

Sacramento Police Department

Concealed Carry Handgun Training

Statement of Purpose: The course will provide the student with knowledge and hands-on/practical skills for deployment of a concealed handgun/off-duty handgun.

I. Administration and Orientation

A. Class Roster

B. Orientation

1. Orient students to different locations on the range to include:

a. Restrooms

b. Drinking water

c. Ranges

d. AED

e. First aid/trauma kit

f. Emergency phone

g. Emergency rally point

C. Review of PC835a, as updated by AB392 & SB230

D. Review of Department Policy on Use of Force – GO 580.02 (Updated by AB392 & SB230)

II. Safety Guidelines / Orientation

A. General Safety Rules

1. Treat all weapons as if they are loaded.

2. Never point your weapon at anything you do not intend to destroy.

3. Do not put your finger of the trigger until you are ready to fire.

4. Keep your weapon pointed in a safe direction at all times

5. Be certain of your target and what is beyond it.

B. Range Safety Rules

1. Once training starts the range will be considered a HOT RANGE. Which means pistols and magazines will be kept loaded with ammo.

2. Because it is a hot range, ALL pistols WILL remain in their holster, with holster retention devices in use, except when on the firing line under the supervision of the range masters and/or at a designated safe handling area.

3. Officers will be allowed to administratively load their pistol when off of the firing line, but they must keep their pistols holstered

C. On the Firing Line Safety Rules

1. Refer to General Safety Rules

2. All malfunctions shall be handled by the officer. If they cannot fix the malfunction then (keep the weapon pointed down range) they shall raise their off hand for range master assistance.

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3. Never draw a handgun from the holster on the range unless instructed to do so.
4. Never leave your firing position unless cleared by the range master.
5. Never go forward of the firing line unless instructed to do so.
6. Never bend over to retrieve dropped articles (i.e., magazines, ammunition) on the firing line unless instructed to do so or cleared by the range master first.
7. If hot brass comes in contact with your skin, keep your weapon pointed down range, de-cock, and holster. Once the weapon is safely holstered, you may take care of the hot brass. Notify the range master of what you are doing.
8. All students will wear eye and ear protection and bulletproof vests while on the firing line and/or in the immediate vicinity of the firing line.
9. There will be no smoking, chewing tobacco, eating, or drinking on the firing line.
10. Wash hands and face before leaving the range.

III. Handgun Familiarization

A. Secondary, Back up, off-duty gun discussion

1. Limitations
 - a. Smaller grip
 - b. Limited ammunition capacity
 - c. Sighting system limitations
 - d. More difficult to shoot accurately
2. Features
 - a. Safeties, de-cocking levers, etc.
 - b. Magazine release
 - c. Revolvers

IV. Holster and Carry Style Familiarization

A. Discussion of various concealed handgun techniques

1. Belt holster (Outside vs Inside the waistband)
2. Pocket holster
3. G.O. 210.04 E 3 h. When in plain clothes, conspicuously display their badge if their firearm is exposed
4. G.O. 210.04 E 5. Plainclothes off-duty officers shall not wear or carry their firearm conspicuously exposed.
5. G.O. 210.04 E 6 On or off-duty plainclothes officers shall not draw or display their firearm in any public place except during the course of an arrest or investigation or when an officer reasonably believes it is necessary for their safety or the safety of others.

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B. Discussion of covering/concealing garments

1. Material of covering garment
 - a. Thicker materials tend to conceal better
 - b. Darker colors and busy pattern assist in concealing
2. Open shirt / jacket
3. Untucked shirt

V. Pistol Presentations

A. Controlling covering garment

1. Positively control covering garment until a firing grip is obtained and the pistol clears the holster
2. Grasp/grab garment instead of hooking with thumb
 - a. Thumb method doesn't work 50-75% of the time
 - b. Thumb method is material dependent
3. Re-holster in reverse order while ensuring covering garment is not filling holster
4. It is OK to briefly look at holster

B. Drawing from a behind the hip belt holster / IWB holster

1. Open front garment (draw is as fast as having no garment)
2. Closed front garment

C. Drawing from Appendix carry / AIWB (faster than behind the hip carry)

D. Accessing magazine from belt mounted pouch

E. Drawing from pocket holster

F. Range Drill #1 (no covering garment) 3 yards, 5 rounds (Silhouette targets / goal of black dot hits)

1. Allow shooters to draw and fire 1 round from the holster
 - a. Clean up any draw or trigger management problems
2. Repeat 5 times at own pace

******Concealment/Covering Garments Required******

G. DRY FIRE Drill

7 yards

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1. Allow shooters to practice drawing their pistol
 2. Run 10 times at own pace
- H. Range Drill #2 7 yards, 15 rounds
(Silhouette targets / goal of A zone hits)
1. Allow shooters to draw and fire 1 round
 - a. Normal standing / non-tactical positions such as arms crossed
 2. Re-holster after each shot
 3. Run 15 times at own pace
- I. Range Drill #3 (Electronic Timer) 7 yards, 2 rounds
(Silhouette targets / goal of A zone hits)
1. Shoot individually
 2. On the timer's beep
 - a. Draw and fire 1 round
 - b. Run 2 times
- J. Range Drill #4 7 yards, 6 rounds
(Silhouette targets / goal of A zone hits)
1. Allow shooters to draw and fire 2 rounds
 - a. Emphasize staying in contact with the trigger between shots
 2. Run 3 times at own pace
- K. Range Drill #5 7 yards, 12 rounds
(Silhouette targets / goal of B zone hits)
1. Allow shooters to draw and fire (holstering in between):
 - a. 1 round
 - b. 2 rounds
 - c. 3 rounds
 2. Run 2 times at own pace
- L. Range Drill #6 7 yards, 6 rounds
(Silhouette targets / goal of B zone hits)
Set up: 1 round in chamber, empty mag in gun, loaded mag in pouch
1. Allow shooters to draw and fire (holstering in between):
 - a. 1 round, slide lock reload, 1 round
 2. Run 3 times at own pace
- M. Range Drill #7 Rabbit and Coyote 7 yards, 10 rounds
(Silhouette targets)
1. Have shooters pair up (1 round draws)
 - a. The "Rabbit" is the initiator and aim for the head

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- b. The "Coyote" reacts and aims for the B Zone
 2. Shooters stand side by side
 - a. Coyote is positioned so that they can see the Rabbit's holster side
 3. As soon as the Rabbit begins their draw, the Coyote will draw and fire 1 round attempting to beat the Rabbit
 4. Shooters will re-holster and begin drill again
 5. Run 5 times as Rabbit, then shooters switch roles
- N. Range Drill #8 Conscious Contradictions 10, 15, 20 yards, 15 rounds
(Silhouette targets, goal of B zone hits)
*Emphasize quick draws, but slow down for the shot
**The shot is independent of the draw
1. 5 one shot draws
 2. Shooter must have 5 consecutive hits, or they have to start over
 3. Once 5 hits have been obtained move back 5 yards
 4. Finish at the 20-yard line
- O. Range Drill #9 Last Man Standing 25 yards, 10 rounds
(Silhouette target, goal of B zone hits)
*Emphasize quick draws, but slow down for the shot
**The shot is independent of the draw
1. On the fire command, shooters will draw and fire 1 round
 - a. Last shooter to shoot is out
 - b. If B zone is missed, the shooter is out
 2. Repeat until one shooter remains while increasing distance by 1 yard
- VI. One Handed Pistol Presentations
- A. DRY FIRE Drill 7 yards
1. Allow shooters to practice drawing their pistol one handed
 2. Run 10 times at own pace
- B. Range Drill #9 7 yards, 5 rounds
(Silhouette targets / goal of A zone hits)
1. Allow shooters to perform one handed draw and fire 1 round
 - b. Normal standing / non-tactical positions such as arms crossed
 2. Re-holster after each shot
 3. Run 5 times at own pace
- C. Range Drill #10 One handed Rabbit and Coyote 7 yards, 10 rounds
(Silhouette targets)
1. Same as Range Drill #7 but with dominant hand only

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VII. Multiple Adversary Engagement

- A. 2 rounds on a target before moving to the next
 - a. It only takes approx. 0.25-0.5 second to fire the additional round
 - b. Ride the recoil to the next target
 - c. Time splits between targets should be almost identical to shot splits /even splits (example: 0.41, 0.43, 0.42, 0.43)
 - d. The more distance between the targets will result in slower transition times

- B. Range Drill #11 Two Targets 7 yards, 12 rounds
(2 silhouette targets approx. 6 ft between / goal of B zone hits)
 - 1. Draw and fire 2 rounds on each target
 - a. Run 1 time shooting left to right
 - b. Run 1 time shooting right to left
 - c. Run 1-time shooter's choice
 - 2. Run drill again but on an electronic timer
 - a. Goal of 2.5 seconds from concealment

VIII. Shooting While Retreating

- A. Concept

- B. Range Drill #12 5 yards to 15 yards, 8 rounds
(2-steel targets approx. 6 feet apart)
***Run drill individually
 - 1. Shooter will start at the 5-yard line
 - 2. On command, retreat, draw, and fire 2 rounds on each target on the move
 - 3. Run 2 times

- C. Range Drill #13 5 yards to 15 yards, 4 rounds
(2-steel targets approx. 6 feet apart, goal of B zone hits)
***Run drill in pairs of shooters
 - 1. Shooters will walk beside each other towards the targets from the 15-yard line
 - 2. On the move, draw and fire 2 rounds of each target

- D. Range Drill #14 5 yards to 15 yards, 4 rounds
(2-steel targets approx. 6 feet apart, goal of B zone hits)
*1 round in chamber with empty magazine inserted, fully loaded spare magazine in pouch
**Run drill in pairs of shooters

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3. Shooters will walk beside each other towards the targets from the 15-yard line
4. On the move, draw and fire 1 rounds of target #1, perform a slide lock reload, fire 2 rounds at target #2, then fire 1 additional round at target #1

IX. Support Hand Only Presentations

A. Method

B. DRY FIRE Drill 7 yards

3. Allow shooters to practice drawing their pistol support hand only
4. Run 15 times at own pace

C. Range Drill #15 7 yards, 5 rounds

(Silhouette targets / goal of A zone hits)

4. Allow shooters to perform support hand only draw and fire 1 round
 - c. Normal standing / non-tactical positions such as arms crossed
5. Re-holster after each shot
6. Run 5 times at own pace

D. Range Drill #16 7 yards, 12 rounds

(Silhouette targets / goal of B zone hits)

Set up: 1 round in chamber, empty mag in gun, loaded mag in pouch
***draws and reloads are dominant/support hand only

1. Allow shooters to draw and fire dominant/support hand only (holstering in between):
 - b. 1 round, slide lock reload, 1 round
2. Run 3 times each at own pace

X. Secondary/ backup weapon qual