAL AID: Upon the request of any law enforcement agency, personnel from another law enforcement agency may assist the requesting agency within their jurisdiction and upon that request the assisting officer shall have full police powers within the requesting jurisdiction, including all protections for the officer such as worker’s compensation.

MUZZLE: The end of the barrel of a gun from which the bullet or projectile emerges.

MUZZLE BLAST: Sudden air pressure exerted at the muzzle of a weapon by the rush of hot propellant gases and air upon firing.

MUZZLE VELOCITY: The speed of a bullet, relative to the gun, at the instant it leaves the muzzle. Usually expressed in feet per second (fps).

MUZZLE WHIP: The tendency of the muzzle to climb in recoil.

NEGLIGENCE: For civil litigation in some states, it is the failure of a law enforcement officer to conform his or her conduct to the standard of a reasonable law enforcement officer under the same or similar circumstances.

NOMENCLATURE: A set or system of names or symbols given to items of equipment as a means of classification and identification.

NON-CRITICAL MALFUNCTION: A malfunction that the shooter can clear in the field without assistance.

OBJECTIVELY REASONABLE: The standard by which many actions of a police officer are judged: Would your actions be judged appropriate by a reasonable person based on the totality of circumstances and the information known to you at that time?

OFFICER/SUBJECT FACTORS: Some of the criterion used in evaluating a subject and selecting the appropriate response option. How officer(s) “match up” to the subject, how many officers are there compared to the number of subjects, as well as age, size, relative strength, and skill.

OUT-OF-BATTERY: When the action of the weapon is open and the gun is unable to fire.

PARASYMPATHETIC NERVOUS SYSTEM: That component of the nervous system that controls the functions of the body under normal, non-stressful conditions.

PASSIVE RESISTANCE: Non-compliant and non-threatening behavior.

PERCEPTION: (1) Awareness of objects and other data through the medium of the senses, and (2) having insight or intuition as an abstract quality.

PERSONAL DISTANCE: Within 10 feet distance from a subject.

PHYSICAL FORCE: Intervention using bodily activity or equipment.

PHYSICAL INTERVENTION: To establish and maintain control with the use of specific psychomotor skills.

PINCER GRIP: Encircling with the thumb and middle finger.

PISTOL: A handgun using the energy of a discharged cartridge to eject the fired cartridge and load a live cartridge into the chamber while recocking the action.

POINT OF AIM: That place on the target the shot is intended to go; at the top of the front sight if proper alignment between the front and rear sights is obtained.

POLICE JARGON: Specialized or technical language of the law enforcement/criminal justice profession.

POSITION OF ADVANTAGE: Provides the officer the ability to escalate force in order to maintain control.

POWDER: A slang term for gunpowder.

PRE-ATTACK POSTURES: Behaviors that may indicate imminent danger of physical assault.

PRECLUSION: The elimination of all other viable alternatives.

PRESENCE: A person's bearing which appears self-assured and effective and commands respectful attention.

PRESUMED COMPLIANCE: An officer-generated barrier exhibited by officer complacency when dealing with human behavior.

PRIMARY THREAT: The adversary armed with the most dangerous weapon or the one immediately capable of inflicting great bodily harm or death.

PRIMER: The sensitive component in the base of the cartridge that when struck by the firing pin explodes and ignites the propellant charge in the cartridge case.

PRIVILEGE: Section 939.45, Wis. Stats., states certain conduct is defensible from prosecution under certain circumstances. The defense of privilege can be claimed: conduct is in defense of persons or property, conduct is in good faith, and conduct is a reasonable accomplishment of a lawful arrest.

PROFESSIONAL: An individual that exhibits behavior and traits expected within their profession.

PROJECTILE: An object, such as a bullet, projected by an applied exterior force and continuing in motion by its own inertia.

PROXEMICS: The relationship of distance and relative positioning.

PSYCHOMOTOR: Of or pertaining to a response involving both the brain and motor activity.

PUBLIC EYE/PUBLIC RECORDS: Revealed to or open to knowledge or judgment of community.

RANGE: A prescribed area where weapon firing is conducted.

REACTION TIME: The amount of time it takes for a person to react to a particular stimulus. Fatigue and use of drugs or alcohol may affect reaction time. The total length of time it takes for the brain to receive the information from the senses, make a decision, transmit the decision to the appropriate muscles, and for the muscles to respond.

R.E.A.C.T.: A systematic dispute resolution strategy (see arbitration).

REACTION SIDE: Non-firearm side.

RECEIVER: The basic unit of a firearm that the barrel and other components are attached. (Also referred to as the “frame.”)

RECOIL: The backward movement of a firearm caused by the pressure of the propellant gases pushing against the bullet being propelled forward when the firearm is discharged.

RECOIL SPRING: A spring in a semi-automatic weapon which cushions the rearward movement of the slide or bolt and returns it to the forward position; the spring that returns the action into battery after the discharge of a chambered round.

RECOIL SPRING GUIDE ROD: A rod the recoil spring rides on to prevent kinking. Not all auto pistols have recoil spring guide rods.

RECOVERY: A procedure to follow after drawing your weapon that allows you to: evaluate the threat, look around to check the environment for adversaries, break tunnel vision, decock if needed and remove your finger from the trigger guard prior to reholstering.

RESISTIVE TENSION: Level of agitation in a subject’s body.

R.E.S.P.O.N.D.: A systematic seven-step response for law enforcement to an incident.

RESPONDING SKILLS: A component of Active Listening using verbal skills to illustrate understanding of what people are expressing and feeling.

REVOLVER: A handgun having a rotating cylinder carrying several rounds of ammunition, each round being in a chamber that comes into alignment with the barrel before the round is fired.

RIFLED SLUG: A slug (see) with rifling grooves to stabilize the trajectory.

RIFLING: Spiral grooves cut into the interior of a gun barrel to spin the bullet and impart gyroscopic stabilization to it. The degree of twist of the rifling depends upon the weight and length of the bullet fired from the weapon.

ROLLOVER PRONE: A modified prone position that results in greater shooter comfort and accuracy at extended ranges; also maximizes the use of available cover.

SAFETY: (1) The state of being safe from threat, personal injury, and danger or loss, and (2) any device or mechanism that locks or blocks the trigger or hammer so that a firearm cannot be discharged.

SEAR: Part of the firing mechanism of a weapon, linked to the trigger, which engages on the striker, firing pin, hammer or bolt, and is withdrawn from engagement to fire the weapon.

SELF-DEFENSE: The act of defending one's person by physical force (§ 939.48, Wis. Stats.). *"The actor may intentionally use only such force or threat thereof as he or she reasonably believes is necessary to prevent or terminate the interference. He or she may not intentionally use force which is intended or likely to cause death or great bodily harm unless he or she reasonably believes that such force is necessary to prevent imminent death or great bodily harm to him- or herself or another."*

SHOULDER SHIFT: Pre-attack posture.

SIGHT: A device on a firearm to view the target and give proper direction to the projectile.

SIGHT ALIGNMENT: The relationship of the front and rear sights with each other. An ideal sight alignment has the top of the front sight level with the top of the rear sight and the front sight is evenly centered in the rear sight notch.

SIGHT PICTURE: The relationship between sight alignment and the target.

SIGHTING IN: The adjustment of a weapon sight so that the bullet will strike the point of aim at some specified distance.

SINGLE ACTION: A mode of firing in which the hammer is manually cocked and then released by trigger pressure.

SLIDE: In automatic pistols, the device which positions the barrel, acts as the breech, and slides back and forth on the frame or receiver.

SLIDE STOP: A lever on an automatic pistol that holds the slide open, usually after the last round has been fired. Allows the slide to go forward when depressed. Sometimes called a "Slide Release" or "Slide Catch" or "Slide Lock."

SLUG: A single ball projectile, weighing between 7/8 and 1-1/4 ounce, used in shotguns when the situation requires better long range accuracy and/or penetration ability than is possible with a multiple projectile load like buckshot.

SPECIAL CIRCUMSTANCES: Factors or situation that may justify rapid escalation of force or selection of higher force options: availability of backup, injury or fatigue, presence of innocent people, availability of cover, availability of proper equipment.

STEP SLIDE: A movement technique used to minimize the possibility of stumbling or tripping over your own feet.

STOPPAGE: Any unintentional interruption in the cycle of operation.

STRONG SIDE: Firearm side.

SUBJECT DEBRIEFING: A procedure to calm and attend to an individual after the use of physical intervention.

SYMPATHETIC NERVOUS SYSTEM: The component of the nervous system that controls the functions of the body under conditions of great stress or danger and that regulates the involuntary reactions to stress.

TANG: The curved portion at the top of the back strap of an automatic pistol that sweeps back over the web of the firing hand.

TARGET ACQUISITION: The process of locating your adversary.

TARGET IDENTIFICATION: The process of identifying the subject as the adversary that is placing you and/or others in "imminent danger."

TARGET ASSESSMENT: Analyzing the situation and choosing the proper response option.

TEAM TACTICS: Unity of effort between two or more officers attempting to control a subject.

TOTALITY OF THE CIRCUMSTANCES: Represents all information known to the officer at the moment action is taken and the facts used to judge the appropriateness of the action.

TRAINING AND EXPERIENCE: The sum total of an officer's life experiences and training.

TRAVERSE FIRE: The process of engaging multiple targets using the "Look-Shoot" technique.

TRIGGER: The mechanism that is actuated by the finger and that releases the hammer or firing pin.

TRIGGER CONTROL: The ability to pull the trigger smoothly without disturbing the proper alignment of the sights.

TRIGGER GUARD: A curved piece of metal, attached to the frame, which surrounds and protects the trigger.

TRIGGER LOCK: A safety device that fits over the trigger guard and immobilizes and prevents access to the trigger. It is a good safety device for firearms storage.

TRUE EMERGENCY: A situation in which there is a high probability of death or serious injury to an individual, or significant property loss, and action by an emergency vehicle operator may reduce the seriousness of the situation.

TUNNEL VISION: A narrow arc of vision an individual experiences under stress. The lens of the eye flattens to give sharper vision, but this cuts down on peripheral vision. (Peripheral vision is a wide arc of vision that allows a person to see objects to the right and left of center.) To avoid this, you have to consciously look around during a confrontation to avoid visually "locking in" on one adversary and missing others that may present a threat.

UNCOOPERATIVE SUBJECT: A person who will not comply with verbal direction.

UNIFIED TACTICAL TRAINING: Wisconsin's integrated system of training in verbal and physical skills and concepts.

UNLOAD: To remove the round from the chamber and/or remove the magazine.

UNSUPPORTED SHOOTING: Firing with only one hand.

UNWANTED DISCHARGE: An unintended firing of a weapon caused by error or carelessness on the part of the operator and not attributable to a mechanical malfunction or breakage.

VERBAL CONTROL: Directions issued by the officer to command the adversary what to do.

VERBAL STUN: A short, very loud, shouted verbal command that serves as a warning and may impede the subject's neuro-muscular function.

VERBAL WARNING: A clear command, followed by a contingency, which is a statement of your intended actions if your order is not obeyed.

VERTICAL STUN: Create dysfunction by directing the subject into a vertical surface (e.g., a wall).

VISUALIZATION: A process of mental rehearsal similar to directed daydreaming. In visualization, the officer imagines realistic situations that might occur and how he/she might best respond to them.

VOLUNTARY COMPLIANCE: Willingly submitting or yielding.

WARNING SIGNS OF DANGER: Your reaction in a tactical situation depends on your perception of warning signs such as the subject's sudden escalation of anger or the subject's suddenly reaching for or drawing a weapon.

WEAPON: Any instrument or device used for attack or defense in a fight or in combat.

WEAVER STANCE: A shooting position invented by Jack Weaver in 1959. The stance offers good recoil control, a stable firing platform, and mobility and flexibility in application. Components: reaction side forward, strong side back, knees slightly bent, support elbow flexed and pointing down, strong elbow locked or slightly bent, strong arm pushing out slightly, support arm pulling back slightly.

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