

# The Police Marksman

Goals: To promote Police Firearms Training, Officer Awareness for survival and competitive shooting.

January/February 1983 Volume VIII-No. 1



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## Marksman Trainer

#### COURSE SPECIFICATIONS

### Revolver Stress Course

By Paul Berkowitz

Purpose and Application:

This course is intended to serve as a replacement for the traditional P.P.C. for periodic qualifications. It introduces significant physical and mental stress, yet places qualifying scores within reach of any officer serious enough about shooting survival skills to devote time and effort to practice. It is not easily "wired" and relatively few shooters will routinely attain "perfect" scores. Many "borderline" shooters will likely not qualify at first, providing added pressure and incentive to practice and modify shooting techniques. Firearms instructors utilizing this course may, therefore, wish to implement a "grace period" wherein shooters will be allowed time to develop the necessary skill levels.

This course is designed to be run on any range which can otherwise accommodate the requirements of the standard N.R.A. 50 yd. P.P.C. No special facilities or exotic range design is required (except for patrol car accomodations immediately behind the 50 yd. line and markers on the 25 yd. line barricades denoting an approx. 36" vertical "ceiling"). Further, several officers can be run through the course simultaneously, on the same range, by one range officer. Because of its relatively traditional staging and scoring format, time required to run several shooters through this qualifications course is not prohibitive, even for fairly large departments, once a basic familiarity with its concept and format is acquired. The course of fire demands that the shooter think, listen, and respond to the shooting environment. Maximum use of cover, instinctive reloading, and "double-hammering" (tworound bursts of fire) are stressed, as are the use of flash sight picture and

FAST sight acquisition. Weaver stance and ambidexterity are encouraged. Realistic shooting positions are practiced and drilled into habit.

Total rounds required: 60 (service loads).

Maximum score: 300 points (five, four, and three point ring scoring).

Minimum qualifying score: 210 pts. (70%).

Weapon: 6-shot service revolver.

Accessories: Service leather as authorized and actually used on-duty. This should optimally include two speed loaders.

Clothing: No special or "game" clothing, which does not simulate that normally used in duty situations.

Range: Maximum delineated fifty (50) yard line, with parking space for service vehicles at the fifty yard line. Other delineated lines at twenty-five (25) yards (with barricade), fifteen (15) yards, seven (7) yards, and two (2) yards.

Rules: This course of fire is run "hot", i.e., shooters approach the beginning stage of the course fully loaded and prepared with loading devices fully charged. All reloading throughout the course will be accomplished without command. Weapons are ALWAYS loaded except where specifically instructed otherwise. Where reloading of the revolver is called for within a timed sequence, all reloading must be accomplished

within the specified limit. Shooters failing to accomplish these "speedreloads" must holster their weapons . . . or otherwise resume the course of fire . . . with weapons either empty or only partially reloaded (as appropriate). Attempts to make up for such reloading deficits may be permitted providing the additional reloading effort is made during the immediately subsequent timed sequence, and further provided that no extra rounds are discharged from any stage or position (i.e., shooters may NOT fire more rounds than called for from one stage or position in an effort to make up for rounds not fired in another stage or position).

Individual shooters may be required to extract live rounds from their weapons where they have failed to discharge the number of rounds called for within a given stage or position. This will ensure that they do not begin the next stage or position with more rounds than are called for or allowed.

Revolver barrels will be pointed no higher than perpendicular to the target at any point of the course (except as caused by recoil forces). Weapons will never be pointed in any direction other than down-range.

All firing is double-action only.

Where firing is called for from barricade positions, MAXIMUM use of cover MUST be made. Shooters "fouling" at these barricade positions (both horizontal and vertical restrictions) may have deducted a value of five points per each round fired from a "fouled" position.

Safety-straps will be secured whenever the weapon is holstered.

Unless otherwise directed, shooters may fire either right or left-handed from barricade positions, providing use of cover is not compromised (shooters must still, however, fire from right or left SIDE barricades as directed).



STAGE ONE, Left side barricade/driver's seat.

One (1): Starting Point: In patrol vehicle with right front corner of front bumper positioned at the fifty (50) yard line (traffice stop angle).

Starting Position: Seated in

driver's seat. Weapon and loaders fully loaded and holstered. Shooter's side door is open (to prevent excess wear to hinges during practice and under stress opening).

On whistle command, SAFELY draw the weapon with strong hand and assume a seated left-SIDE barricade position in the driver's seat (i.e., slumped low, behind the engine block, making maximum use of cover afforded by windshield-door post and other heavy metal). FIRE FOUR (4) ROUNDS; exit the vehicle on driver's side and drop to prone position; FIRE FOUR (4) ROUNDS strong hand-prone (i.e., fire two rounds, reload, and fire two more rounds). This stage should optimally involve one complete reloading exercise, so that after the eighth round has been fired, four (4) unfired rounds remain in the revolver cylinder. On whistle command, cease firing, cease reloading. Holster the loaded weapon with remaining live rounds left in the weapon (maximum of four live rounds).

TOTAL TIME: Thirty (30) seconds.

#### STAGE TWO\_

Two (2): Starting Point: Fifty (50) yard line.

Starting Position: Standing; weapon loaded with maximum of four (4) live rounds; loading devices fully charged; weapon holstered\*.

A) On whistle command, run to twenty-five (25) yard line barricade. When on the twenty-five (25) yard line, draw weapon and FIRE TWO (2) ROUNDS from the standing left-side barricade position. After firing these two rounds, assume a position of

complete cover behind the barricade with weapon still in hands and ready to resume immediate firing.

TOTAL TIME: Ten (10) seconds.

B) On whistle command, FIRE FOUR (4) ROUNDS from standing left-side barricade position, (i.e., fire remaining two rounds, reload, and fire two more rounds). After firing, assume a position of complete cover behind the barricade.

TOTAL TIME: Ten (10) seconds.

On verbal command, holster the loaded weapon with maximum of four (4) live rounds.

REPEAT STAGE TWO (A & B), THREE MORE TIMES (total of four times through) using same time limits, but with firing done from the following positions:

Repetition TWO: Standing RIGHT-SIDE barricade.

Repetition THREE: Kneeling RIGHT-SIDE barricade (approx. 36" vertical ceiling).



STAGE TWO, Repetition three. Kneeling right side barricade at 25 yds.



STAGE TWO, Repetition three. Behind full cover Kneeling right side barricade at 25 yds.

Repetition FOUR: Kneeling LEFT-SIDE barricade (approx. 36" vertical ceiling).

\*Where range conditions and safety considerations allow, shooters should be allowed (encouraged . . .)

to perform stage two beginning at the fifty (50) yard line with weapons drawn and in hand. Shooters will then, on whistle command, run with weapons in hand, safely (fingers out of trigger guard, barrels down range and kept at a constant vertical plane,

pointed ONLY at the target . . . i.e., NOT up and down sympathetic to running motion), to the twenty-five (25) yard line where firing will be conducted as per above.

#### STAGE THREE

Three (3): Starting Point: Twenty-five (25) yard line.

Starting Positions: Standing, weapon loaded with maximum four (4) live rounds; reloading devices fully charged; weapon holstered.

A) On whistle command, draw weapon with strong hand and transfer to weak hand: FIRE TWO (2) ROUNDS WEAK HAND ONLY.

TOTAL TIME: Ten (10) seconds.

On verbal command, holster weapon with maximum of two (2) live rounds.

B) On whistle command, draw weapon with strong hand only; FIRE FOUR (4) ROUNDS STRONG

HAND ONLY (i.e., fire two remaining rounds, reload, and fire two more rounds).

TOTAL TIME: Ten (10) seconds.

#### STAGE FOUR\_

Four (4): Starting Point: Twenty-five (25) yard line.

Starting Position: Standing, weapon loaded with maximum four (4) live rounds; reloading devices fully charged; weapon holstered.

A) On verbal command, walk forward toward target.

On whistle command, stop, draw, and FIRE TWO (2) ROUNDS.

On whistle command, cease firing and holster with remaining live rounds (i.e., do not empty weapon or reload after cease fire whistle command).

TOTAL TIME: Three (3) seconds.

B) On verbal command, continue

walking forward toward target.

On whistle command, stop, draw, and FIRE TWO (2) ROUNDS.

On whistle command, cease firing.

TOTAL TIME: Three (3) seconds.

After whistle, shooters should, without command, reload and holster fully loaded weapons.

#### STAGE FIVE\_

Five (5): Starting Point: Fifteen (15) yard line.

Starting Position: Standing, weapon and reloading devices fully loaded/charged; WEAPON DRAWN AND COVERING TARGET.

A) On verbal command, walk forward toward target.

On whistle command, stop, and FIRE TWO (2) ROUNDS.

WEAPON. Keep weapon drawn and covering target.

On whistle command, cease firing; DO NOT HOLSTER OR LOWER

TOTAL TIME: One (1) second.

B) On verbal command, continue walking forward toward target.

On whistle command, stop, FIRE TWO (2) ROUNDS.

On whistle command, cease firing; DO NOT HOLSTER OR LOWER WEAPON. Keep weapon drawn and covering target.

TOTAL TIME: One (1) second.

C) On verbal command, continue walking forward toward target.

On whistle command, stop, FIRE FOUR (4) ROUNDS (i.e., fire two remaining rounds, reload, and fire two more rounds).

On whistle command, cease firing.

TOTAL TIME: Ten (10) seconds.

On verbal command, holster weapons with maximum of four (4) live rounds.

#### STAGE SIX\_

Six (6): Starting Point: Seven (7) yard line.

Starting Position: Standing, weapon holstered and loaded with maximum of four (4) live rounds, reloading devices

fully charged.

A) On whistle command, draw and FIRE TWO (2) ROUNDS.

On whistle command, cease firing; holster the (still) loaded weapon

without emptying or reloading.

TOTAL TIME: Two (2) seconds.

B) Repeat stage 6A. Without further command, shooters should then fully reload and holster their weapons.

STAGE SEVEN\_

Seven (7): Starting Point: Two (2) yard line.

Starting Position: Standing, weapon and reloading devices fully loaded/charged; weapon holstered.

A) On whistle command, draw and FIRE TWO (2) ROUNDS from the hip, arms NOT extended.

On whistle command, cease firing and holster.

TOTAL TIME: Two (2) seconds.

B and C) Repeat stage 7A two more times, then holster an empty weapon.

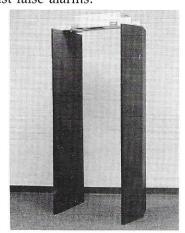
**END OF COURSE** 

#### product report product report

### NEW-FOR-82 FRISKEM-AF, Design 200 Walk-Thru Weapons Detector

Take it along — to a street riot, ball game, rock concert, etc. As modern society forces weapons screening to grow more common, this totally-new detector is perfect for law-enforcement situations in the field.

Design 200 fits easily in a station wagon, and one man can carry it and have it working in five minutes. It's rugged enough for severe service, even out-of-doors, and a clip-on inverter can take power from any vehicle. Programing offers various Types to best fit any need, and each features both Normal and Magnum configurations, for increasing search sensitivity by 33%. Plus, this is at the electrical search frequency causing least false alarms.



#### Legal Corner Continued

consequences of warrantless search until a court has time to dissect our actions point for point. All officers must keep in the back of their minds the concept of reasonableness based upon facts and circumstances of the case at hand. It cannot be stressed enough that a good report which fully develops your PC is an absolute necessity. One small forgotten fact may be the difference between conviction and dismissal . If you take but a few minutes before writing to

reflect upon your reasonable actions, note them, then include them in your narrative as PC 1, 2, 3 . . . then you increase your chances of a conviction. They will be right there months from now to refresh your memory for trial. We must not leave any reasonable doubt in the cases we handle involving warrantless search. And getting a good, solid conviction on what might otherwise be a shaky case can make your day, and probably the defendant's, too.

## HAPPY NEW YEAR

# from the PMA Staff.

Since this modern detector is priced for the police market, it lists for only \$3,000@ in the 1-3 bracket. However, the introductory discount for the first 200 pieces sold lowers that price to \$2,250@, for a saving of almost \$2,000 from prevailing detector prices. At last, you can have a

modern walk-thru where you need it, at a price you can afford.

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