

SHOOT HOUSE INSTRUCTOR COURSE

Expanded Course Outline 2018

- I. Introduction, paperwork
 - a. Introduce Instructors
 - i. Rank/Name
 - ii. Experience
 - b. Introduce Course Objectives
 - i. Provide a safe learning environment
 - ii. Provide a safe, low stress learning environment
 - iii. Provide a stair stepped model of instruction
 - iv. Assess and improve basic weapons handling and safe movement
 - v. Address safety issues associated to entries
 - vi. Experience live fire shoothouse as a participant
 - vii. Learn and practice live fire instructor roles
 - viii. Plan and execute live fire courses in the shoot house
 - c. Introduce Course Outline
 - i. Review timeline
 - d. Complete Course sign in / waivers
 - i. Complete required POST paperwork
 - ii. Complete liability waivers
 - iii. Sign printed shoothouse safety rules

- II. Benefits of shoot house training
 - a. Allows 360 degrees ability to engage targets in the live fire environment.
 - b. Provides training in tactical movement and target engagement in and around buildings including entry and exit positions.
 - c. Allows for team training and tactics and movements in a realistic environment
 - d. Ability to replicate real world situations with issued equipment in a safe and controlled environment.
 - e. Integrate use of force decision making with marksmanship and safe gun handling.
 - f. Integrate Search and Seizure/ entry decisions with scenario training.

III. Shoot House Systems

- a. Tire house
 - i. Early example of makeshift system
 - ii. Constructed of stacked tires filled with sand
 - iii. Safety considerations (bullet bounce back, stability, unrealistic layout)
 - iv. High maintenance
- b. Railroad Ties/Lumber
 - i. low cost
 - ii. unrealistic layout
 - iii. safety considerations (bullet bounce back/skipping)
- c. Sand Walls/Plywood
 - i. low cost/high maintenance
 - ii. unrealistic layout
- d. Armored Steel and Rubber / Plywood
 - i. cost prohibitive for many agencies
 - ii. highest standard of safety
 - iii. realistic wall width and room layout
 - iv. Floor plan may be quickly reconfigured
 - v. negative aspects (cost, continuous maintenance)
- e. BCSO Shoothouse
 - i. Constructed in 2007
 - ii. $\frac{3}{8}$ " AR 500 armor plate
 - iii. Dura Panel Rubber panel
 - A. recycled rubber, Kevlar fibers, titanium oxide, fire retardant
 - iv. In house tested to .300 Win Mag
 - v. 1300 sq ft
 - vi. Nine rolling or swinging panels
 - vii. Six external doors
 - viii. Two windows
 - ix. Internal live fire stairwell
 - x. Crawl space
 - xi. At least 70 different floor plans possible

IV. Shoot House training types

- a. Dry entries

- i. Footwork
 - ii. Safe gun handling
 - iii. tactics
 - iv. Communications
 - v. Problem solving
- b. Dry scenarios
 - i. Integrate role players
 - ii. Provide stress
 - iii. tactical communication
 - iv. Problem solving
 - v. No awkward safety equipment needed
- c. Non Lethal Training Ammunition (NLTA)
 - i. Includes Simmunition, UTM, Force on Force, Stress Vest, Airsoft etc
 - ii. Elevates stress levels over dry scenarios
 - iii. requires appropriate safety equipment and qualified instructors
- d. Live fire entries
 - i. Group size
 - A. Individual
 - B. Small team
 - C. Large team
 - ii. Requires more planning and staffing
 - iii. Highest risk operation

V. Advanced Training

- a. Flashbangs
 - i. May be used anywhere inside the shoothouse
 - ii. Only to be used by trained personnel
 - iii. Chief Range Officer and RSO's must be notified about flash bang use before the start of the scenario
- b. Chemical Agents
 - i. Chemical agents are not to be deployed in the shoothouse
 - ii. Non colored smoke may be used
 - iii. Do not deploy smoke against the rubber panels
- c. Breaching
 - i. Utilize breaching doors for mechanical breach training

- ii. Do not breach interior doors
 - d. Explosive breaching
 - i. Is authorized
 - ii. Fix it when you break it

VI. Shoot House orientation

- a. become familiar with features and layout
- b. become familiar with operation of sliding and pivoting walls

VII. Range assessment

- a. Basic range drills to warm up and familiarize instructors with skill level of students
- b. Provides and opportunity to assess and coach:
 - i. Muzzle discipline
 - ii. Use of mechanical safeties
 - iii. "Priority of shot"
 - A. Safe working area around teammates
- c. Provides an example of stairstepped training

VIII. Entry Safety Fundamentals

- a. Dry entry work to establish safety fundamentals
- b. Provides a common platform for students of various agencies to work together
- c. Individual movements
 - i. Cross
 - ii. Buttonhook
 - iii. Slicing the pie
- d. Team concepts
 - i. First man chooses direction, ideally "heavy side" of room
 - ii. First man is never wrong
 - iii. First man must commit to the chosen direction
 - iv. Successive teammates go the opposite direction of the man in front of them
- e. Penetration
 - i. Limited penetration
 - A. 1-2 steps into room
 - B. Stop, scan, communicate

- f. Scanning
 - i. Look over the top of the gun
 - A. Not through the sights
 - B. Must be able to see the room to assess for threats and make appropriate use of force decision
 - ii. scan from the hard corner to “4 foot rule”
 - A. You are responsible for everything in the room from the hard corner to 4 feet from anywhere your partner’s muzzle could be.
 - B. prevents “over scanning”
 - C. Allows buffer for movement of suspect or partner
- g. Common safety errors
 - i. Finger on trigger
 - ii. Searching through the sights
 - iii. muzzle discipline
 - iv. Over scanning
 - v. Under scanning
 - vi. Head swivel
 - vii. Flagger hands while opening doors
 - viii. 1st man changing directions in the doorway
 - ix. 2nd man presenting early and flagging 1st man

IX. Shoot House Roles

- a. Chief Range Officer (CRO)
 - i. Located on catwalk
 - ii. Controls and Directs all courses of fire
 - iii. Decides beginning and end of each scenario
 - iv. watched for safety/tactical issues
 - v. can be involved with debrief
- b. Range Safety Officer (RSO)
 - i. Responsible for safety inside shoothouse
 - ii. Conduct safety checks
 - iii. Must know and anticipate all safety hazards for scenarios
 - iv. Maintains physical control of trainees
 - A. Hand in collar
 - B. Position body to block anticipated safety issues
 - v. Control pace and position

- vi. Watch for safety violations
 - A. provide verbal cues
 - a. “Finger, muzzle, safety” etc
 - B. Blow whistle to stop scenario, address issue, restart scenario
- vii. Resets between scenarios
- viii. Conducts briefings and AAR’s
 - ix. ***Most hazardous job on the range
- c. Firearm Instructor
 - i. At least one qualified Firearms Instructor must be present on the floor as an RSO

X. Shoot House Rules

- a. No horseplay
- b. No one on catwalk without CRO’s permission
- c. All live fire training will be conducted one group at a time
- d. Have designated staging area manager to prevent unauthorized entry
- e. All staff and participants enter / exit through same point
- f. Announce “Coming in / Coming out” when entering /exiting
- g. No smoking in or around shoothouse
- h. Students will not ram, kick or shoot at doors.

XI. Training Considerations in a Shoot House Environment

- a. Scenario size and complexity based on:
 - i. Student competency level
 - A. Instructors are responsible for knowing the skill level of those they are training.
 - B. Individual skill level vs team skill level
- b. Group size
- c. Staff size
- d. RSO/Student ratio
- e. Training time
- f. Training budget
- g. Training objectives
- h. Necessary equipment
 - i. eye and ear protection
 - ii. ballistic protection

- iii. equipment specific to job function (patrol officers, swat team, investigators)
- i. safety considerations
 - i. safety briefs (square range and shoot house)
 - ii. warm up and safety evaluation on square range
 - iii. ready position approved for shoot house use (down and away, laser rules, muzzle up positions unsuitable for shoot house)
 - iv. briefing and planning
 - v. dry runs (shoot house)
 - vi. live fire (shoot house)
 - vii. report any injuries immediately to RSO/Range Master

XII. Planning and setup

- a. Planning elements
 - i. Time allotted
 - ii. Objectives
 - iii. Training blocks to achieve objectives
 - iv. Staff required
 - v. Material
- b. Scenario planning
 - i. Define training objective
 - A. Entry fundamentals
 - B. Communication (team, radio)
 - C. Problem solving
 - D. Threat discretion
 - E. Precision shooting
 - F. After action follow through
 - G. Entry decision / 4th amendment issues
 - ii. Set reasonable, focused goals
 - iii. Diagramming
 - A. Draw out scenario
 - B. list needed materials
 - C. List needed staff
 - D. Designate staff roles
 - E. Select appropriate safety brief and safety check (dry, NLTA, Live)
 - F. Write scenario briefing

- c. Target setup
 - i. Target types
 - A. Paper
 - B. Plastic
 - C. Rubber
 - D. Reactive
 - E. Steel
 - ii. Target stands
 - A. Direct to wall
 - a. Minimize usage for threat targets
 - b. Useful for hard corners
 - c. Continued use requires maintenance to shoot house
 - B. H-stands
 - a. Allows targets to be placed in depth
 - b. Useful for training to assess background
 - c. Requires care in placement
 - C. Bullet trap
 - a. Most commonly used
 - b. Easier repair for high volume shooting
 - c. Large stands are not well suited to hard corners
 - iii. Target placement considerations
 - A. Background
 - a. Avoid placing in front of exterior doors and windows
 - i. Errant rounds may exit shoot house
 - B. Target height
 - a. Targets placed high and/or close may result in bullets exiting the top of the shoothouse
 - b. Affected by height of the shooter
 - c. Corrections
 - i. Move targets lower or further away to minimize potential for elevation issues
 - C. Room to room
 - a. Shooting through multiple rooms is not allowed
 - i. Safety issue if team is separated within the house

- b. Correction
 - i. Assess this issue during walkthroughs
 - ii. Move targets or close doors to limit visibility from undesirable locations

XIII. "Talk it, Walk it, Shoot it"

- a. Procedure before each new scenario
 - i. talk through objectives, room configuration and target placement based on previously discussed considerations
 - ii. Set up the scenario
 - iii. RSO's walk through the scenario
 - iv. CRO observes from catwalk
 - v. Discuss safety issues
 - A. Target placement
 - B. Anticipated team movement / muzzle issues
 - C. Open/closed doors
 - vi. Conduct dry run with RSO's to check safety issues
 - vii. Designate roles for efficient operation
 - A. Briefing RSO
 - B. Debriefing RSO
 - C. Reset RSO

XIV. Pre-Run checks

- a. Pre-Run Checklist: CRO
 - i. The house
 - A. Unused entry points are secured
 - B. Targets are in safe locations
 - C. Debris and obstacles in the shoothouse do not present undue hazards
 - D. Targets are properly secured
 - E. No unused targets remain in shoot house
 - F. No personnel remain in shoot house after safety walkthrough
 - G. House is reset to support training objectives
 - ii. The Targets
 - A. Safe location
 - B. Targets repaired/patched

- iii. Self
 - A. Safe location for start of scenario
 - B. Eye and ear pro
 - C. Whistle
- b. Pre-Run checklist: RSO
 - i. RSO understands scenario and hazards
 - ii. Personal equipment
 - A. Vest
 - B. Eye and ear protection
 - C. Whistle
 - D. Flashlight/headlamp
 - E. High vis clothing
 - iii. Safety check of participants
 - A. Appropriate safety equipment for type of training
 - iv. Shoot house safety briefing
 - v. Loading
 - A. Have participants load in a designated safe direction or location
 - vi. Scenario briefing
 - A. Training objectives
 - B. Performance objectives
 - C. Scenario

XV. Live fire sequence

- a. Safety brief
 - i. Muzzle discipline at all times
 - ii. Keep muzzle 4 feet from anywhere a teammates muzzle could be
 - iii. No safe muzzle up direction, no muzzles above red stripe
 - iv. Fingers indexed on frame unless you're sights are on target and you've made the decision to shoot
 - v. Mechanical safety stays engaged until finger is moving to trigger.
 - vi. On safe / de-cock after shooting is done
Know your target and what is beyond

- vii. Whistle means “stop”, point muzzle in safe direction, listen for instructions, there may be an emergency, the end of the scenario or a temporary stop
 - viii. Medical kit location
 - b. Loading/ Press check
 - c. Scenario Brief
 - d. CRO house check
 - i. Communicate “House is clear, house is yours” to RSO’s
 - ii. RSO’s turn over control to students “House is clear, house is yours”
 - e. Conduct scenario
 - f. CRO ends scenario
 - i. Blow whistle
 - ii. Provide direction “On safe and holster/sling”
 - iii. RSO escorts team out of house
 - A. Review shot placement on the way out
 - iv. Debrief RSO conducts debrief outside of shoothouse
 - v. Reset RSO sets the house
 - vi. CRO directs next team to staging area

XVI. Shoot house tips

- a. Effective training
 - i. Stair stepped training
 - A. Teach and practice needed skills to succeed at scenario objectives
 - B. Begin with basic scenarios and increase complexity gradually
 - ii. Accountability
 - A. Maintain accountability for accuracy and use of force decisions
 - a. Tape or mark targets between scenarios
 - iii. Limit target area and emphasize accuracy
 - A. Bridge the gap between square range skills and field work
 - B. reduced targets
 - a. Index cards
 - b. Hostage targets

c. Small balloons

b. Efficiency

i. Key to effective use of shoot house

ii. Minimize downtime

A. efficient briefings

a. Brief whole group at once

B. efficient debriefs and reset

a. Delegate tasks

b. Conduct debriefs out of the shoot house

c. Keep debriefs short and focused

d. Discuss key points with whole class, not just the team that was in the house

C. Have additional training stations for those waiting for the shoot house

a. square range

b. Scenario buildings

c. Classroom/ whiteboard

D. Provide quick transitions between scenarios

a. Alternate entry points

b. Multiple small scenarios

c. All RSO's on hand to reset

d. Preplan scenarios

e. Keep needed materials on hand and organized

E. Have students observe following groups from catwalk

F. Breaks

a. Have students eat, hydrate, use restroom and load magazines in between scenarios