



# MODESTO POLICE DEPARTMENT SWAT Update TRAINING OUTLINE

## Advanced Training Hourly Breakdown, and Expanded Outline

Date: March 2017

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### DESCRIPTION

This intensive 44-hour update course will provide students with the knowledge, skills, and abilities required to enhance a member of a department's Special Weapons & Tactics Team, with focus on operational deployment procedures, and techniques and contemporary concepts used in the resolution of high-risk incidents. Students will learn concepts, planning, tactical operations, approach/entry/search techniques, use of chemical agents, and weapons and task related physical activities.

### COURSE OBJECTIVES

Under the supervision of a qualified instructor, and using approved SWAT equipment each student will:

- I. Demonstrate their understanding of the Four Basic Safety Rules for handling firearms.
- II. Be provided with and demonstrate understanding of the agency policy regarding the use of firearms, use of force, and deadly force.
- III. Demonstrate the ability to properly load, unload, and fire the weapon, and to clear malfunctions that might occur with the weapon.
- IV. Demonstrate the ability to apply the fundamentals for rifle marksmanship.
- VI. Demonstrate proficiency with specialty weapons and obtain agency qualification.
- VII. Safely deploy Flash Sound Diversionary Devices and chemical agents.
- VIII. Display safe and contemporary officer safety tactics as they relate to SWAT operations.

### Expanded Outline:

- I. Course Orientation and Registration
  - a. Registration
  - b. Safety Policy
  - c. Course Overview
- II. Entry / Search Tactics

- a. SWAT arrest and control techniques
  - i. Arrest from Cover (whenever possible)
  - ii. Use of impact weapons
  - iii. Weapon retention
  - iv. Suspect searches and handcuffing
- b. Searches of open areas
  - i. High ground containment
  - ii. Perimeter containment
  - iii. Area search techniques

### III. Night Tactics

- a. Stealth entries
  - i. Noise discipline
  - ii. Mirror work
  - iii. Low and slow movements
- b. Dynamic Entries
  - i. Rapid controlled deployment
  - ii. Distraction devices

### IV. Weapons Training – Rifle Range (only live fire day)

- a. Individual and team firearms familiarizations (live fire)
  - i. Handgun familiarization (SWAT qualification) 3,7,10,15 yards, 48 rounds total – multiple training attempts
  - ii. Shoulder firearms familiarization (SWAT qualification) 5, 7, 10, 15, 25, 50 yards, 52 rounds total – multiple training attempts
  - iii. Static shooting exercises (standing, kneeling, prone, barricaded) 3, 5, 10, 15, 25, 50 yards, slow fire and accuracy training
  - iv. Shooting while gas masked 3, 5, 10, 15, 25 yards both handgun and rifle - slow fire and accuracy training, then qualification both handgun and rifle.
  - v. Long range shooting discussion
- b. Weapons handling – students will demonstrate competency
  - i. Failure drills
  - ii. Malfunction drills (class 1, 2, and 3)
  - iii. Reloading (combat and tactical)
  - iv. Transition drills – rifle to handgun
  - v. Multiple targets
  - vi. Surgical / precision shooting

### V. Night Weapons Training

- c. Low Light Situations
  - i. Gun Lights
  - ii. Flashlights
  - iii. Handgun and rifle qualifications

- d. Considerations
  - i. Powder smoke and lights
  - ii. Giving away location (flash)
  - iii. END OF LIVE FIRE – AMMUNITION SECURED

## VI. Entry/Search Techniques including Specialized Equipment

- a. Individual and team movement
  - i. Distinction between cover and concealment
  - ii. Use of camouflage, smoke, and other “hide” material
- b. Team communications
  - i. Radio equipment
  - ii. Hand-arm signals
  - iii. Other methods (technology)
- c. Techniques for overcoming obstacles
  - i. Team lifts
  - ii. Spider drops
  - iii. Mechanical devices
  - iv. Other techniques

## VII. Chemical Agents Training

- a. Tactical overview of chemical agents
  - i. Capabilities
  - ii. Selection of chemical agents
  - iii. Selection of appropriate delivery system
  - iv. Chemical agent formulas
  - v. Decontamination considerations
  - vi. Other considerations
- b. Chemical agent practical application
  - i. Protective mask test (controlled exposure to chemical agents)
  - ii. Tactical deployment of chemical agent canisters
  - iii. Use of various chemical agent delivery systems (12 ga. ferrets, 37/40 mm launcher)

## VIII. Rolling Takedowns / Vehicle Assaults

- a. What makes vehicle assaults unique
  - i. Mobility
  - ii. Visibility
  - iii. Location (freeway, etc.)
- b. Types of vehicle assaults
  - i. Cars, trucks, vans, SUV's
  - ii. Buses, Semi-tractor/trailer
  - iii. Aircraft

- iv. Trains
- v. Marine vessels (boats)
- c. Develop a basic system, and practice-practice-practice, on a similar vehicle.
- d. Small passenger vehicles
  - i. Stationary
  - ii. Rear approach-deploy on both sides
  - iii. Front approach-deploy on both sides
  - iv. Rear column all one side
- e. Moving (discussion)
  - i. Remote kill switch
  - ii. Block and stop (line of fire/crash block)
  - iii. Pick a location
  - iv. Innocent bystanders (traffic)
- f. Tactics
  - i. Diversion
  - ii. Stack approach
  - iii. Angle of fire
  - iv. 4 man, 5 man, and 8 man team
  - v. Tinted windows (break and rake)
  - vi. No windows
  - vii. Covered with blanket
  - viii. Tight shooting quarters
  - ix. Diagrams on board
- g. Buses
  - i. Stationary Redacted
  - ii. Moving Redacted
  - iii. Tactics Redacted
- h. Diversions
  - i. Flash bangs
  - ii. Air horns
- i. Discussion of window composition
  - i. Open/break/pry windows
  - ii. Employment of ladder teams with break and rake tools
- j. Composition of entry team
  - i. Posting at entry for long cover (two man)
  - ii. Alternating fields of fire
  - iii. Consider pistols – more maneuverable
  - iv. Hostages used as shields

## IX. Night Perimeter Exercises and Scenarios

- a. Introduction



- i. Positioning of perimeter units
  - ii. Coordination of perimeter units
  - iii. Forward Looking Infra-Red
- b. Perimeter positions
- i. Take over patrol positions (consider weapon capabilities)
  - ii. Safe position from which you can observe and act
  - iii. Cross fire
  - iv. Cover vs. concealment
  - v. Be able to adjust as situation calls for it (don't get pinned down)
  - vi. Plan for subject moving to different building
  - vii. Plan for subject going mobile

## X. Entry/Search Tactics, Movements, and Perimeter Tactics

- a. Introduction
- i. Positioning of perimeter units
  - ii. Coordination
- b. Arrest teams
- i. So perimeter can hold their positions
  - ii. Should be mobile
  - iii. Have vehicle available in case perimeter is broken
- c. Sniper/observer teams
- i. Long range / short range capabilities
  - ii. High ground vs. ground level
  - iii. Silhouetting
  - iv. Good view day/night capabilities
  - v. Observer for bigger picture and sniper security - short range weapons
  - vi. Intelligence gathering (high value)

## XI. Daylight Tactical Scenarios

- a. Variables
- i. Working with SWAT partners (ideal)
  - ii. Perimeter position alone
  - iii. Working with patrol officer
  - iv. Working with officer from other jurisdiction
  - v. Relieving perimeter positions (when and why)
- b. Communications
- i. Tactical communications – not compass directions
  - ii. Communications not working properly
  - iii. What are your cross jurisdictional communications capabilities
  - iv. Communicate intelligence and any changes
  - v. Coordination of perimeter units
  - vi. Dedicated and secure radio channel

## XII. Final Tactical Scenarios

- a. Lighting conditions
  - i. Target location lit up
  - ii. Street lights in area-way to disable
  - iii. Backlighting of perimeter units
  - iv. Day/night capabilities and night vision goggles
  - v. Reflective surfaces
  - vi. Lights on radios
  
- b. Know where other perimeter and sniper positions are
  - i. Cross fire situations
  - ii. In case there is a need to adjust positions
  - iii. Block and escape route
  - iv. Supplement another perimeter team
  
- c. Be prepared to supplement entry team, and/or help entry out
  - i. Move to entry position
  - ii. Deploy chemical agents
  - iii. Deploy diversion (flash bang etc.)

