

SPECIAL WEAPONS AND TACTICS

THIS BOOK WAS WRITTEN WITH THE INTENT THAT IT IS USED AS A QUICK LAW ENFORCEMENT REFERENCE GUIDE FOR SPECIAL WEAPONS AND TACTICS TEAMS.

SINCE NONE OF US EVER KNOW IT ALL, MANY EXPERIENCED OFFICERS MAY FIND SOME INFORMATION IN THIS BOOK TO BE EVEN NEW TO THEM. THIS BOOK HAS BEEN REVISED AND UPDATED SEVERAL TIMES SINCE IT WAS WRITTEN IN 1992.

THIS BOOK IS NOT INTENDED TO BE A STUDY MANUAL, AS MUCH OF THE INFORMATION A PERSON CANNOT GRASP FULLY WITHOUT FORMAL TRAINING OR ACTUALLY TRYING IT IN A REAL LIFE SETTING.

ODDLY, IN SOME CASES, COMMON SENSE WILL DO MORE HARM THAN GOOD. THE INFORMATION IS INTENDED TO BE INTERPRETED CORRECTLY WITHOUT FORMAL TRAINING SHOULD A SITUATION EXIST AND YOU HAVE NOTHING BUT COMMON SENSE TO RELY ON.

MY INTENT, WAS TO PUT INTO PRINT, EVERYTHING THAT WAS EVER READ, LEARNED OR EXPERIENCED SINCE TACTICAL TEAMS WERE CREATED NEARLY FORTY YEARS AGO. IN THAT TIME, TACTICAL TEAMS HAVE COM A LONG WAY AND OLD METHODS THAT DID NOT WORK ARE NOT INCLUDED. SOME OF THE INFORMATION IN THIS BOOK WILL LIKELY BECOME OBSOLETE AS WELL.

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TACTICS AT A GLANCE

THE NINE PRINCIPALS OF WAR

1. MANEUVER:

THE MOVEMENT OF TROOPS AND EQUIPMENT TO GAIN AN ADVANTAGE.

2. OBJECTIVE:

THE END TO BE OBTAINED THROUGH THE EMPLOYMENT OF FORCES.

3. OFFENSE:

THE MEANS BY WHICH A COMMANDER HOLDS THE INITIATIVE, MAINTAINS FREEDOM OF ACTION AND IMPOSES HIS WILL ON THE CIRCUMSTANCES.

4. SIMPLICITY:

THE PLAN THAT CANNOT BE UNDERSTOOD CANNOT BE IMPLEMENTED.

5. ECONOMY OF FORCE:

THE DETERMINATION OF WHAT ASSETS ARE AVAILABLE AND WHEN AND WHERE THEY WILL BE NEEDED.

6. MASS:

THE PRINCIPAL THAT SUFFICIENT FORCE BE CONCENTRATED AT A DECISIVE TIME AND PLACE.

7. UNITY OF COMMAND:

THE PRINCIPAL THAT ENSURES ALL EFFORTS ARE FOCUSED ON A COMMON GOAL.

8. SURPRISE:

THE ACT OF STRIKING AN ADVERSARY AT AN UNEXPECTED TIME, PLACE AND MANNER.

9. SECURITY:

THE PRINCIPAL THAT DENIES AN ADVERSARY THE ABILITY TO ACQUIRE AN UNEXPECTED ADVANTAGE.

TEAM COMPOSITION

1. SCOUT (BUNKER MAN).
2. BACK UP (BUNKER SUPPORT).
3. TEAM LEADER
4. FOURTH (ARREST / SUPPORT/ BREACHER).
5. FIFTH (ARREST / SUPPORT / REAR GUARD).
6. LONG RIFLE (2) (SNIPER, ONE ON OPPOSING CORNERS).
7. GAS (2) (ONE ON OPPOSING CORNERS).

ENTRY TEAM EQUIPMENT

1. RAM.
2. HOOLIGAN TOOL.
3. BOLT CUTTER.
4. BULLHORN.
5. BREECHING SHOTGUN.

STATIC DEPLOYMENT

1. CEASE ALL REQUESTS FOR SURRENDER WHILE TEAM DEPLOYS.
2. EVALUATE SITUATION AND HOW BAD IT COULD GET?
3. SET UP AND EVALUATE COMMAND POST NEEDS.
4. WHAT RESOURCES ARE NEEDED? FIRE, AMBULANCE ETC.
5. KEEP COMMAND PERSONNEL AWAY FROM TEAM.
6. SCOUTS RECON SITUATION AND TERRAIN.
7. CLEAR ADJACENT BUILDINGS AND PLACE PERIMETER OFFICERS.

8. DEPLOY SNIPERS. (OPPOSING CORNERS).
9. PLACE ARREST OFFICERS ON ESTIMATED ENTRY / SUSPECT EXIT/S.
10. DEPLOY GAS TEAMS.
11. TAKE AWAY ALL UTILITIES.

ESCALATION OF FORCE

1. START NEGOTIATIONS / COME OUT. THROW PHONE IS USED ONLY IF IT CAN BE SAFELY DEPLOYED. NO FACE TO FACE NEGOTIATIONS
2. USE SWAT ROCK (BREAK A WINDOW) OR FLASH BANG THE EXTERIOR OF THE LOCATION. (OFTEN SCARES SUSPECTS AND INDUCES THEM TO GIVE UP. "COPS DON'T DO THINGS LIKE THAT").
3. UNANNOUNCED CHEMICAL AGENT ATTACK, YOU DON'T WANT SUSPECT TO PREPARE FOR IT. DELIVER TO SEVERAL LOCATIONS AT ONCE, STARTING FROM THE FARTHEST POINT FROM WHERE YOU WANT SUSPECT TO EXIT.
4. GIVE THE CHEMICAL AGENTS TIME TO WORK. AT LEAST 5 MINUTES. IF NO RESULTS MAKE A LIMITED EXTERIOR CLEARING. YOU MAY HAVE TO REDELIVER MORE CHEMICAL AGENTS.
5. CLEAR THE BUILDING SLOWLY. USE K-9'S IF AVAILABLE.

COVERT ENTRY

1. TAKE ALL THE EQUIPMENT YOU NEED.
2. DEAL WITH ONE THREAT AT A TIME.
3. STAGE ON BOTH SIDES OF A DOOR.
4. COMMUNICATE. LEARN AND USE HAND SIGNALS.
5. CLEAR AS YOU MOVE.
6. SLOW, SYSTEMATIC AND COMPLETE CLEARING.
7. LEAVE NO STONE UNTURNED.
8. ATTICS AND BASEMENTS: HOLD UNTIL THE REST OF THE BUILDING IS CLEARED.

WARRANT SERVICE

1. GET A COPY OF THE WARRANT.
2. CHECK VALIDITY OF LOCATION.
3. DO A DRIVE BY WITH THE TEAM IF POSSIBLE.
4. OBTAIN INFO ON SUSPECT/S HISTORY, PICTURES ETC.
5. OBTAIN ROUTE FOR HOSPITAL.
6. ESTABLISH A STAGING AREA.
7. ESTABLISH TEAMS DROP OFF POINT.
8. ESTABLISH EACH PERSONS RESPONSIBILITY.
9. EQUIPMENT.
10. WEAPONS.
11. REHEARSE PRIOR TO ENTRY.
12. AFTER ENTRY, DO A SLOW SEARCH OF BUILDING.
13. ASK SUSPECTS WHAT THEY SAW, HEARD OR ANY COMMENTS ON THE RAID, OFTEN THEY WILL TELL YOU YOUR MISTAKES.
14. DEBRIEF.

CRISIS ENTRY / HOSTAGE RESCUE

SPECIAL NOTE: CRISIS ENTRY METHODS VIOLATE MOST ROOM CLEARING TECHNIQUES ONCE THE ENTRY IS MADE.

1. GATHER INTELLIGENCE, NAMES, PHOTO'S, # OF SUSPECTS / HOSTAGES.
2. ALL ENTRY TEAM MEMBERS SHOULD BE DRESSED THE SAME FOR PSYCHOLOGICAL EFFECT ON SUSPECT.
3. PLACE CRISIS ENTRY TEAM OFF AT A DROP OFF POINT WHILE PRIMARY ENTRY TEAM REHEARSES.
4. TAPE OR SPRAY PAINT THE FLOOR PLAN IF AVAILABLE AND PRACTICE ENTRY.

5. PICK POINT OF ENTRY BASED ON AVAILABILITY TO SUSPECT, EASE OF ENTRY AND SAFETY OF TEAM.
6. USE ELEMENT OF SURPRISE.
7. USE COVERT TECHNIQUES UNTIL YOU ARE COMPROMISED.
8. DO NOT MOVE FASTER THAN YOU CAN SHOOT.
9. USE DISTRACTION DEVICES IN MEDIUM TO LARGE ROOMS.
10. HOLD DISTRACTION DEVICE PULL RING IN SMALL FINGER OF SHOOTING HAND, SIGHT DEPLOY.
11. SEEK IMMEDIATE THREATS ONLY. CLEAR RAPIDLY TO THE FURTHEST MOST POINT, GAIN GROUND!
12. ONCE STARTED THE MISSION MUST BE COMPLETED NO MATTER WHAT!
13. ONCE A ROOM IS TAKEN IT SHOULD BE HELD UNTIL RELIEVED.
14. SECURE AND PLACE ALL HOSTAGES IN ONE ROOM.

NEGOTIATION

TIME, TALK & TACTIC'S.

1. TIME ALLOWS FOR INITIAL EXCITEMENT TO CALM DOWN BOTH FOR THE POLICE AND FOR THE OFFENDER. AS TIME PASSES SO DOES THE OFFENDERS INTEREST IN CONTINUING HIS ACT
2. TALK IS NOW THE PRIMARY OPTION. AS THE OFFENDER ENGAGES IN CONVERSATION, HE REALIZES THAT THE NEGOTIATOR IS HIS LIFELINE TO A SAFE RESOLUTION.
3. TACTIC'S ALLOWS FOR LAW ENFORCEMENT TO GET INTO POSITIONS OF GOOD OBSERVATION AND COVER. IT ALSO MAKES FOR A SITUATION FOR THE OFFENDER THAT HIS EFFORTS ARE FUTILE AND DEPENDENT ON TALKING TO A NEGOTIATOR FOR A RESOLUTION.

4. ATTEMPT CONTACT AS SOON AS LAW ENFORCEMENT ARE IN POSITION.
5. TELL THE OFFENDER TO SURRENDER REPEATEDLY.
6. NEVER TRADE OFFICERS FOR HOSTAGES.
7. NEVER NEGOTIATE FACE TO FACE.
8. NEVER GIVE UP SOMETHING FOR NOTHING.
9. NEVER GIVE DRUGS OR ALCOHOL AS PART OF A TRADE.
10. NEVER LET THE SITUATION GO MOBILE.
11. THE COMMANDING OFFICER SHOULD NOT BE THE NEGOTIATOR.
12. RELATIVES OR FRIENDS SHOULD NOT BE USED TO NEGOTIATE.
13. OBTAIN A FIRST NAME OR FULL NAME AND USE IT THE WHOLE TIME.
14. TALK IN A CALM VOICE AT ALL TIMES.
15. KEEP THE OFFENDER BUSY, THEREBY TIRING HIM.
16. IGNORE ANY DEADLINES SET BY THE OFFENDER.
17. IF NEED BE, SYMPATHIZE WITH THE OFFENDERS POSITION.
18. GATHER INTELLIGENCE ON THE SITUATION.

PRINCIPALS

1. SUSPECTS ARE OF INADEQUATE PERSONALITIES. THEY HAVE FAILED AT EVERYTHING THEY HAVE EVER DONE. THEY VIEW A NEGOTIATOR AS A PERSON THAT CAN GET THINGS DONE.
2. A HOSTAGE HAS NO VALUE TO A CRIMINAL EXCEPT AS A TOOL TO GET WHAT HE WANTS. A NEGOTIATOR MUST IGNORE THE HOSTAGE OR THE HOSTAGE WILL BE VIEWED AS HAVING VALUE.
3. IT IS JUST AS MUCH IN THE CRIMINALS INTEREST NOT TO LET THE SITUATION GET VIOLENT AS IT IS YOURS. HE KNOWS THAT IN A VIOLENT CONFRONTATION, THE POLICE MUST AND WILL WIN. UNLESS HE IS SUICIDAL, HE WILL NOT WANT A VIOLENT CONFRONTATION.
4. IF HE IS SUICIDAL, HE IS NOT LIKELY TO BE HOMICIDAL AND WILL NOT LIKELY KILL HOSTAGES. IF HE IS HOMICIDAL, HE IS NOT LIKELY TO BE SUICIDAL AND WILL NOT WANT TO DIE AND WILL NOT LIKELY KILL THE HOSTAGES.

HUMAN BEHAVIOR

- A. HUMAN BEHAVIOR IS GOAL DIRECTED, PROBLEM SOLVING BEHAVIOR, IS BASED ON THE WAY EACH PERSON EXPERIENCES THE WORLD.
- B. HUMAN BEHAVIOR IS PLEASURE DIRECTED, EVERYTHING WE DO IS BASED ON THE ABOVE CONCEPTS.

CONCEPTS OF NEGOTIATION

- A. IF WE KNOW WHY AN INDIVIDUAL ACTS THE WAY HE DOES, WE CAN PREDICT FUTURE BEHAVIOR.

PSYCHO DYNAMICS

THREE TYPES OF PSYCHO DYNAMICS ARE ALWAYS PRESENT.

- A. FRUSTRATION.
 - 1. FAILURE TO GET WHAT WE WANT, LEADS TO PROBLEM SOLVING.
 - 2. FAILURE TO SOLVE, LEADS TO AGGRESSION, AGGRESSION MAY LEAD TO TAKING HOSTAGES.
- B. CONFLICT.
 - 1. WANTING AND NOT WANTING THE SAME THING.
- C. ANXIETY.
 - 1. WHEN CONFLICT AND FAILURE COMBINE.

ANXIETY

UNDERSTANDING ANXIETY.

- A. MOTIVATIONAL.
 - 1. IT MOTIVATES US WHEN PROBLEMS ARE AT NORMAL LEVELS.
- B. PROBLEMATIC.
 - 1. IT BECOMES A PROBLEM WHEN PROBLEM LEVELS GET TO HIGH.
- C. DISPLACEMENT.
 - 1. CRIMINALS BELIEVE THE POLICE ARE THE SOURCE OF THEIR ANXIETY.
 - 2. NEGOTIATOR'S CAN DISPLACE THE ANXIETY TO SOMETHING ELSE.

CRIMINAL PROFILE

- A. PROFESSIONAL.
 - 1. CAUGHT IN THE ACT.
- B. PSYCHO.
 - 1. SEEKING ATTENTION.

- D. GROUPS.
 - 1. SPONTANEOUS, MOBS OR PRISONERS.
 - 2. STRUCTURED, TERRORISTS.
- E. NEGOTIATIONS CAN BRING A SURRENDER WITH ALL THREE TYPES.

BEFORE NEGOTIATION'S START

- A. ALLOW TACTICAL TEAM TO SET UP.
- B. TAKE AWAY ALL UTILITIES.
 - 1. MAKES CRIMINAL UNCOMFORTABLE.
 - 2. CREATES NEEDS THAT THE NEGOTIATOR CAN PROVIDE.
 - 3. CREATES STOCKHOLM SYNDROME, MAKES CRIMINAL RESPONSIBLE FOR HOSTAGES.
- C. LIGHT UP EXTERIOR AT NIGHT.
- D. CONTAIN.
- E. COMMUNICATE.
 - 1. SET UP DEDICATED LINE OR FIELD PHONES.
 - 2. NEGOTIATIONS SHOULD TAKE PLACE AT THE SCENE.
 - 3. NEGOTIATOR SHOULD INITIATE COMMUNICATION.

COURSES OF ACTION

- A. CONTAIN AND NEGOTIATE.
- B. CHEMICAL AGENTS.
- C. SELECTIVE FIRE.
- D. ASSAULT.

THE DEAD LINE

- A. DO NOT ACT UNDER DEADLINES.
 - 1. SHOTS FIRED FOR EFFECT BY THE CRIMINAL ARE COMMON.
 - 2. DO NOT ASSUME A HOSTAGE WAS KILLED.
 - 3. GENERALLY, THE CRIMINAL WILL SHOW THE BODY.
 - 4. IF A HOSTAGE IS KILLED GO TACTICAL SHORTLY AFTER.
- B. DO NOT NEGOTIATE 15 MINUTES BEFORE OR AFTER DEADLINES.

1. IF CRIMINAL CALLS AT DEAD LINE, TELL HIM THE NEGOTIATOR IS WORKING ON THE DEMANDS.

C. S.W.A.T. SHOULD BE STANDING BY AT DEAD LINE TIMES.

THE BARRICADE SITUATION

A. NO NEED TO GO TACTICAL UNLESS A PUBLIC THREAT.

B. NEGOTIATE.

C. S.W.A.T. ROCK.

D. CHEMICAL AGENTS.

CAUTIONS

A. LYING.

1. WRITE THEM DOWN SO YOU REMEMBER WHAT THEY WERE.
2. PASS THEM ON TO RELIEF NEGOTIATOR.

B. NEVER TELL THE CRIMINAL "NO".

1. ALWAYS TELL HIM YOU ARE "WORKING ON IT".

C. NEGOTIATOR HAS NO POWER TO MAKE DECISIONS ON DEALS.

D. NEVER GIVE SOMETHING FOR NOTHING.

TRICKS

A. MAKE THE CRIMINAL BLIND.

B. APPEAL TO HIS SENSES.

1. BLAST SIRENS RANDOMLY.
2. PLAY SOOTHING MUSIC WHEN IN CONVERSATION.
3. PLAY LOUD MUSIC WHEN NOT IN CONVERSATION.
4. GOOD SMELLING FOOD AT MEAL TIMES, MAKE HIM HUNGRY.
5. BAD ODORS AT NON MEAL TIMES. MAKE HIM UNCOMFORTABLE.

THE SURRENDER

A. COMMANDER ESTABLISHES A POINT OF NO RETURN LINE.

B. WEAPONS WILL BE TOSSED OUT OR DISABLED.

C. HAVE HOSTAGES COME OUT FIRST.

D. HAVE CRIMINALS SURRENDER ONE AT A TIME.

- E. SIGHT OF HANDCUFFS MAY CAUSE THOUGHTS OF JAIL.
- F. CRIMINAL MAY PULL BACK AT THE LAST MOMENT.
- G. WILL WANT TO SURRENDER TO THE NEGOTIATOR.

GOING TACTICAL

- A. TELL SUSPECT HE HAS WON.
 - 1. INITIATE CRISIS ENTRY AT ONCE.

TRAINING

TRAINING

THE VERY FIRST THING MOST FORMING TACTICAL TEAMS ASK IS WHAT KIND OF EQUIPMENT DOES A SWAT TEAM USE OR NEED. FIRST OF ALL, THE GUNS AND FANCY TOYS ARE NOT YOUR PRIMARY CONCERN. WISELY SPENT MONEY IS ON THE BEST TRAINING YOUR MONEY CAN BUY.

TRAINING SHOULD BE OBTAINED FROM ACCREDITED SCHOOLS OR DEPARTMENTS THAT OFFER THEIR IN HOUSE TRAINING TO OUT SIDE AGENCY'S. BASIC TRAINING SHOULD INCLUDE FIREARMS, CHEMICAL AGENTS, BARRICADE SUSPECT AND HOSTAGE NEGOTIATION AND ROOM CLEARING EXERCISES.

IN AN IDEAL WORLD A DEPARTMENT SHOULD HAVE ON STAFF A FULL TIME TACTICAL TEAM, MOST MUNICIPALITIES HAVE PART TIME TEAMS. THE MOST COMMON TACTICAL TEAM CONSISTS OF 6 TO 12 OFFICERS THAT TRAIN AT LEAST EIGHT HOURS ONCE A MONTH.

THE TRAINING SCHEDULE SHOULD CONSIST OF MONTHLY FIREARMS TRAINING AND A FIREARMS QUALIFICATION AT LEAST FOUR TIMES A YEAR.

CHEMICAL AGENT TRAINING TWICE A YEAR.

LIVE FIRE DRILLS SIX TIMES A YEAR.

DIVERSIONARY DEVICE TRAINING TWICE A YEAR.

ROOM CLEARING, BARRICADE, CRISIS ENTRY AND WARRANT SERVICE TRAINING IN SOME FORM OR ANOTHER THROUGHOUT THE YEAR.

IN ADDITION TRAINING SHOULD CONSIST OF WHAT EVER CREATIVE SCENARIO'S TEAM MEMBERS CAN DREAM UP OR REENACT ACTUAL EXPERIENCES.

EQUIPMENT

BODY ARMOR

BODY ARMOR IS A MUST. LEVEL IIA IS GOOD FOR MOST APPLICATIONS. LEVEL IIIA IS BETTER BECAUSE IT HAS MORE PANELS AND LESS FELT IMPACT FROM YOUR COMMON BULLETS. LEVEL IIIA WILL NOT STOP RIFLE ROUNDS BUT HAVE BEEN KNOWN TO LIMIT THEIR DAMAGE TO HUMAN TISSUE. TACTICAL LEVEL IIIA VEST ALSO TEND TO COVER MORE VITAL AREA'S AS THEY ARE GENERALLY MADE TO BE WORN OVER YOUR UNIFORM.

HELMETS

BALLISTIC HELMETS ARE ALSO A RECOMMENDED ITEM. SEVERAL COMBAT INCIDENTS HAVE PROVEN THE EFFECTIVENESS OF BALLISTIC HELMETS. THERE ARE NUMEROUS ACCOUNTS OF HANDGUN AND EVEN RIFLE ROUNDS STICKING OUT FROM THE HELMETS SKIN. THERE ARE FEW PEOPLE THAT WALK THE EARTH THAT WERE SHOT IN THE HEAD.

BALLISTIC SHIELDS

BALLISTIC SHIELDS ARE ANOTHER MUST. THERE ARE SEVERAL MANUFACTURERS OF THESE AND THEY ARE PRETTY MUCH THE SAME IN BULLET RESISTANCE. GENERALLY RATED AT LEVEL IIIA, THEY ARE AN IMPORTANT PIECE OF EQUIPMENT TO HAVE. TWO IMPORTANT FEATURES TO LOOK FOR IN A BALLISTIC SHIELD IS IT'S EASE OF HANDLING AND IS IT USER

FRIENDLY. IF YOUR SHIELD IS NEITHER, THERE IS A GOOD CHANCE YOUR BUNKER MAN WILL EVENTUALLY TAKE HIS CHANCES AND DO WITH OUT.

A GOOD SHIELD HAS THE FOLLOWING DESIGN FEATURES. IT SHOULD NOT BE TOO HEAVY, AROUND 14 LBS. IT SHOULD NOT BE TO BIG OR CUMBERSOME FOR MOVING AROUND INDOORS, ABOUT 18 X 36. IT SHOULD HAVE A WIDE FIELD OF VISION AND SHOULD BE DESIGNED TO STAND ON A LEVEL SURFACE BY IT'S SELF. THE LAST ITEM IS IMPORTANT FOR SLOW METHODOICAL ROOM CLEARING. USING A MIRROR AND OTHER TASKS INVOLVED IN ROOM CLEARING, IT HELPS TO HAVE THE CONVENIENCE OF A BUNKER THAT DOESN'T NEED YOUR CONSTANT ATTENTION.

CHEMICAL AGENTS

CHEMICAL AGENTS ARE AN IMPORTANT PART OF A TACTICAL TEAMS EQUIPMENT INVENTORY. THE INVENTORY SHOULD INCLUDE A GAS DELIVERY GUN, GENERALLY 37MM. AT LEAST 24 PROJECTILE ROUNDS FOR THE GAS GUN. SEVERAL INDOOR AND OUT DOOR USE CHEMICAL AGENT GRENADES. A DESIGNATED 12 GAUGE SHOT GUN FOR DOOR BREACHING ROUNDS, LESS LETHAL PROJECTILES AND CHEMICAL AGENT DELIVERY.

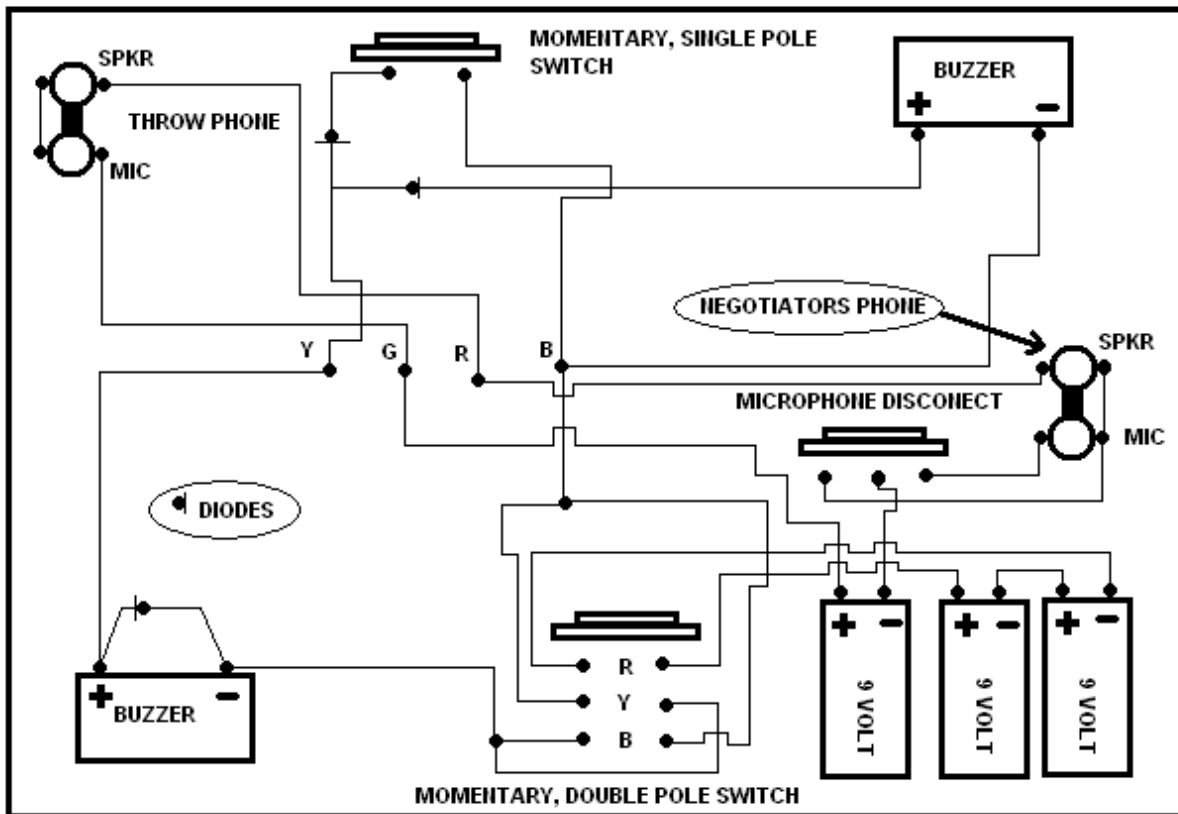
COMMUNICATION EQUIPMENT

THE THROW PHONE. A SIMPLE MEANS BY WHICH A TEAM OR A NEGOTIATOR CAN COMMUNICATE TO A SUSPECT WHEN CONVENTIONAL OR CELLULAR TELEPHONES ARE NOT WORKING OR ARE NOT OF ANY USE. THE FOLLOWING PAGE SHOWS A SIMPLE AND EFFECTIVE HOMEMADE VERSION.

THE THROW PHONE

THE BELOW DIAGRAM SHOWS A SIMPLE HOMEMADE THROW PHONE. BEING NOTHING MORE THAN A INTERCOM SYSTEM NEARLY ANYONE WITH HANDYMAN TALENT CAN BUILD ONE. THOUGH THERE ARE COMMERCIAL VERSIONS THAT DO MORE. THIS DESIGN, ANY TEAM CAN AFFORD TO BUILD AND LOSE.

FOUR PAIR PHONE CABLE



MEDICAL EQUIPMENT

THERE IS ALWAYS THE POSSIBILITY OF SEVERE INJURIES TO SOME ONE INVOLVED WITH A TACTICAL OPERATION. IT IS RECOMMENDED THAT A AMBULANCE BE AVAILABLE TO ASSIST IF EMERGENCIES DO ARISE. NON THE LESS EVERY TEAM MEMBER SHOULD HAVE A GOOD KNOWLEDGE OF FIRST AID AND EVERY TEAM SHOULD HAVE A TEAM MEDIC OF AT LEAST EMT LEVEL TRAINING IN ADDITION TO TACTICAL TRAINING.

A BASIC MEDICAL KIT SHOULD BE AS MUCH A PART OF THE MEDICS EQUIPMENT AS HIS WEAPON. THE FOLLOWING SUGGESTIONS ARE AS FOLLOWS. 4 X 4'S, 2 X 2'S, TWO LARGE TRAUMA BANDAGES, TWO IV KITS, 20-3 INCH GAUZE ROLLS, ORAL AIRWAYS (ALL SIZES) 10 ROLLS OF MEDICAL TAPE, 1 ROLL OF ELECTRICAL TAPE, 1 ROLL OF DUCT TAPE, ANTISEPTIC'S, BLOOD PRESSURE CUFF & ACCESSORIES, TWO POCKET MASKS, SOME FORMS OF MEDICATION AND A SCISSORS. INDIVIDUAL MEDICS CAN MAKE THEIR OWN BAGS AS THEY SEE FIT, BUT STICK WITH LOTS OF SIMPLE MULTI USE COMPONENTS.

THE MEDICAL BAG SHOULD BE A "LOOK AND SEE" BAG. ONE FLIP OF THE COVER AND EVERY THING IS THERE. REMEMBER YOU MAY BE IN A HURRY AND LOOKING IN THIS POUCH OR THAT POUCH UNDER FIRE IS A BAD THING. THE MEDIC MAY EVEN BE THE ONE IN NEED OF FIRST AID AND ANOTHER TEAM MEMBER NEEDS TO FIND WHAT HE NEEDS READILY. SOME MEDIC'S DO

CARRY OXYGEN TANKS AND OR AMBU BAGS, HOWEVER OXYGEN TANKS ARE DANGEROUS SHOULD A BULLET HIT THEM AND AMBU BAGS ARE DIFFICULT ENOUGH TO USE. THINK OF WHAT YOU WOULD TAKE INTO A BURNING BUILDING WHAT YOU WOULD REALLY DO IN THERE AND HOW YOU WOULD GET THEM OUT USING IT. KEEP IT SIMPLE AND GET THEM HOME.

THE BATTLE KIT

ONE NEVER KNOWS WHEN A SITUATION COULD TURN BADLY AND AMMO RUNS OUT. SOME PLACE IN YOUR EQUIPMENT INVENTORY THERE SHOULD BE A BATTLE KIT. THIS KIT SHOULD INCLUDE AT LEAST ENOUGH AMMUNITION TO COMPLETELY RELOAD EVERY WEAPON AND THEIR MAGAZINES YOUR TEAM HAS. SO, EVERYBODY COUNT YOUR BULLETS AND PLACE A LIKE NUMBER OR MORE IN THE KIT. IN ADDITION TO AMMUNITION, THE KIT SHOULD INCLUDE EXTRA BATTERIES, BULBS, RADIO FIXTURES AND WITH OUT BEING TO MODEST, THIS BOOK.

PROTECTIVE MASKS

INEVITABLY CHEMICAL AGENTS WILL BE USED AT A SITUATION. NEEDLESS TO SAY A GAS MASK IS AN IMPORTANT ITEM TO HAVE IN YOUR INVENTORY. GET A GAS MASK THAT HAS GOOD PERIPHERAL VISION QUALITIES, IS EASY TO MAINTAIN, IS ADAPTABLE FOR EYEGASSES AND ALLOWS THE PERSON WEARING IT, TO SHOULDER A WEAPON REASONABLY. AT LEAST HALF OF YOUR TRAINING SCENARIO'S SHOULD BE DONE WEARING THE MASK. THIS INCLUDES FIREARMS TRAINING AND QUALIFICATION.

DIVERSIONARY DEVICES

DIVERSIONARY DEVICES OR MORE COMMONLY CALLED FLASH/BANG'S ARE VERY USEFUL FOR WHAT THERE NAME IMPLIES, A DIVERSION. ONCE DEPLOYED, A DIVERSIONARY DEVICE EMITS A THUNDEROUS BLAST AND AN INCREDIBLY BRIGHT FLASH. THIS COMBINATION OF NOISE AND FLASH OFTEN ENABLES A TEAM OPERATOR TO COMPLETE A MISSION, THEORETICALLY BECAUSE THE BAD GUY'S SENSES ARE MOMENTARILY OUT OF ORDER. WHAT YOU WANT IN A DIVERSIONARY DEVICE IS ONE THAT HAS AT LEAST A 1.5 SECOND DELAY FUZE, A NON FRAGMENTING OR SEPARATING BODY, WATER AND SHOCK PROOF AND MINIMAL SMOKE AFTER IT GOES OFF. IT IS HIGHLY RECOMMENDED THAT AT LEAST ONE INDIVIDUAL OF A TEAM OBTAIN FORMAL TRAINING WITH THESE DEVICES AS THEY ARE AN EXPLOSIVE DEVICE.

BREACHING TOOLS

THE BREACHING TOOLS IN YOUR TEAMS TOOLBOX SHOULD INCLUDE THE BASIC COMMON SENSE ITEMS FOR OPENING A DOOR IN HURRY. THE COMMON FIRE DEPARTMENT HOOLIGAN TOOL AND A HOMEMADE 30 POUND RAM. THERE ARE FEW DOORS EITHER TOOL ALONE OR TOGETHER, WON'T OPEN.

THE THIRTY POUND RAM SHOULD BE ROUGHLY THREE FEET LONG AND ABOUT FOUR INCHES IN DIAMETER. THE PRIMARY RAMMING END SHOULD BE THICK STEEL WITH THE OTHER END MADE SO YOU CAN ADD OR DELETE THE WEIGHTING MATERIAL. HANDLES FOR IT SHOULD BE MADE SO IT CAN BE HELD BY ONE OR TWO OFFICERS.

OTHER TOOLS SHOULD INCLUDE A DOUBLE BLADE AXE, SLEDGE HAMMER, MEDIUM SIZED BOLT CUTTER, A COMMON CARPENTERS CANE BAR, FIRE DEPT PICKS, CEMENT RAKES FOR CLEARING OUT WINDOWS, DOOR WEDGES, TOW ROPES AND LOG CHAINS TO COMPLIMENT YOUR TOOL KIT.

VEHICLES

THE MOST USEFUL VEHICLE FOR A TACTICAL TEAM IS A VAN. GENERALLY A PANEL VANS WORK THE BEST. PANEL VANS ARE SPACIOUS AND HAVE A LARGE STORAGE CAPACITY. THEY ALSO HAVE ROOM FOR PERSONAL TO STAND UP, MOVE AROUND AND DRESS ON THE GO IF NEEDED. AN AVERAGE PANEL VAN CAN ALSO DOUBLE AS A COMMAND POST.

PERSONAL EQUIPMENT

THE FOLLOWING ARE RECOMMENDATION'S FOR INDIVIDUAL TACTICAL EQUIPMENT.

GEAR BAG.

BALLISTIC VEST, PREFERABLY LEVEL IIIA.

BALLISTIC HELMET AND COVER.

INSULATED COVERALLS FOR COLD CLIMATES.

GAS MASK AND CARRIER.

PISTOL BELT. SHOULD BE SET UP THE SIMILAR TO YOUR DUTY BELT.

NOMEX GLOVES. RESISTS BURNS, CUTS AND SCRAPES.

BDU JACKET, JACKET LINER, SHIRT AND PANTS (WOODLAND). WOODLAND IS A GOOD GENERAL PURPOSE CAMOUFLAGE PATTERN FOR BOTH RURAL AND URBAN ENVIRONMENTS.

LOAD BEARING VEST. A SEPARATE VEST IS MORE VERSATILE THAN A COMBINATION BALLISTIC LOAD BEARING VEST. THEY ALLOW THE OPERATOR TO STRIP DOWN FOR SMALL RAIDS OR TIGHT SPACE CLEARING LIKE ATTICS OR CRAWL SPACES WITH OUT LOSING BODY ARMOR PROTECTION.

BOOTS.

NOMEX HOOD.

SUREFIRE OR STREAM LIGHT COMPACT FLASHLIGHT.

LEATHERMAN TOOL OR LIKE KIND.

SEMI AUTO SIDEARM & 3 MAGAZINES.

FOG PROOF GOGGLES.

KNEE AND ELBOW PADS.

PORTABLE RADIO WITH MIC & EAR JACK.

HAND CUFFS & POUCH.

WEAPONS

WEAPONS

SOME OF THE BEST TEAMS IN THE WORLD JUST USE SEMI-AUTO SIDE ARMS OR HANDGUNS AS THEY ARE COMMONLY CALLED. PRIMARILY THIS IS GOOD ENOUGH FOR ENTRY TEAM PURPOSES. ANY LARGE FRAME, HIGH CAPACITY SEMI-AUTO SIDE ARM WILL WORK. THE CHOICE OF CALIBER IS UP TO THE TEAM OR DEPARTMENT POLICY.

REGARDLESS OF BRAND OR CALIBER, IT IS A GOOD IDEA TO HAVE THE SAME CALIBER AND SAME BRAND OF SIDE ARM. THE SIMPLE REASON FOR THIS IS AMMUNITION AND MAGAZINE INTERCHANGEABILITY. THIS THEORY IS NOT SET IN STONE AND IS NOT MANDATORY BY ANY MEANS. DIFFERENT PEOPLE LIKE DIFFERENT THINGS AND CAN SHOOT BETTER WITH ONE GUN THAN ANOTHER. SINCE HITTING YOUR TARGET IS THE MAIN CONCERN, PUTTING A WHOLE LOT OF WEIGHT INTO UNIFORMITY IS NOT NECESSARY.

LONG ARMS ARE NEXT. SHOT GUNS, RIFLES AND SUB-MACHINE GUNS, FALL INTO THIS CATEGORY. WEAPON SELECTION COMES AND GOES WITH THE TIMES. LAWMEN OF THE WILD WEST OFTEN HAD SHOT GUNS AND RIFLES OF SOME SORT AT THEIR DISPOSAL.

IN THE EARLY 1900'S, PROHIBITION ERA LAW ENFORCEMENT OFTEN HAD RIFLES, SHOTGUNS AND THE VENERABLE THOMPSON MACHINE GUN TO DEAL WITH THE CRIMINALS OF THEIR TIME. THEN FOR SOME REASON THAT IS NOT ENTIRELY CLEAR, THE RIFLE AND THE MACHINE GUN LOST FAVOR TO THE SHOTGUN. THE REVOLVER AND THE SHOT GUN BECAME A NATIONAL STANDARD AS THE TWO PRIMARY WEAPONS LAW ENFORCEMENT HAD AVAILABLE, PROBABLY DUE TO COST FACTORS AND AVAILABILITY. NOT UNTIL THE VERY END OF THE TWENTIETH CENTURY DID THE RIFLE COME BACK INTO FASHION.

LATE 1960'S AND EARLY 1970'S TACTICAL TEAMS BECAME MORE AND MORE COMMON TO DEAL WITH SOCIAL CHANGES. SIDE ARMS CONSISTED OF BOTH REVOLVERS AND SEMI-AUTO'S. THE POPULAR LONG ARMS WERE 12 GAUGE PUMP SHOTGUNS AND RIFLES SUCH AS THE RUGER MINI 14 AND VARIANTS OF THE COLT M-16 / AR-15.

IN THE LATE 1970'S AND EARLY 1980'S, THE SUB-MACHINE GUN GAINED POPULARITY DUE TO IT'S SUCCESSFUL USE IN SOME HIGH PROFILE TERRORIST INCIDENTS. MASSIVE SALES PUBLICITY BY MANUFACTURES, NAMELY HECKLER & KOCH, MADE THE FAMOUS MP- 5, KING OF THE GUN'S TO HAVE. HONORABLE MENTIONS ALSO INCLUDED UZI, COLT, AND RUGER.

FASHION MADE THE SUB-MACHINE GUN THE “DO ALL” GUN. THE MASSIVE SALES PITCH FOR THE SUB-GUN WRONGFULLY ACCUSED THE RIFLE, IN CALIBER 5.56 / .223, OF OVER PENETRATION IN BUILDING MATERIALS. THE FACT THAT LONG CUMBERSOME RIFLES AND SHOT GUNS WERE DIFFICULT TO HANDLE INDOORS, MADE THE SHORT, EASY TO HANDLE SUB-GUN, HARD TO OVERLOOK. SOON THE RIFLE BECAME RESTRICTED TO A PERIMETER DUTY GUN AND THEN FADED TO NEAR EXTINCTION.

THE LATTER 1980’S AND 1990’S BROUGHT ABOUT SOME RETHINKING AGAIN ABOUT THE LIMITATIONS OF THE SHOT GUN AND SUB-MACHINE GUN. A FEW HEATED GUN FIGHTS WITH POLICE AND SOME NOT SO SUCCESSFUL ENDINGS, LED PATROL OFFICERS AND TACTICAL TEAMS TO TRADE IN THEIR SHOT GUNS AND SUB-MACHINE GUNS FOR TACTICAL RIFLES.

THE TACTICAL RIFLE WAS A THIRTY YEAR OLD DESIGN FROM THE VIETNAM WAR. IT WAS ONLY NOMINALLY LONGER THAN A FIXED STOCK SUB-GUN, HAD THE SAME WEIGHT AND FIRED A CONSIDERABLY MORE LETHAL BULLET. INCIDENTALLY, THE LIGHT RIFLE CALIBER BULLET DID NOT HAVE ANY MORE OF A OVER PENETRATION PROBLEM THAN THE PISTOL CALIBER’S THAT THE SUB-MACHINE GUNS FIRED.

“STOPPING POWER” BECAME THE KEY WORD IN THE LATE 1980’S AND 1990’S. HISTORY TOLD THAT THE FAMOUS SHOOTOUTS THAT MADE THE SUB-GUN SO POPULAR, REVEALED THAT IN MOST CASES, THE SUB-GUN WAS THE ONLY FIREARM AVAILABLE TO THE GOOD GUY’S AND WOULDN’T HAVE BEEN THEIR FIRST CHOICE! THE REEVALUATION OF A SHORT, LIGHT RIFLE IN 5.56 / .223 CALIBER, MADE THE TACTICAL RIFLE A HAPPY MEDIUM. THE SUPERIOR ACCURACY, RANGE AND EQUAL HANDLING MADE THE TACTICAL RIFLE A NEAR DO ALL WEAPON. EASILY ACCURATE TO 300 YARDS AND BEYOND, IT IS AS AT HOME IN THE OUTER PERIMETER OR DEEP ROOM CLEARING. THE TACTICAL RIFLE’S VERSATILITY AND COST EFFECTIVENESS MADE IT ARGUABLY THE ONLY CHOICE.

THE OFTEN OVER RATED YET UNDER RATED TWELVE GAUGE SHOT GUN HAS HELD IT’S GROUND THROUGH OUT. THE SHOTGUN IS USEFUL FOR BOTH OFFENSE AND DEFENSE. IT IS ALSO VERY EFFECTIVE FOR CHEMICAL AGENT DELIVERY, DOOR BREACHING AND DELIVERY OF A VARIETY OF LESS LETHAL DEVICES. FANCY SEMI-AUTO OR SAWED OFF SHOTGUNS LIKE THE SUB-GUN, HAVE A SPECIALIZED NICHE IN THE TACTICAL WORLD AND SHOULD NOT BE OBTAINED FOR FASHION SAKE. A PLAIN PUMP ACTION POLICE SHOT GUN IS COST EFFECTIVE AND IS ALL YOU REALLY NEED. ABOUT ALL I CAN SAY FOR THE SHOTGUN IS THAT IT HAS IT’S PLACE AND THE OPERATOR SHOULD KNOW THE LIMITATIONS.

THE REALITY OF WEAPONS IS THAT FEW FIT THE ROLE OF GENERAL PURPOSE. A TACTICAL TEAMS WEAPON ARSENAL SHOULD INCLUDE A SUITABLE NUMBER SHORT TACTICAL RIFLES IN 5.56 / .223 CALIBER. SEMI-AUTO SIDE ARMS AND A COUPLE PUMP SHOT GUNS ALL FITTED WITH NIGHT SIGHTS AND TACTICAL LIGHTS. GO WITH WHAT WORKS AND IS PROVEN.

DON'T BE CHEAP BUT DON'T BUY RACE CARS IF FOUR WHEEL DRIVE IS WHAT YOU NEED.

TACTICAL SHOOTING

TACTICAL SHOOTING

THERE IS ONE TACTICAL PRINCIPAL THAT IS NEVER SUBJECT TO CHANGE THAT IS,
TO INFLICT THE MAXIMUM AMOUNT OF DEATH, DAMAGE OR DESTRUCTION IN THE MINIMUM AMOUNT OF TIME.
GENERAL GEORGE S. PATTON.

FIVE POINT METHOD

1. TWO HANDS, WEAK HAND ON BELT, STRONG HAND TO GRIP.
2. UNSNAP WEAPON.
3. CLEAR HOLSTER STRAIGHT UP. BRING TO TWO HANDED HOLD.
4. MOVE TO TARGET POSITION.
5. FIRE, DROP ONE INCH TO LOOK OVER SIGHTS TO CHECK TARGET.

LOW READY POSITION

HOLD THE WEAPON IN SUCH A WAY THAT YOU LOOK OVER THE SIGHTS. THIS PROVIDES AN UNOBSTRUCTED VIEW TO IDENTIFY TARGETS.

THIRD EYE METHOD

USE A TWO-HANDED HOLD FOR EITHER SIDE ARMS OR LONG ARMS. POINT THE MUZZLE OF THE WEAPON AT ALL TIMES IN THE DIRECTION THAT YOU ARE LOOKING. IN EFFECT THE MUZZLE BECOMES YOUR THIRD EYE. PARTICULARLY FOR SIDE ARMS, THIS INSTINCTIVE SHOOTING METHOD KEEPS THE WEAPON CLOSE TO THE BODY YET IS READILY DEPLOYED TO ANY NUMBER OF SHOOTING STANCES.

QUICK KILL METHOD

ALTERNATE TO SHOULDER AIMING. USING THE THIRD EYE POSITION, BRING THE WEAPON TO A HORIZONTAL PLANE TO THE GROUND. RETURN TO LOW READY, REASSESS YOUR TARGET. THE QUICK KILL METHOD IS GENERALLY USED IN CLOSE QUARTERS AT 15 YARDS OR LESS. IT IS RECOMMENDED THAT THE QUICK KILL BE PRACTICED AS OFTEN AS AIMED FIRE. THE QUICK KILL IS ANOTHER FORM OF INSTINCTIVE SHOOTING AND IS VERY USEFUL IN LOW LIGHT SITUATIONS OR WHEN PROTECTIVE MASKS OR BULKY GEAR IS USED.

SHOOTING WITH NIGHT VISION GEAR

TAKE EXTRA TIME. BECAUSE OF DEPTH PERCEPTION, YOU WILL BE SLIGHTLY FARTHER AWAY THAN IT SEEMS YOU ARE. FOCUS THE NIGHT VISION TO A MEDIAN RANGE. MOST NIGHT VISION HAVE A REASONABLE AMOUNT OF REAL TIME RANGE, ONLY VERY CLOSE RANGES OF THREE FEET OR LESS WILL BE BLURRY. USE THE THIRD EYE AND QUICK KILL METHOD WHEN ENGAGING TARGETS, SHOOT FOR CENTER MASS.

TACTICAL WEAPON EMPLOYMENT

SIDE ARMS

1. USE A TWO-HAND HOLD ON YOUR SIDE ARM AS MUCH AS POSSIBLE.
2. USE THE THIRD EYE POSITION WITH YOUR SIDE ARM WHEN MOVING.
3. AVOID TELEGRAPHING YOUR POSITION OR YOUR WEAPON AROUND CORNERS AND WATCH YOUR SHADOW.
4. WHEN DEPLOYING A WEAPON MOUNTED LIGHT, AVOID STEADY ON POSITION WHEN NOT NECESSARY. QUICK PEEK / FLASH BEFORE MOVING.
5. NON WEAPON MOUNTED LIGHTS SHOULD BE HELD WITH THE WEAK HAND ALONG SIDE THE STRONG HAND PARALLEL TO THE WEAPON.

LONG ARMS

1. USE THE THIRD EYE POSITION AT LOW READY STANCE DROPPING THE MUZZLE ENOUGH TO SEE AS YOU MOVE.
2. MAINTAIN A SHOULDER WELD WITH THE STOCK IF SO FIXED.
3. AVOID TELEGRAPHING YOUR WEAPON AND POSITION.
4. MOVE ONLY AS FAST AS YOU CAN PICK UP YOUR SIGHTS AND SHOOT, OR USE THE QUICK KILL METHOD.

TACTICAL RELOAD

1. KEEP YOUR EYES ON TARGET.
2. CHOOSE TIME TO RELOAD.
3. CALL FOR COVER FROM TEAM MEMBERS IF CLOSE.
4. DROP DOWN AND GRAB FULL MAGAZINE.
5. DROP PARTIAL MAGAZINE INTO SAME HAND THAT HOLDS FRESH MAGAZINE.
6. INSERT FRESH MAGAZINE.
7. KEEP PARTIAL MAGAZINE, STORE IN POCKET OR BELT NOT MAGAZINE POUCH. YOU MAY GRAB IT ACCIDENTALLY AND BE OUT OF AMMO.
8. CALL "CLEAR" WHEN RELOADED.

COMBAT RELOAD

1. KEEP YOUR EYES ON TARGET.
2. CALL FOR COVER FROM TEAM MEMBERS IF CLOSE.
3. DROP DOWN AND GRAB FULL MAGAZINE.
4. DROP PARTIAL OR EMPTY MAGAZINE.
5. INSERT FULL MAGAZINE.
6. KEEP PARTIAL MAGAZINE IF TIME ALLOWS.
7. CALL "CLEAR" WHEN RELOADED.

TACTICAL AND COMBAT RELOAD: SHOT GUN

1. KEEP EYES ON TARGET.
2. KEEP WEAPON POINTED DOWN RANGE.
3. KEEP STRONG HAND ON WEAPON.
4. LOAD SHELLS INTO MAGAZINE TUBE WITH WEAK HAND AS YOU SHOOT AND AS TIME ALLOWS.

MALFUNCTION DRILLS: SIDE ARMS

1. TAP BOTTOM OF MAGAZINE.
2. GRASP SLIDE AND DRAG IT BACK TO REAR MOST STOP.
3. RELEASE SLIDE AND CONTINUE MOTION WITH YOUR HAND TO TOUCH YOUR SHOULDER. LET THE SLIDE SLAM BACK INTO BATTERY.
4. RE-ENGAGE TARGET.

MALFUNCTION DRILLS: RIFLES

1. TAP BOTTOM OF MAGAZINE OR ADJUST FOR PROPER SEATING.
2. GRASP CHARGING HANDLE AND PULL IT BACK TO REAR MOST STOP.
3. RELEASE CHARGING HANDLE, LET THE BOLT SLAM BACK INTO BATTERY.
4. RE-ENGAGE TARGET.

MALFUNCTION DRILLS: SHOTGUN

1. INDEX SLIDE RELEASE AND WORK THE ACTION.

WEAPON TRANSITION

1. RELEASE SHOOTING HAND FROM LONG ARMS GRIP, INDEX SIDE ARM.
2. RETAIN OFF HAND GRIP ON LONG ARM AND BRING IT DOWN AND AWAY TO YOUR WEAK SIDE.
3. ENGAGE TARGET.

SHOOTING FAILURE DRILLS

1. TWO SHOTS TO THE BODY, CONTROLLED PAIR.
2. FOLLOW UP WITH ONE SHOT TO THE HEAD.
3. IF THE PERSON IS OBVIOUSLY WEARING BODY ARMOR, SHOOT AT THE HEAD FIRST, ALTERNATE TO PELVIC AREA.
4. SHOOT A CONTROLLED PAIR AT STRONG SIDE.
5. REPEAT AS NECESSARY.

CALLING TARGETS

1. TWO TARGETS, ONE OFFICER. ALTERNATE SINGLE SHOTS AT EACH TARGET. SHOOT NEAREST THREAT FIRST.
2. TWO TARGETS, TWO OFFICERS. FIRST OFFICER TO CALL TARGET GOES TO LOW POSITION. CALL LEFT OR RIGHT, SECOND OFFICER TAKES OPPOSITE TARGET.

COVER DRILL

1. RELOADING OFFICER DROPS DOWN AND CALLS "COVER".
2. COVER OFFICER STEPS IN FRONT OF RELOADING OFFICER.
3. RELOADING OFFICER CALLS "CLEAR" WHEN RELOADED AND READY TO ENGAGE.

MAN DOWN DRILL

THIS TECHNIQUE IS EFFECTIVE FOR EXTRACTING DOWNED PERSONS

1. OFFICER NEAREST MAN DOWN, STEPS OVER / AROUND AND ENGAGES TARGET.
2. SHOOT UNTIL TARGET IS NEUTRALIZED, OR
3. SHOOT UNTIL COMBAT RELOAD IS NEEDED.
4. CALL FOR "COVER" AND ROLE AWAY.
5. COVER OFFICER RESUMES TARGET ENGAGEMENT.
6. CONTINUE UNTIL TARGET IS NEUTRALIZED, YOUR ARE OUT OF DANGER OR YOU ARE AT A COVER POSITION.

POSITION EXTRACTION OR THE PEEL

THIS TECHNIQUE IS EFFECTIVE FOR EXTRACTING OUT OF A DANGER POSITION OR MAN DOWN SITUATIONS.

1. FIRST OFFICER ENGAGES TARGET UNTIL COMBAT RELOAD IS NEEDED.
2. CALL FOR COVER.
3. COVER OFFICER RESUMES TARGET ENGAGEMENT AS FIRST OFFICER GOES TO A COVER POSITION AND RELOADS.
4. FIRST OFFICER THEN BECOMES COVER OFFICER.

BOUNDING ASSAULT

THIS TECHNIQUE IS EFFECTIVE FOR GAINING GROUND TO A POSITION OF SUPERIORITY, TO COVER, OUT OF AN AMBUSH OR TO INITIATE A DOWNED PERSON RESCUE.

1. FIRST OFFICER WILL (CAREFULLY) PICK A NEW COVER POSITION.
2. FIRST OFFICER WILL CALL FOR "COVER".
3. FIRST OFFICER WILL CALL "MOVING" TO COVER OFFICER AND MOVE TO NEXT POSITION.
4. COVER OFFICER WILL EFFECT A PATH OF COVER AS FIRST OFFICER MOVES.
5. CONTINUE IN A BOUNDING OR LEAP FROG METHOD TO CONFUSE HOSTILE POSITIONS.

NOTE: AVOID REPEATING COVER POSITIONS TO PREVENT PREDICTED MOVES. MINIMIZE EXPOSED TIME TO THREE COUNT (I'M UP, I'M RUNNING, I'M DOWN). EFFECT AIMED FIRE IN BURSTS OR CONTROLLED PAIRS.

MAN DOWN DRILL

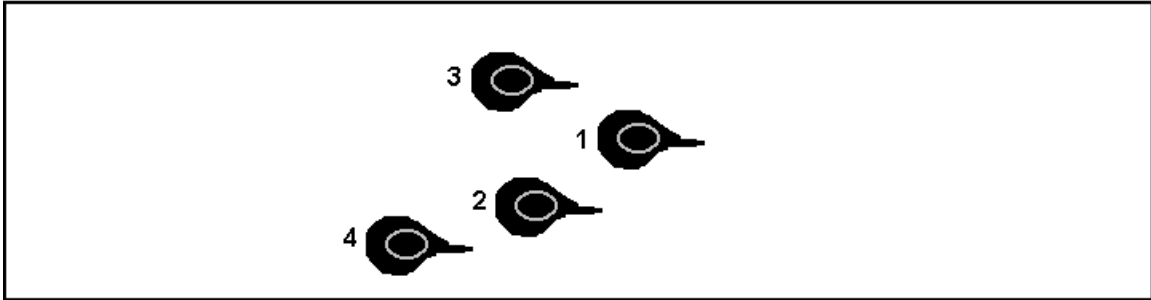


FIG 1

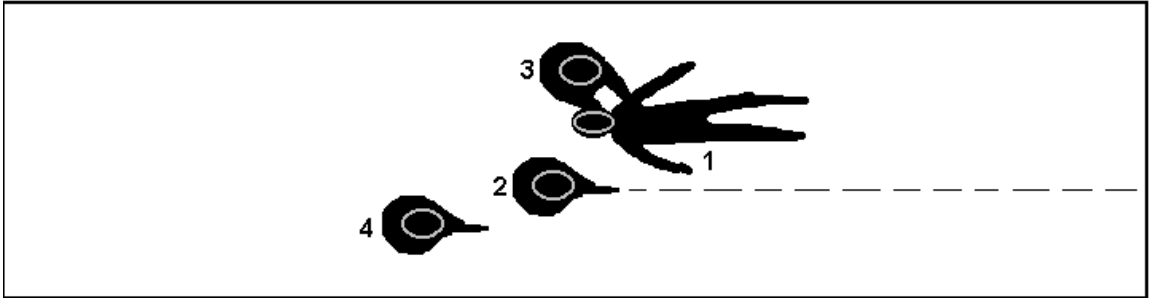


FIG 2

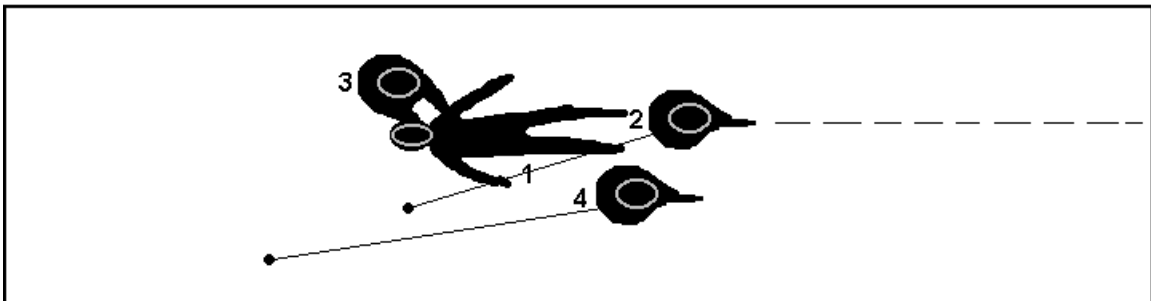


FIG 3

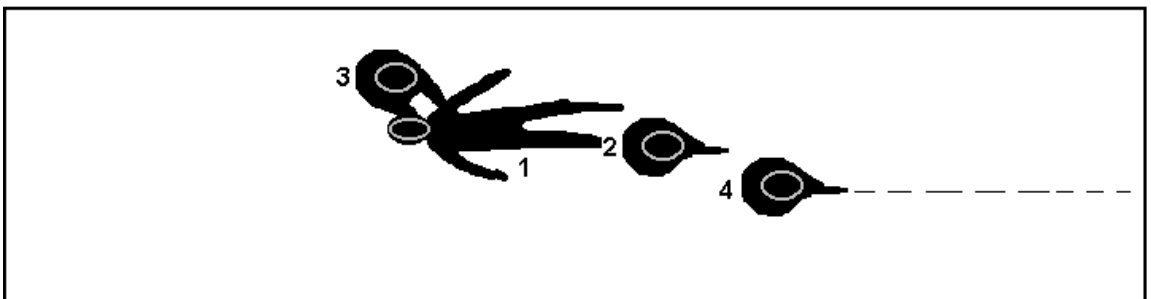


FIG 4

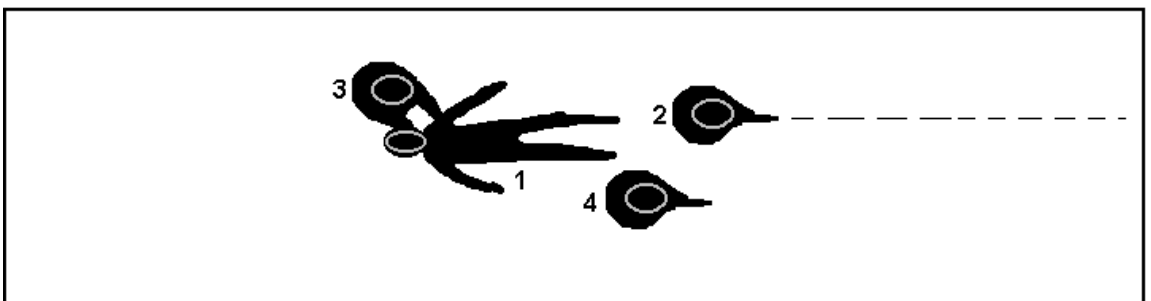


FIG 5

POSITION EXTRACTION OR PEEL

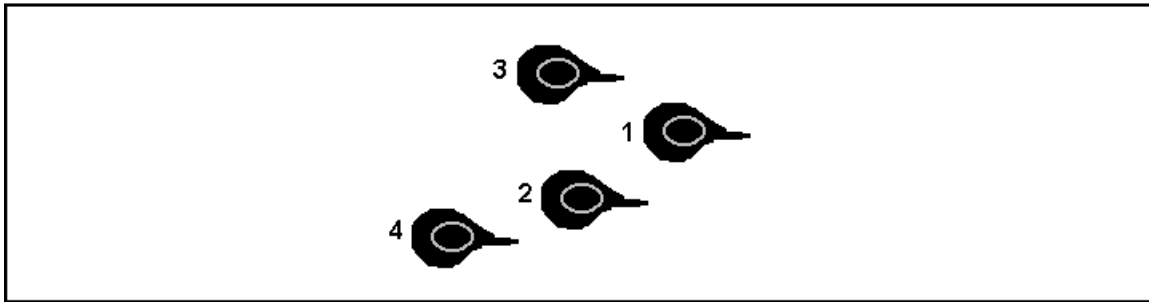


FIG 1

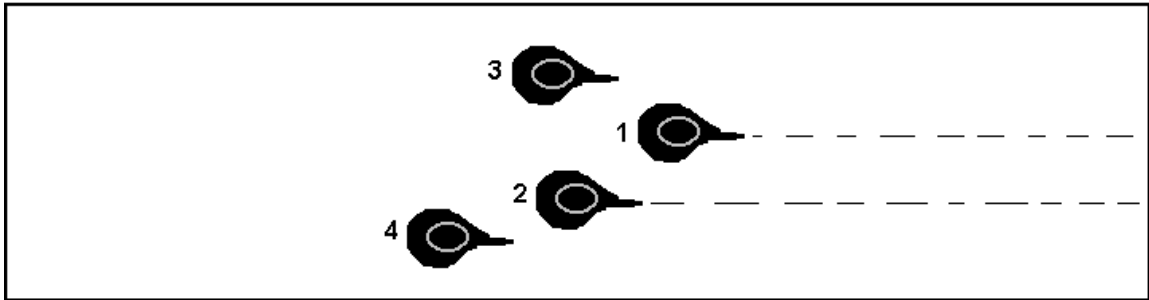


FIG 2

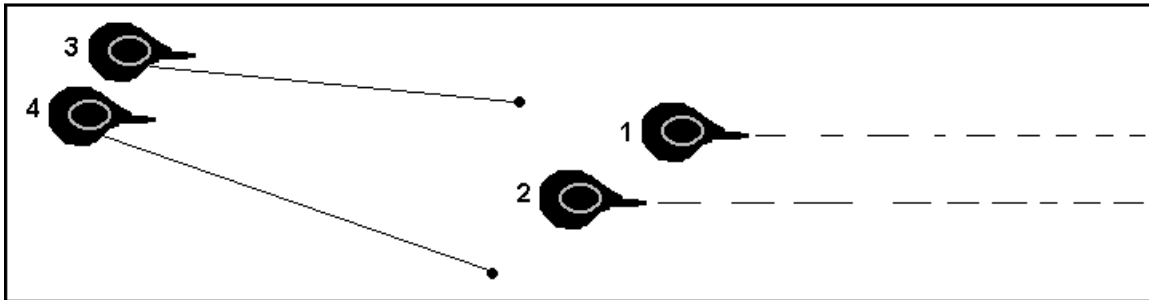


FIG 3

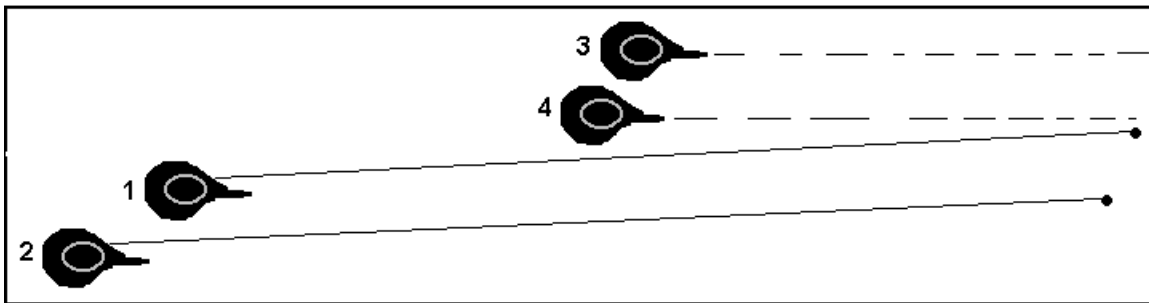


FIG 4

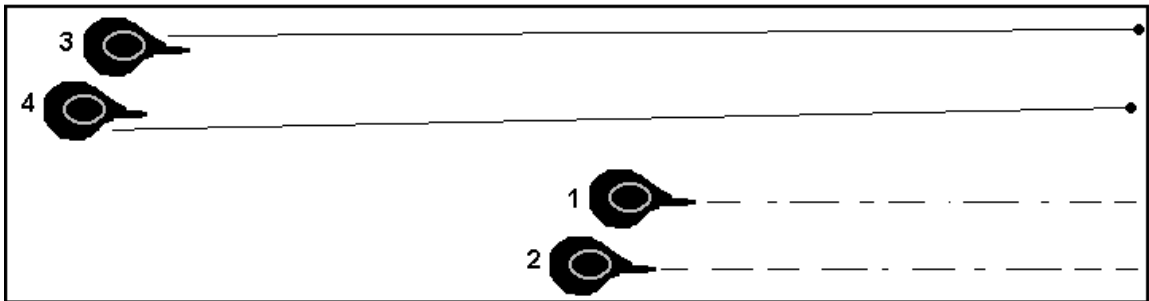


FIG 5

BOUNDING ASSAULT

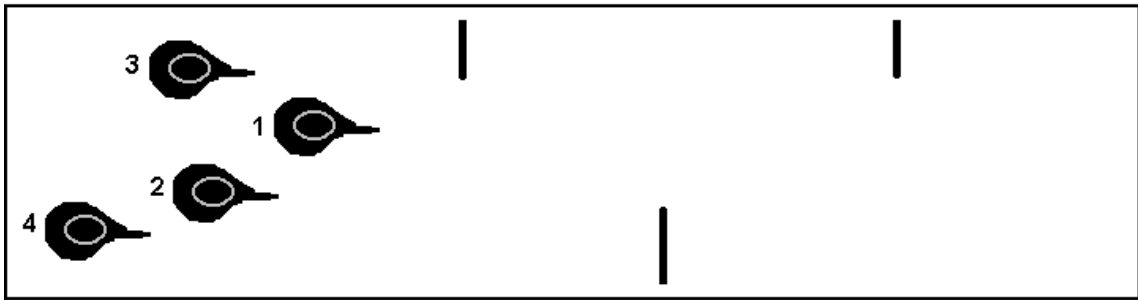


FIG 1

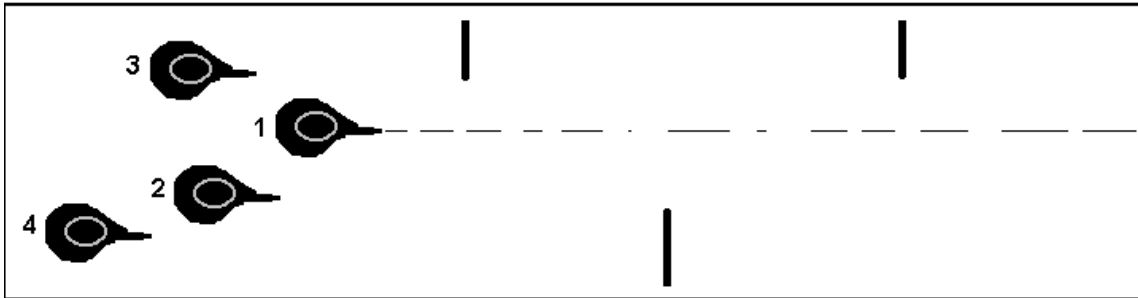


FIG 2

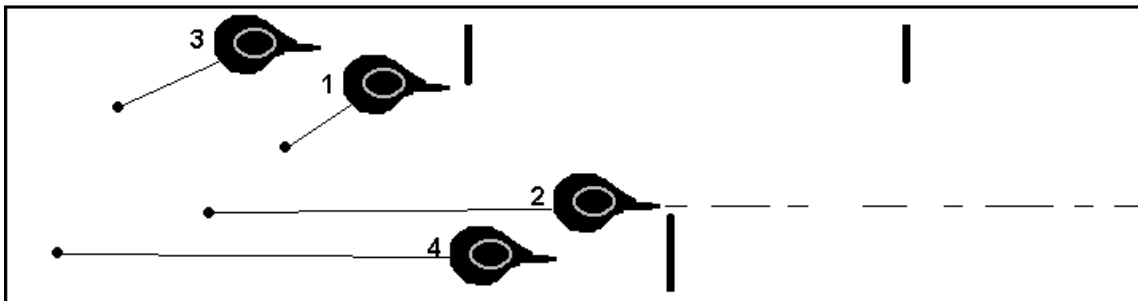


FIG 3

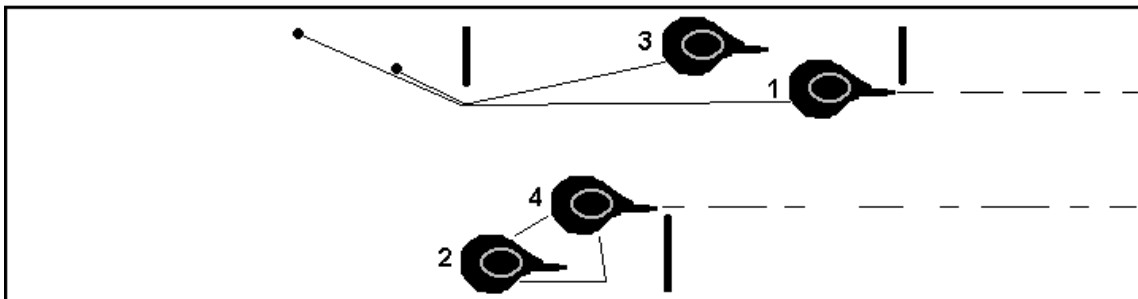


FIG 4

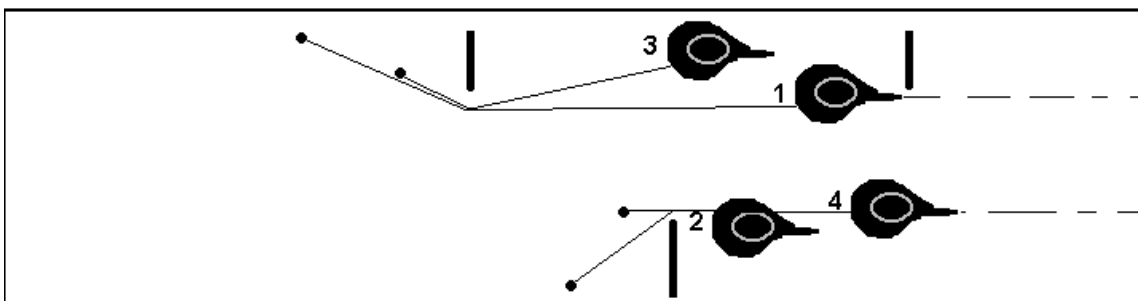


FIG 5

S.W.A.T. FIRE ARMS TRAINING COURSE

SIDEARM: 210 ROUNDS & 20 DUMMY ROUNDS.

3 YARD LINE, 10 ROUNDS, MAD MINUTE.

MAGAZINE CHANGES & MALFUNCTION DRILLS.

MULTI TARGET DRILLS. BODY ARMOR DRILLS. DECISION SHOOTING.

1 YARD LINE 3 X 10 DRAW AND FIRE, BADS.

3 YARD LINE 3 X 10 DRAW AND FIRE.

7 YARD LINE CP – 20 STAND, 20 KNEEL, 20 WEAK HAND.

7 YARD LINE CF – 10 STRONG HAND, 10 WEAK HAND.

ACCURACY DRILLS.

15 YARD LINE CF – 10 STAND, 10 KNEEL.

25 YARD LINE CF – 10 STAND, 10 KNEEL.

50 YARD LINE CF – 10 KNEEL, 10 PRONE.

MP5 / RIFLE: 230 ROUNDS, 20 DUMMY ROUNDS, 30 SIDE ARM.

3 YARD LINE, 30 ROUNDS, MAD MINUTE.

MAGAZINE CHANGES & MALFUNCTION DRILLS.

MULTI TARGET DRILLS. BODY ARMOR DRILLS. DECISION SHOOTING.

3 YARD LINE FA / SA, CP / BURST, 20 STAND, LOW READY.

7 YARD LINE FA / SA, CP / BURST, 20 STAND, LOW READY.

7 YARD LINE FA / SA, CP / BURST, 20 SHOOT MOVE TO TARGET.

7 YARD LINE SA, 3 X 5 STAND GO TO SIDE ARM, 3 X 5.

7 YARD LINE SA, 3 X 5 KNEEL GO TO SIDE ARM, 3 X 5.

ACCURACY DRILLS.

15 YARD LINE SA / CP 10 STAND, 10 KNEEL.

25 YARD LINE SA / CF 10 STAND, 10 KNEEL, 10 PRONE.

50 YARD LINE SA / CF 10 STAND, 10 KNEEL, 10 PRONE.

00 YARD LINE SA / CF 10 STAND, 10 KNEEL, 10 PRONE.

SHOT GUN: 20 ROUNDS: 10 SLUGS / 10 00BUCK.

7 YARD LINE 6 00BUCK, 3 STAND, 3 WEAK HAND.

15 YARD LINE 4 00BUCK, 2 STAND, 2 KNEEL.

15 YARD LINE 4 SLUGS, 2 STAND, 2 KNEEL WEAK HAND.

25 YARD LINE 3 SLUGS, 2 STAND, 1 KNEEL.

50 YARD LINE 3 SLUGS, 1 STAND, 1 KNEEL, 1 PRONE

KEY: SA, SEMI AUTO. FA, FULL AUTO. CP, CONTROLLED PAIR.

CF, CONTROLLED FIRE. BA, BODY ARMOR DRILLS. WEAK HAND.

DF, DRY FIRE.

S.W.A.T. FIRE ARMS COURSE

SIDEARM: 100 ROUNDS & 20 DUMMY ROUNDS.

MAGAZINE CHANGES & MALFUNCTION DRILLS.

MULTI TARGET DRILLS. BODY ARMOR DRILLS. DECISION SHOOTING.

1 YARD LINE 3 X 5 DRAW AND FIRE, BADS.

3 YARD LINE 3 X 5 DRAW AND FIRE.

7 YARD LINE CP – 10 STAND, 10 KNEEL, 10 WEAK HAND.

7 YARD LINE CF – 5 STRONG HAND, 5 WEAK HAND.

ACCURACY DRILLS.

15 YARD LINE CF – 5 STAND, 5 KNEEL.

25 YARD LINE CF – 5 STAND, 5 KNEEL.

50 YARD LINE CF – 5 KNEEL, 5 PRONE.

MP5 / RIFLE: 100 ROUNDS, 20 DUMMY ROUNDS, 10 SIDE ARM.

MAGAZINE CHANGES & MALFUNCTION DRILLS.

MULTI TARGET DRILLS. BODY ARMOR DRILLS. DECISION SHOOTING.

3 YARD LINE FA / SA, CP / BURST, 10 STAND, LOW READY.

7 YARD LINE FA / SA, CP / BURST, 10 STAND, LOW READY.

7 YARD LINE FA / SA, CP / BURST, 10 SHOOT MOVE TO TARGET.

7 YARD LINE SA, 10, 2 STAND GO TO SIDE ARM, 2.

7 YARD LINE SA, 10, 2 KNEEL GO TO SIDE ARM, 2.

ACCURACY DRILLS.

15 YARD LINE SA / CP 5 STAND, 5 KNEEL.

25 YARD LINE SA / CF 5 STAND, 5 KNEEL, 3 PRONE.

50 YARD LINE SA / CF 5 STAND, 5 KNEEL, 3 PRONE.

00 YARD LINE SA / CF 5 STAND, 5 KNEEL, 4 PRONE.

SHOT GUN: 20 ROUNDS: 10 SLUGS / 10 00BUCK.

7 YARD LINE 6 00BUCK, 3 STAND, 3 WEAK HAND.

15 YARD LINE 4 00BUCK, 2 STAND, 2 KNEEL.

15 YARD LINE 4 SLUGS, 2 STAND, 2 KNEEL WEAK HAND.

25 YARD LINE 3 SLUGS, 2 STAND, 1 KNEEL.

50 YARD LINE 3 SLUGS, 1 STAND, 1 KNEEL, 1 PRONE.

KEY: SA, SEMI AUTO. FA, FULL AUTO. CP, CONTROLLED PAIR.

CF, CONTROLLED FIRE. BA, BODY ARMOR DRILLS. WEAK HAND.

DF, DRY FIRE.

BALLISTICS

A WORD OR TWO ABOUT BALLISTICS.

MOST WEAPONS ARE SIGHTED AT THE FACTORY; OFTEN TIMES THIS IS GOOD ENOUGH FOR THE AVERAGE PERSON. THERE IS A SAYING THAT GOES "BEWARE THE MAN WITH ONE GUN". THE OPERATOR WHO CARRIES A FIREARMS FOR WORK, NEEDS TO KNOW HIS OR HER WEAPON INSIDE AND OUT AND OFTEN MORE THAN ONE GUN AT THAT.

THE QUESTION IS HERE DO YOU KNOW YOUR GUN? YES YOUR IMPRESSIVE WHEN YOU CAN RELOAD AND FIRE AND HIT A TARGET AT 15 YARDS IN .5 SECONDS. CAN YOU TELL ME THOUGH WHERE YOUR BULLET HITS AT 50 YARDS? WE TRAIN AT 25 YARDS ON THE RANGE AND WE'RE REALLY HOT. BUT WHAT IF, WHEN THAT PROVERBIAL GUN FIGHT DOWN TOWN STARTS, YOU FIND YOUR SELF BEHIND THE ONLY COVER, ENGAGING TARGETS ACROSS THE STREET NEARLY FIFTY YARDS AWAY. NOW DO YOU KNOW YOUR WEAPON?

FOR LAW ENFORCEMENT, MOST GUN FIGHT RANGES ARE WITH IN AN AMAZING THREE FEET. MOST ENCOUNTERS WITH LONG ARMS ARE WITH IN 100 YARDS OR LESS. I SURMISE THIS HAS A LOT TO DO WITH THE BAD GUY'S COMFORT ZONE AND HIS ABILITY TO USE HIS WEAPON EFFECTIVELY.

AFTER WORLD WAR TWO, THE MILITARY CONCEDED THAT THE AVERAGE CONTACT MADE IN COMBAT WAS AT RANGES OF 100 YARDS OR LESS. THIS WAS BASED ON THE FOG OF BATTLE, AVAILABLE COVER AND TERRAIN LAYOUT. BASICALLY YOU COULDN'T SEE A TARGET OFTEN ENOUGH FOR A DECENT SHOT BEYOND 100 YARDS ANYWAY. FOR THE SNIPER, THE BALLISTICS OF HIS PARTICULAR WEAPON AND AMMO, OFTEN CALLED DOPE, IS SO KEEN THEY OFTEN JUST ZERO THEIR WEAPON FOR 100 YARDS. THE SNIPER "DOPE" THEIR SHOTS BY RANGING THEIR TARGET AND COMPENSATING FOR BULLET DROP. HOWEVER, SNIPER'S, THEIR WEAPONS, AMMO, AND HOW THEY DO THINGS, ARE A WHOLE OTHER TOPIC.

FOR THE AVERAGE OFFICER OR TEAM OPERATOR, THE MEAT AND POTATOES OF ENGAGEMENT ARE KEEPING IT SIMPLE. KNOWING YOUR POINT OF AIM AND IMPACT OF A GIVEN RANGE FOR YOUR WEAPON TO EFFECT A SUITABLE OUTCOME, MAY OFTEN KEEP THE SNIPER UNEMPLOYED.

THE FOLLOWING PAGES ARE THE BALLISTICS FOR MOST PISTOL AND RIFLE ROUNDS. THESE ARE GENERALIZED BUT GIVE AN ESTIMATE OF THE DROP AND COMPENSATION TO HIT YOUR TARGET. IT IS SUGGESTED THAT YOU KNOW WHERE YOUR ROUNDS HIT AT GIVEN RANGES. THIS CHART WILL GIVE YOU A GUIDE TO START WITH.

PISTOLS

THE BALLISTICS FROM ONE GUN TO THE NEXT AND CALIBERS VARY. GENERALLY THEY ARE CLOSE ENOUGH TO GIVE A POINT FROM WHICH TO START. BECAUSE MOST POLICE SIDE ARMS ARE 9MM AUTO'S I'VE INCLUDED THE BALLISTICS FOR THE 9MM.

BULLET DROP OF THE 9MM FIRED HORIZONTAL FROM THE GROUND.

YARDS:	25	50	75	100
BULLET DROP:	-0.6	-3.1	-8.0	-15.2

BALLISTICS OF THE 9MM WITH A 25 YARD ZERO.
SIGHT LINE .5 ABOVE BORE LINE CENTER.

YARDS:	15	25	50	75	100
BULLET DROP:	0	0	-1.5	-5.3	-11.5

BALLISTICS OF THE 9MM WITH A 50 YARD ZERO.
SIGHT LINE .5 ABOVE BORE LINE CENTER.

YARDS:	15	25	50	75	100
BULLET DROP:	+5	+7	0.0	-3.0	-8.2

THE CHARTS INDICATE THAT THE 9MM PISTOL WITH A ZERO OF 50 YARDS, OFFERS THE BEST GENERAL PURPOSE TRAJECTORY. THIS BASICALLY MEANS ANYTHING INSIDE 50 YARDS CAN BE HIT WITH IN ONE INCH OF THE POINT OF AIM.

CARBINES

THE POPULARITY OF THE PISTOL CALIBER CARBINE HAS BEEN REPLACING MANY SHOT GUNS. HERE AGAIN THE 9MM IS THE MOST COMMON. SINCE THERE ARE SO MANY GUNS TO USE AS EXAMPLES I WILL INCLUDE THE MOST POPULAR OF THEM ALL THE H&K MP5.

BALLISTICS OF THE 9MM MP5 WITH A 25 YARD ZERO, SIGHT LINE 2.0 IN ABOVE BORE LINE CENTER. (25 YARD ZERO FROM FACTORY).

YARDS:	25	50	75	100
BULLET DROP:	0.0	0.0	-2.2	-7.0

BALLISTICS OF THE 9MM MP5 WITH A 50 YARD ZERO, SIGHT LINE 2.0 IN ABOVE BORE LINE CENTER.

YARDS:	25	50	75	100
BULLET DROP:	-0.7	0.0	-2.2	-7.0

BALLISTICS OF THE 9MM MP5 WITH A 75 YARD ZERO, SIGHT LINE 2.0 IN ABOVE BORE LINE CENTER.

YARDS:	25	50	75	100
BULLET DROP:	-0.7	+1.5	0.0	-3.9

BALLISTICS OF THE 9MM MP5 WITH A 100 YARD ZERO, SIGHT LINE 2.0 IN ABOVE BORE LINE CENTER.

YARDS:	25	50	75	100
BULLET DROP:	+1.7	+3.5	+3.0	0

FOR THE MP5, A 75 YARD ZERO OFFERS THE BEST GENERAL PURPOSE TRAJECTORY. AT 16 YARDS THE POINT OF AIM AND IMPACT ARE THE SAME AS AT 75 YARDS. CONVERSELY, A 50 YARD ZERO OFFERS THE FLATTEST TRAJECTORY DROPPING OFF QUICKLY AT 100 YARDS. A 50 YARD ZERO WOULD APPEAR TO HAVE THE BEST POINT OF AIM POINT OF IMPACT FOR ENTRY OPERATORS AND STILL MAINTAIN A REASONABLE AMOUNT OF LONG RANGE ABILITY OUT TO 100 YARDS. RURAL OPERATORS MAY CONSIDER THE MORE ROUNDED TRAJECTORY OF A 75 YARD ZERO.

RIFLES

THE BALLISTICS FOR THE 5.56MM ROUND USED IN THE AR15/M16.

BULLET DROPS OF THE 5.56-FIRED HORIZONTAL FROM THE GROUND.

YARDS:	25	50	75	100	125	150	175	200	225	250	275	300
DROP:	-.25	-.50	-1.0	-2.0	-3.5	-5.0	-7.0	-9.5	-12.25	-15.75	-19.25	-24.0

BALLISTICS OF THE AR15/M16 IN 5.56/.223 WITH A 100 YARD ZERO.
SIGHT LINE 2.5 ABOVE BORE LINE CENTER (IRON SIGHTS).

YARDS:	25	50	75	100	125	150	175	200	225	250	275	300
DROP:	-1.5	-.75	0	0	-.25	-.75	-1.75	-3.0	-4.5	-7.0	-9.5	-13.0

BALLISTICS OF THE AR15/M16 IN 5.56/.223 WITH A 200 YARD ZERO.
SIGHT LINE 2.5 ABOVE BORE LINE CENTER (IRON SIGHTS).

YARDS:	25	50	75	100	125	150	175	200	225	250	275	300
DROP:	-1.25	0	+1.0	+1.5	+1.5	+1.5	+1.0	0	-1.25	-3.0	-5.0	-8.75

THIS CHART INDICATES THAT THE 200 YARD ZERO OFFERS THE BEST GENERAL PURPOSE TRAJECTORY FOR THE 5.56. NOTE THAT AT 50 YARDS AND 200 YARDS THE POINT OF AIM AND IMPACT ARE THE SAME. YET STILL, AT 250 YARDS, THE BULLET DROPS A NOMINAL 3 INCHES FROM POINT OF AIM. ALSO NOTE THAT THE 100 YARD ZERO OFFERS AN EXTREMELY FLAT TRAJECTORY, DROPPING ONLY 3 INCHES AT 200 YARDS. OF THE TWO ZERO'S IT'S A TOSS UP. THIS IS AMONG THE MANY REASONS WHY THIS AUTHOR RECOMENDS THE PATROL CARBINE IN 5.56 AS THE NEAR DO-ALL CURE-ALL FOR LAW ENFORCEMENT LONG ARMS.

VEHICLE ASSAULTS

VEHICLE ASSAULTS

VEHICLE ASSAULTS ARE A UNIQUE TACTICAL PROBLEM, THOUGH UNCOMMON, ARE COMPLEX TO RESOLVE.

UNLIKE STRUCTURES WITH WALLS FOR COVER AND CONCEALMENT, VEHICLES HAVE LITTLE OF EITHER. IN MOST CASES THE AMOUNT OF GLASS, INVOLVED OR PLEXIGLAS AND TINT OF SOME VEHICLES, POSE AN EXTREME DISADVANTAGE TO TEAM OPERATORS.

THE FOLLOWING PAGES ARE OPTIONS FOR TACTICAL TEAMS THAT FACE A CRISIS SITUATION ON WHEELS. NONE OF THESE TACTICS SHOULD BE CONFUSED WITH CONVENTIONAL TACTICS FOR FELONY VEHICLE STOPS. A TACTICAL TEAM AND ADMINISTRATORS MAY FEEL THAT SOME OF THE OPTIONS SEEM EXTREME. FOR THIS REASON THERE IS AN ATTEMPT TO EXPLAIN IN DETAIL WHY A CERTAIN MEASURE WOULD BE USED.

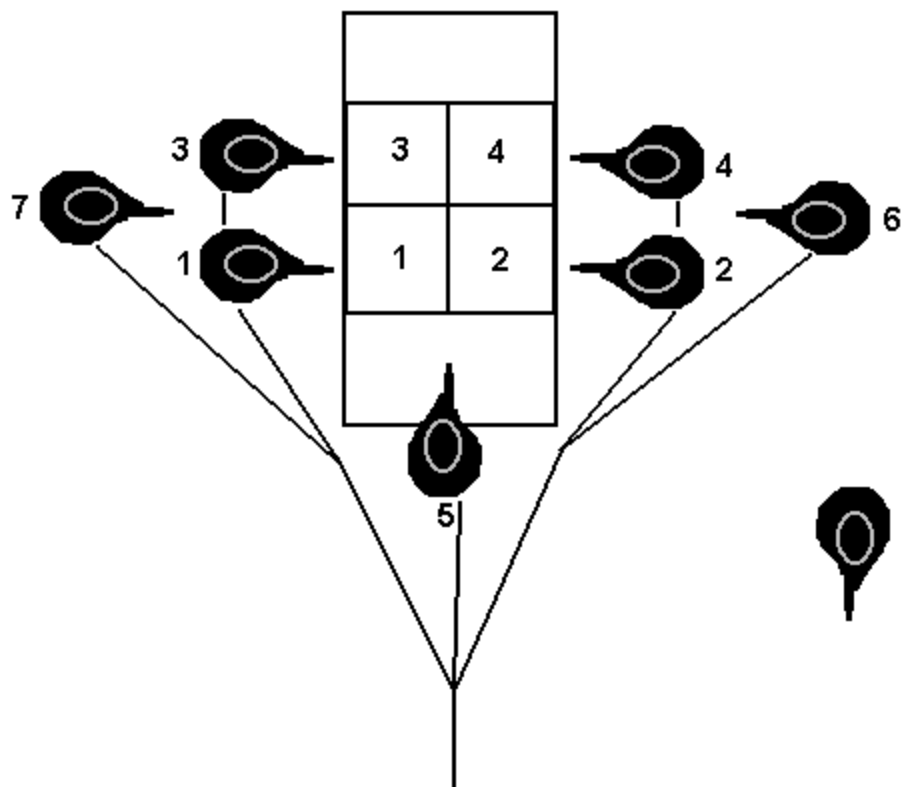
THE DESCRIPTION OF A TACTIC WILL BE BROKEN DOWN INTO SIMPLE 1, 2, 3 STEPS. WE ALL KNOW THAT MURPHY'S LAW IS ALWAYS THERE. THE ONLY COUNTER MEASURE TO MURPHY'S LAW IS SIMPLICITY.

WITH THIS IN MIND, THE METHODS DESCRIBED WILL BE IN WORST CASE CIRCUMSTANCES, WHERE, THE ACTION NEEDED FOLLOWS THE "GTS" PLAN, AND WORK DOWN TO THE POINT WHERE TIME IS NOT A BIG PROBLEM. IN ANY EVENT, THIS IS ARGUABLY THE MOST DANGEROUS OF ALL CRISIS SITUATIONS. CLOSE QUARTERS AND CROSSFIRE PROBLEMS ARE AT PEAK LEVELS. TEAMS EMPLOYING ANY OF THESE TECHNIQUES SHOULD BE VERY FAMILIAR WITH WEAPON SKILLS AND SHOULD TRAIN APPROPRIATELY SHOULD SUCH A CRISIS OCCUR.

CARS & PICKUP TRUCKS

1. A DISTRACTION IS MADE TO THE TARGET VEHICLE 180 DEGREES FROM THE ASSAULT SIDE. DISTRACTIONS MAY BE INITIATED BY A CAR BUMP, A DIVERSIONARY DEVICE TO THE TARGET VEHICLE, OR BOTH.
2. A BUMP TO THE TARGET VEHICLE MUST BE SUFFICIENT TO KNOCK THE OCCUPANT'S FORCEFULLY AROUND IN THE TARGET VEHICLE, APPROXIMATELY A 5 MPH BUMP. NOTE: BUMPING DRIVERS MUST BE PREPARED FOR AIR BAG DEPLOYMENT. A SUGGESTED COUNTER MEASURE TO THE AIR BAG IS TO BE SEAT BELTED IN AND THE HEAD AGAINST HEADREST.
3. OPERATORS WILL DIVIDE THE VEHICLE INTO FOUR SECTIONS OF RESPONSIBILITY. TWO OPERATORS FOLLOWED BY ONE RESCUER ON EACH SIDE OF THE TARGET VEHICLE. BUNKERS IF AVAILABLE ARE AN OPTION. THE POINT OFFICER WILL STOP AT THE REAR WINDOW AND PULL ON THE DOOR HANDLE TO SEE IF IT IS UNLOCKED. IF IT IS UNLOCKED THE OPERATOR WILL ATTEMPT TO OPEN IT, LOCATE HOSTILE THREATS AND NEUTRALIZE. THE TRAILING OPERATOR WILL PASS BY AND DO LIKE WISE ON THE FRONT DOOR. THE RESCUER TAKING UP THE REAR WILL PULL FREE ANY HOSTAGES OR HOSTILE THREATS AS THE CASE MAY BE.
4. IF THE DOORS ARE LOCKED, THE OPERATOR MUST BREAK THE WINDOW BY SOME MEANS. SHOOTING THE WINDOW IS FAST AND SURE. SHOOTING THE GLASS ACTUALLY LESSENS GLASS FLYING AROUND INSIDE THAN FROM IMPACT TOOLS AND CREATES ADDITIONAL SHOCK DURING THE ASSAULT. SHOTS ARE PLACED AT THE LOWER REAR CORNER FOR BACK WINDOWS INTO THE BACK SEAT AND LOWER FRONT FOR FRONT WINDOWS INTO THE DASH. OR, THE OPERATOR MAY TAKE HIS SHOT THROUGH THE WINDOW AT A HOSTILE THREAT. SHOTS TAKEN THROUGH THE WINDOW SHOULD BE DONE AT CENTER MASS.
5. THE LEVEL OF DIFFICULTY FOR THIS KIND OF ASSAULT INCREASES WHEN TWO DOOR VEHICLES ARE INVOLVED. FOR TWO DOOR VEHICLES, A REAR WINDOW BREACHING FOR ACCESS TO REAR PASSENGERS IS BEST. A SINGLE SWING WITH A HEAVY WOOD BASEBALL BAT WORKS VERY WELL. OPERATORS THEN ACCESS PASSENGERS FROM BEHIND.
6. SPECIAL NOTE #1: BULLETS THAT PASS THROUGH GLASS ARE GENERALLY UNAFFECTED AT THIS RANGE. HOWEVER, OPERATORS ARE ENCOURAGED TO AFFECT A CONTROLLED PAIR (NOT DOUBLE TAP) AT HOSTILE THREATS.
7. SPECIAL NOTE #2: SEMI AUTO SIDE ARMS MUST HAVE A MINIMUM STAND OFF FROM THE WINDOW. DIRECT CONTACT WITH THE BARREL WILL CAUSE THE GUN TO GO OUT OF BATTERY.

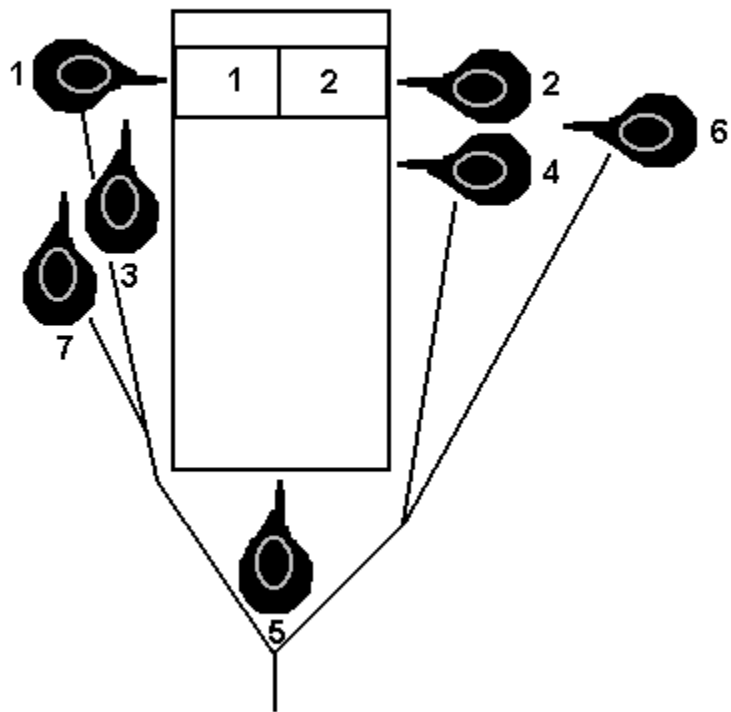
CARS AND PICKUP TRUCKS



PASSENGER VANS

1. THIS METHOD FOLLOWS THE PASSENGER CAR AND TRUCK IN THE INITIAL DISTRACTION.
2. AFTER THE DISTRACTION IS INITIATED, THREE OPERATORS APPROACH THE PASSENGER SIDE OF THE VAN. POINT WILL ATTEMPT TO OPEN THE SIDE DOOR AS THE TRAILING OFFICER DOES THE SAME ON THE PASSENGER DOOR. PROCEDURE FOR LOCKED SIDE DOORS ARE THE JOB OF THE THIRD OPERATOR WHO WILL BREAK OUT THE WINDOWS IF ANY, AND LOCATE THREATS IF UNKNOWN.
3. AT THE SAME TIME, NO 2. IS TAKING PLACE, THREE OTHER OFFICERS WILL CONTAIN THE DRIVERS SIDE. POINT REMOVES THE SIDE WINDOW IF ANY. THE SECOND OFFICER WILL TAKE THE DRIVERS SIDE DOOR. THE THIRD OFFICER TAKING UP WHAT COVER POSITIONS IS NEEDED.
4. THOUGH A REAR ENTRY ON A VAN IS A VIABLE OPTION, ONLY IN IDEAL SITUATIONS IS IT POSSIBLE. DON'T BET ON TRAINING FOR WINDOWS OR UNLOCKING/ OPENING REAR DOORS IN A HURRY AND GETTING INSIDE. AT BEST, WINDOW REMOVAL AND EXTERIOR CLEARING ARE ABOUT THE LIMIT FOR A REAR ASSAULT. THERE ARE TOO MANY COME UPS FOR THIS TO BE SUCCESSFUL.
5. IN THE CASE OF A CARGO TYPE VAN THERE IS NO OTHER OPTION THAN TO ATTEMPT A FRONT ENTRY. THIS CONSISTS OF RAKING OUT THE FRONT WINDOW AND OPERATORS GOING IN THROUGH THE SIDE DOORS WHILE A COVER TEAM TAKES A POSITION THROUGH THE WINDSHIELD.
6. UPON BREACHING THE VAN, OPERATORS ACTING AS A CLEARING TEAM MUST, BY ANY MEANS, ENTER, ISOLATE AND NEUTRALIZE THREATS.

VANS



RV'S AND CAMPER TRAILERS

THE VARIETY OF RECREATIONAL VEHICLES AND CAMPER TRAILERS AVAILABLE ARE AS WIDE AS HOUSE FLOOR PLANS. COMBINATIONS OF ALL THE VEHICLE ASSAULT TECHNIQUES IN ADDITION TO METHODS USED FOR HOUSES MAY BE NEEDED. OPERATORS FACED WITH SUCH A CRISIS SHOULD CONSIDER THE OBVIOUS FEATURES MOST OF THESE HAVE IN COMMON.

1. WINDOWS ARE SMALL AND ARE MADE OF SAFETY OR PLEXY GLASS. THEY USUALLY HAVE TO BE CRANKED OUT TO OPEN AND HAVE STURDY FRAMED SCREENS. OUTSIDE DOORS ARE NARROW AND OPEN OUTWARD, OFTEN IN CONJUNCTION WITH A SCREEN DOOR THAT OPENS OUT AS WELL OR WILL OPEN SEPARATELY.
2. THE UP SIDE OF RV'S AND CAMPERS IS THAT THE SMALL WINDOWS OFFER POOR VISIBILITY FOR THE SUSPECT AND APPROACH FOR OPERATORS CAN BE DONE IN STEALTH. IN ADDITION THE THIN WALLS OFFER EASY DETECTION OF POSSIBLE SUSPECT LOCATION.
3. THE DOWN SIDE IS THAT VISIBILITY FOR OPERATORS TO THE INSIDE IS VIRTUALLY NONEXISTENT. THE THIN WALLS ALSO OFFER THE SUSPECT A POSSIBLE CLUE TO YOUR LOCATION IF NOISE IS DETECTED. THE THIN WALLS ALSO OFFER LITTLE MORE THAN PHYSICAL CONCEALMENT.
4. THE DOORS ARE WEAK BUT ARE MADE IN SUCH A WAY THAT A GOOD SPOT TO PRY IT OPEN OFTEN RESULTS IN BENDING THE ALUMINUM FRAME LEAVING THE DOOR STUCK SHUT. GENERALLY THE QUICKEST WAY IS TO SINK THE SPIKE OF A HOOLIGAN TOOL IN TO THE DOOR NEXT TO THE DOOR KNOB, PRY AGAINST THE DOOR AND STRIP THE LOCK AWAY FROM THE DOOR JAM. ONCE THE DOOR IS OPEN, THE SCREEN DOOR, IF IT DIDN'T COME WITH THE MAIN DOOR, CAN BE EASILY PULLED OPEN BY HAND.

ASSAULT OPTIONS

5. A BREAK AND RAKE METHOD TO THE WINDOWS IN CONCERT WITH DISTRACTION DEVICES AND A VEHICLE BUMP WILL PROVIDE MAXIMUM SHOCK AND SURPRISE. AS WAS DISCUSSED IN THE ABOVE PARAGRAPHS, HOW THIS IS DONE WILL DEPEND ON THE TYPE OF RV OR CAMPER AT HAND. BECAUSE THE DOORS ARE OFTEN MIDWAY OF THE RV OR CAMPER'S MAIN BODY, THE ENTRY TEAM WILL HAVE TO PLAY THE CLEARING AS IT UNFOLDS. ON LARGER RV'S AND CAMPER TRAILERS LARGE WINDOWS CAN BE FOUND TO THE FRONT, BACK OR BOTH. THESE LARGE WINDOWS CAN BE USED FOR EXTERIOR CLEARING AS THE ENTRY IS DONE. METHODS USED FOR BUS ASSAULTS MAY ALSO BE EMPLOYED.

BARRICADE SUSPECTS

1. BARRICADE SUSPECTS SHOULD BE TREATED AS ANY OTHER BARRICADE SITUATION.
2. POLICE CARS SHOULD BE POSITIONED TO PREVENT ESCAPE AND GIVE CHASE IF NEEDED. AN ARREST TEAM SHOULD BE IN CLOSE PROXIMITY TO THE SUSPECT.
3. CHEMICAL AGENT DELIVERY WITH LIQUID AGENTS SHOULD BE ATTEMPTED AT THE FURTHEST POINT FROM THE EXIT IF POSSIBLE AND AT CLOSE RANGE TO AVOID DEFLECTION AND INSURE PENETRATION. SHOTS SHOULD BE TAKEN AT A 90-DEGREE ANGLE TO THE WINDOW.
4. OR, OPERATORS MAY APPROACH FROM A SAFE DIRECTION, BREAK A WINDOW AND DEPLOY AN AEROSOL OR FLAME LESS GRENADE.
5. OR, OPERATORS CAN USE AN AEROSOL UNIT THAT USES A FLEXIBLE HOSE THAT IS COVERTLY INSERTED THROUGH THE WINDOWS GASKET AND DEPLOYED.
6. FOR CASES WHERE THE SUBJECT IS A SUICIDE THREAT. NEGOTIATIONS SHOULD BE DONE TO THE LAST EFFORT. NONE THE LESS, SOME TIMES A RESCUE IS NEEDED. IN ANY EVENT, A SUDDEN ASSAULT ON THE VEHICLE FOR WEAPON RETENTION / ISOLATION MAY BE FORCED. INTRODUCTION OF LESS LETHAL DEVICES AT THE SAME TIME ARE OPTIONS.
7. NOTE: DUE TO THE RANGES AND CLOSE QUARTERS INVOLVED, LESS LETHAL PROJECTILES ARE BEST AVOIDED. A HEAVY DOUSING WITH CHEMICAL AGENTS OR A COMMON FIRE EXTINGUISHER MAY GIVE THE BEST RESULTS. OFTEN ANY SUCCESSFUL RESCUE OF A SUICIDAL PERSON WILL BE DETERMINED BY THE SUBJECTS WILL TO CARRY THROUGH HIS THREAT.

BUSES

THE PHYSICAL MAKEUP OF A BUS IS FAIRLY BASIC. ACCESS TO SIDE WINDOWS VARY FROM 5 TO 8 FEET FROM THE GROUND. SIDE WINDOWS ARE SAFETY GLASS WHICH SHATTERS INTO SMALL PIECES. WINDSHIELDS ARE LAMINATED LIKE CAR WINDSHIELDS, WHEN BROKEN THEY SHATTER BUT STAY INTACT FORMING SMALL HOLES OR SPIDER WEBB DESIGNS AT IMPACT AREA'S.

SCHOOL BUSES HAVE A REAR DOOR WITH NO LOCK AND ARE A SIMPLE DEAD BOLT SYSTEM. A LARGE LEVER THAT SIMPLY LIFTS UP CAN EASILY OPEN THESE FROM THE INSIDE OR OUTSIDE. SOME TRANSIT BUSES HAVE A SMALL EXIT DOOR IN THE BATHROOM BUT IS UNCOMMON.

THE FRONT ENTRANCE DOORS OPEN TWO WAYS. A FOLDING OR JACK KNIFE DOOR THAT COLLAPSE INWARD EVIDENT BY A CENTER HINGE. OR A SPLIT DOOR THAT OPENS OUTWARD IN HALF, EVIDENT BY A LARGE RUBBER FLAP.

MOST SCHOOL BUSES HAVE INTERNAL ARMS ATTACHED TO A HANDLE BY THE DRIVERS SEAT ABOUT CENTER OF THE WINDSHIELD. THIS HANDLE IS SECURED BY A SIMPLE CATCH OF SOME SORT OR ANOTHER. THIS VARIES FROM ONE MAKE TO ANOTHER AND ONE YEAR TO ANOTHER. IN SOME CASES, IT IS A PNEUMATIC OR AN ELECTRIC RELEASE LOCATED ON THE LEFT SIDE OF THE DRIVERS SEAT WITH NO INTERNAL ARM.

THE MAIN DOOR INTO A BUS IS SPONGY TO FORCE OPEN. CONSIDER THAT IT MAY BE IN A LOCKED POSITION, ALL THE PRYING IN THE WORLD WON'T OPEN IT. THE JACK KNIFE DOOR OPENS IN AND CAN BE EASILY BLOCKED BY DEBRIS AND THUS IMPOSSIBLE TO OPEN. THE SPLIT DOOR WILL COUNTER ITSELF WHEN BEING PRIED UPON. THE ONLY ACCESS POINTS ON BOTH TYPES OF DOORS IS TO APPLY LEVERAGE ON THE BOTTOM OF THE DOOR. ADDITIONALLY CONSIDER THAT TIME IS IMPORTANT AND OPERATORS MAY NEED TO ACCEPT AN ALTERNATE ROUTE.

ENTRY THROUGH THE REAR DOOR IS ALWAYS AN OPTION. HOWEVER THE PREPARED SUSPECT CAN EASILY SECURE THE REAR DOOR. USED AS A PRIMARY ENTRY POINT, THE REAR DOOR OFFERS NO QUICK LEVERAGE POINTS TO PRY ON. VALUABLE TIME WILL BE WASTED TRYING TO GET IT OPEN. THE REAR WINDOWS ARE TOO HIGH AND TOO SMALL FOR EFFECTIVE AND FAST ENTRY.

A SNIPER INITIATED ATTACK HAS EXCELLENT POTENTIAL AND COULD RESOLVE A CRISIS. HOWEVER, DEPENDING ON THE TIME OF DAY, INCIDENT LOCATION, NUMBER OF PASSENGERS AND JUST PLAIN VISIBILITY OF THE SUSPECT, THE SNIPER MAY ONLY BE AN OBSERVER.

CHEMICAL AGENTS MAY BE DEPLOYED ONLY AS A LAST RESORT. THE LAG TIME FOR CHEMICAL AGENTS TO WORK MAY ONLY SERVE TO ENRAGE THE SUSPECT. CHEMICAL AGENTS MAY ALSO CAUSE FIGHT OR FLIGHT PANIC AND

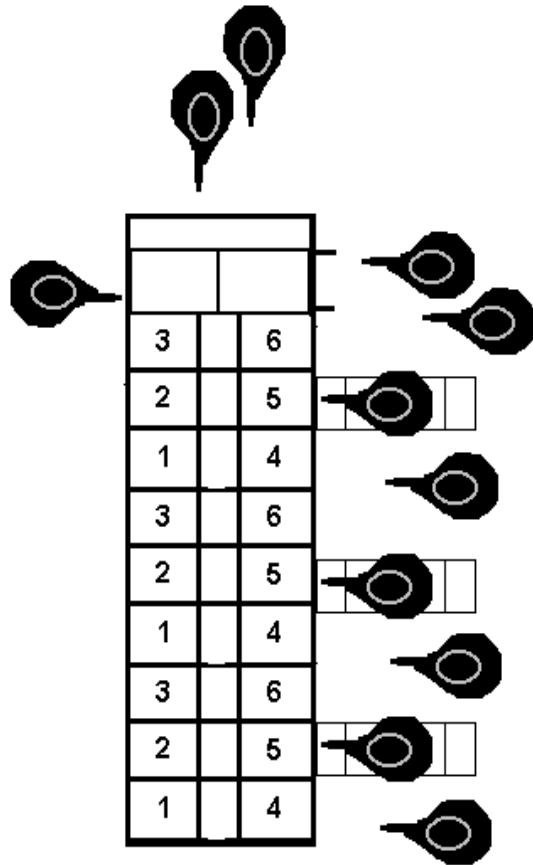
COMPLETE DISREGARD FOR VERBAL COMMANDS, AS SUSPECT AND PASSENGERS ALIKE BECOME ONLY CONCERNED WITH BREATHING.

ENTRY OPTIONS

THE LADDER ASSAULT

1. GENERALLY ONE OR MORE DISTRACTION DEVICES ARE DEPLOYED TO THE OPPOSITE SIDE OF THE BUSS THE ASSAULT TEAM IS APPROACHING. THIS IS OFTEN IN CONJUNCTION WITH A SNIPER INITIATED SHOT IF AVAILABLE.
2. AS THE DISTRACTION IS INITIATED, A FOUR MAN ASSAULT TEAM CLOSELY FOLLOWED BY THREE OR MORE LADDER TEAMS RUSH ALONG SIDE THE BUS. AS THE ASSAULT TEAM PASSES THE LENGTH OF THE BUSS, ONE OR MORE MEMBERS OF THE ASSAULT TEAM OR ADDITIONAL MEMBERS OF THE LADDER TEAM, BREAK THE WINDOWS FOR THE LADDER TEAMS VISIBILITY AND CAUSE THOSE IN THE BUS TO GET DOWN.
3. ONCE AT THE BUS DOOR, THE ASSAULT TEAM ATTEMPTS TO BREACH THE DOOR OR WINDSHIELD FOR ENTRY. IF THE DOOR CAN NOT BE PRIED OPEN A WINDSHIELD ENTRY MUST BE DONE. (SEE THE DEMOLITION ASSAULT # 2 & #3). AT THE SAME TIME, THE LADDER TEAMS GO INTO THEIR POSITIONS.
4. LADDER TEAMS ARE MADE UP OF THREE OR FOUR OPERATORS. THE LADDER MAN, COVER MAN AND ASSAULTER. THE LADDER MAN CARRIES AND PLACES THE LADDER INTO POSITION. THIS IS DONE BY HOLDING THE LADDER IN POSITION WITH HIMSELF BETWEEN THE BUSS AND THE LADDER. THE COVER MAN'S JOB IS TO PROVIDE COVER FOR THE ASSAULTER AND ENSURE THE LADDER STAY'S IN PLACE. AS SOON AS THE LADDER IS IN PLACE, THE ASSAULTER SCALES THE LADDER AND TRIES TO LOCATE ANY HOSTILE THREAT.
5. NOTE: THE NUMBER OF LADDER TEAMS WILL DEPEND ON THE SIZE OF THE BUS. GENERALLY, FOUR SEATS (ASSAULT SIDE) TO ONE ASSAULTER.
6. THE LEAD LADDER MAN WATCHES FOR THE ASSAULT TEAM TO MAKE ENTRY. UPON ENTRY OF THE ASSAULT TEAM, THE LEAD LADDER MAN WILL YELL CLEAR, SIGNALING THE LADDER TEAMS TO GET DOWN AND SEEK COVER. GENERALLY COVER IS LOW AND UNDER THE OUTSIDE EDGE OR WHEEL WELL OF THE BUS.
7. # 1 OFFICER OF THE ASSAULT TEAM INSIDE THE BUS WILL TAKE A POSITION IN THE DRIVERS SEAT AREA AND GIVE THE VERBAL COMMAND EVERYONE DOWN. (COMPLICATED VERBAL INSTRUCTIONS WILL NEITHER BE HEARD OR FOLLOWED). # 2 OFFICER OF THE ASSAULT TEAM WILL ENTER THE BUS AND TAKE A POSITION AT THE DOORS STEPS. # 3 & #4 WILL HASTILY SEARCH FOR HOSTILE THREATS TO THE REAR OF THE BUS AND HOLD.

BUSS LADDER ASSAULT



THE DEMOLITION ASSAULT

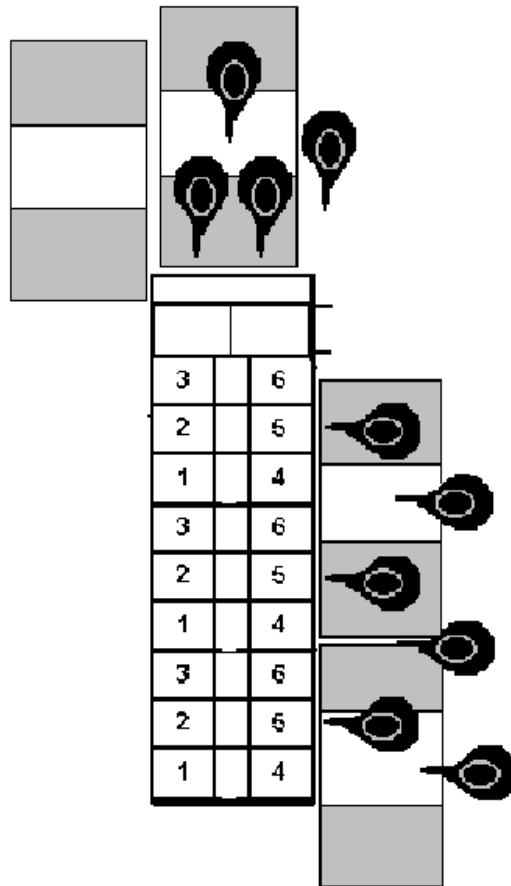
THE FOLLOWING METHOD TO ASSAULT A BUS IS A GTS PLAN. UNLIKE COMMONLY TAUGHT LADDER ASSAULTS, IT USES A MINIMUM NUMBER OF OFFICERS AND SIMPLE, READILY AVAILABLE RESOURCES. IT OFFERS BETTER SHOCK, SURPRISE AND DISTRACTIONS. IT ALSO CREATES ADDITIONAL COVER FOR THE TEAM OPERATORS AND CAN BE DONE VIRTUALLY ANYWHERE WITHOUT SPECIAL EQUIPMENT.

1. HIDE IN PLAIN SIGHT. IF THERE IS NO OPTION FOR A STEALTHY ASSAULT, THIS MAY BE ALL YOU HAVE TO WORK WITH.
2. A CHAOTIC DIVERSION AND VIOLENT ASSAULT IS THE PLAN. CLEAR AS MANY VEHICLES AS YOU CAN FROM CLOSE PROXIMITY TO THE TARGET. IT IS GOOD ODDS THAT THE BAD GUY MAY EVEN LET YOU CLEAR THE AREA OF OTHER OBSTACLES FOR WHAT HE MAY THINK IS BETTER VISION FOR HIMSELF.
3. MAINTAIN ORGANIZED CHAOS BY CONTINUOUS MOVEMENT OF POLICE CARS, FIRE TRUCKS AND PERSONAL AROUND THE TARGET. LET THE BAD GUY KNOW YOUR THERE AND LET HIM SEE YOU. THIS IS THE DIVERSION. AFTER EVEN A SHORT TIME CARS DRIVING BY IS NORMAL AND WILL BE IGNORED AS JUST SOMETHING THAT IS GOING ON.
4. AT THE MOMENT THE ASSAULT IS AUTHORIZED, THE ASSAULT TEAMS WILL DRIVE TOWARD THE TARGET.
5. ONE SQUAD CAR IS USED TO RAM AND WEDGED UP AGAINST THE FRONT OF THE BUS. THIS RAMMING MUST CAUSE ENOUGH FORCE TO DISORIENT THE SUSPECT/S AND KNOCK DOWN ANYONE STANDING. THIS REQUIRES APPROXIMATELY A 20 TO 30 MPH IMPACT. A SECOND CAR WILL CARRY THE WINDSHIELD TEAM AND WILL SIDE SWIPE THE RAM CAR TO PREVENT ANY GAP BETWEEN THE VEHICLES. THIS SHOULD BE DONE AT THE SAME TIME. NOTE: THE DRIVER OF THE RAM CAR SHOULD BE CONSIDERED A SACRIFICE, THE IMPACT MAY CAUSE INJURY. IF NOT, IT'S A BONUS OPERATOR.
6. A THIRD AND FOURTH CAR WILL SIDESWIPE THE BUS STOPPING AT THE CENTER MASS OF THE PASSENGER AREA. (DRIVERS SIDE OPPOSITE OF THE SIDESWIPE SIDE IF POSSIBLE FOR EASY EXIT). NOTE: SIDESWIPE IS DEFINED AS SHEARING OFF THE SIDE VIEW MIRROR AND CAUSING THE TARGET VEHICLE TO ROCK VIOLENTLY. SIDESWIPE CARS SHOULD BE ATTACHED TO EACH OTHER BY A CHAIN, FRONT BUMPER TO REAR BUMPER WITH NO SLACK. BOTH CARS ARE RUNNING WITH DRIVERS. THIS WAY THERE IS NO COLLISION AT THE MOMENT OF CONTACT ON THE TARGET VEHICLE. LEAD VEHICLE TOWS THE REAR VEHICLE IN DRIVE. BOTH ACT AS BRAKES UPON CONTACT. THIS KEEPS THE CARS IN

ABSOLUTE CONTACT AND MAINTAINS IDEAL CONTROL AND POSITIONING. SIDESWIPE TEAMS HAVE AT LEAST 4 OPERATORS.

7. THE WINDSHIELD TEAM WILL USE THE FRONT RAMMING CARS HOOD FOR ACCESS TO THE HOOD AND WINDSHIELD OF THE BUS. #4 OFFICER WILL BREAK, BY SOME MEANS, THE UPPER OUTSIDE EDGES OF THE BUS'S WINDSHIELD AND CREATING A WEAK POINT FOR CLEARING AWAY THE GLASS. HEAVY WOOD BASE BALL BATS WORK BEST.
8. # 1 OFFICER WILL TRY TO MAKE ENTRY ON THE DRIVERS SIDE OF THE BUS AND FIND A TARGET WHILE # 2 OFFICER BREAKS THE WINDSHIELD OUT AND ATTEMPTS TO OPEN THE DOOR. # 3 OFFICER ACTS AS COVER AND # 4 OFFICER STANDS BY TO SUPPORT A WINDSHIELD ENTRY OR SECURE THE DOOR AND GO IN. OR IN MURPHY'S LAW, GET AT LEAST TWO GUYS INSIDE ASAP.
9. # 1 OFFICER OF THE WINDSHIELD TEAM INSIDE THE BUS WILL TAKE A POSITION IN THE DRIVERS SEAT AREA AND GIVE THE VERBAL COMMAND EVERYONE DOWN. (COMPLICATED VERBAL INSTRUCTIONS WILL NEITHER BE HEARD OR FOLLOWED). # 2 OFFICER OF THE WINDSHIELD TEAM WILL ENTER THE BUS AND TAKE A POSITION AT THE DOORS STEPS. # 3 & #4 WILL ENTER AND HASTILY SEARCH FOR HOSTILE THREATS TO THE REAR OF THE BUS AND HOLD. NOTE: USE OF DISTRACTION DEVICES AT THIS TIME CAUSE AS MUCH EFFECT ON OPERATORS AS THE BAD GUYS. USER DISCRETION IS ADVISED.
10. WHILE THE WINDSHIELD TEAM IS UP ON THE HOOD OF THE BUS, THE SIDESWIPE TEAMS WILL MOUNT THE SIDESWIPE CARS, BREAK AND CLEAR WINDOWS AS NEEDED FOR VISIBILITY BY ANY MEANS AND TRY TO LOCATE ANY HOSTILE THREATS. GENERALLY SPEAKING THE SIDESWIPE TEAMS OFFICERS SHOULD BE DISTRIBUTED A MINNIMUM OF ONE OPERATOR PER FOUR SEATS ON THE ASSAULT SIDE. ADDING THE OPPOSING SIDES FOUR SEATS, AN EIGHT SEAT TOTAL. IN ANY EVENT THAT THE DOOR CAN NOT BE OPENED, THE SIDESWIPE TEAMS MUST SUPPORT THE CLEARING TEAM.
11. NOTE: THE SIDESWIPE TEAMS SHOULD AVOID EXTENDING THEIR WEAPON INTO THE BUS. THIS WILL LIMIT PANICKED PASSENGERS FROM GRABBING YOUR ARM OR THE WEAPON. THIS DOES NOT PRECLUDE ANY OPERATOR OF THE SIDESWIPE TEAM FROM MAKING ENTRY AT ANY TIME SHOULD THE OPPORTUNITY PRESENT IT'S SELF, AFTER ALL THE IDEA HERE IS TARGET DOMINATION.

DEMOLITION ASSAULT



SPECIAL NOTE:

IT IS NOT THE INTENTION OF THE AUTHOR TO PORTRAY ANY ENTRY OF A VEHICLE THROUGH THE WINDSHIELD AS A QUICK AND EASY METHOD, IT IS NOT.

AS IS OFTEN THE CASE, THE PATH OF LEAST RESISTANCE IS THE DOOR. HOWEVER, AS DESCRIBED ABOVE FOR THE VARIOUS VEHICLE ASSAULTS THE DOOR MAY NOT BE AN OPTION. EXTENSIVE TESTING BY THE AUTHOR INDICATES THAT ACTUAL ENTRY THROUGH A WINDSHIELD IS 25 SECONDS, GIVEN A WORST CASE SCENARIO.

WINDSHIELD GLASS BY DESIGN, IS INTENDED TO BE DIFFICULT TO BREAK AND REMOVE. IT IS PARAMOUNT THAT TEAMS BE FAMILIAR WITH VEHICLE GLASS PROPERTIES. THE LESS TOOLS TO SLOW UP MOMENTUM THE BETTER HOWEVER TEAM WORK IS ESSENTIAL. NOTHING BREAKS GLASS LIKE A BASE BALL BAT WITH SMALL ARMS FIRE SPACED CLOSELY AT THE UPPER AND OUTER EDGES A CLOSE SECOND.

KEEP IN MIND THAT ANY ENTRY BY THIS METHOD MUST BE SUPPORTED BY AN OUT SIDE TEAM. WHO, FOR THE MOST PART, HAS CLEARED THE VEHICLE FROM THE OUT SIDE. A BUS CAN BE "TAKEN" STARTING FROM IMPACT OF ASSAULT VEHICLES TO THE OUTSIDE TEAMS BEING FULLY UP AND IN POSITION IN 15 SECONDS.

OPERATORS SHOULD STRIP DOWN TO MINIMUM EQUIPMENT AND USE SHORT ARMS, PRIMARILY SIDE ARMS WITH LIGHTS.

REGARDLESS OF WHAT HAPPENS AS IN ANY HOSTAGE RESCUE, ONCE THE ASSAULT IS STARTED IT MUST NOT STOP.

INTERESTINGLY, ROLE PLAYING BAD GUYS, EVEN AFTER A NUMBER OF MOCK RESCUES, WERE SELDOM ABLE (20% OF THE TIME) TO ENGAGE OPERATORS OR HOSTAGES EFFECTIVELY AT THE FIRST OPPORTUNITY. YET OPERATORS WERE ABLE TO ENGAGE HOSTILE TARGETS 80% OF THE TIME WITH THE FIRST OPPORTUNITY.

ENTRY OPTIONS CONTINUED

IN ANY OTHER SITUATION AS IN THE CASE WHERE THE NEGOTIATOR IS ABLE TO TALK THE SUSPECT INTO OPENING THE DOOR IN GOOD FAITH.

1. A DISTRACTION, BY ANY MEANS, BE IT FROM ABOVE IN PART OR IN WHOLE IS INITIATED.
2. THE #1 MAN INSIDE TAKES A POSITION AT THE DRIVERS SEAT AND COMMANDS EVERYONE DOWN!
3. #2 MAN TAKES A POSITION AT DISTANCE FROM PASSENGERS AT THE TOP STEP.
4. #3 & #4 CLEAR THE BUS AND PROCEED HASTILY TO THE REAR SEEKING IMMEDIATE THREATS ONLY. ONCE AT THE REAR OF THE BUS #3 & 4 HOLD.
5. ALTERNATE: #2 & #3 MAN PROCEED TO CLEARING THE BUS WITH #4 MAN HOLDING AS COVER AT THE DOOR STEPS. THIS ALTERNATE PREVENTS JAM UPS AT THE DOOR WAY.

CLEARING THE BUS

THERE IS A GREAT DEAL OF DEBATE AS TO HOW PASSENGERS SHOULD BE REMOVED FROM A BUS.

ONCE CONTROL OF THE BUS IS TAKEN. OFFICERS COULD APPROACH PASSENGERS FROM BEHIND TRANSFERRING PASSENGERS OUT THE BACK DOOR IF AVAILABLE. HOWEVER OFFICERS HOLDING POSITIONS IN THE REAR MAY NOT HAVE A REAR EXIT.

WORKING FROM THE FRONT TO THE BACK, OFFICERS CAN KEEP A SAFE DISTANCE WITH SEATS BETWEEN THEM AND SUSPECTS. ONCE INITIAL CONTROL OF THE BUS IS TAKEN, A VERBAL COMMAND OF HEADS DOWN HANDS UP IS USED TO IDENTIFY WHAT SEATS ARE OCCUPIED.

THOUGH A SUSPECT MAY BE ABLE TO SEE THE APPROACHING OFFICERS, HE WILL NOT KNOW WHERE OFFICERS BEHIND HIM REALLY ARE. IN THIS CASE KEEPING YOUR ENEMY CLOSE IS A TACTICAL ADVANTAGE. OFFICERS IN THE FRONT OF THE BUSS CAN CREATE A BUFFER BETWEEN THEMSELVES AND PASSENGERS. MIRRORS AND EVEN BUNKERS COULD BE USED FOR SEAT CLEARING.

REMEMBERING THAT WHEN WE "OWN" THE BUS, THERE IS NO NEED TO HASTILY REMOVE THE PASSENGERS. WE MAY NOT KNOW UNTIL ALL PASSENGERS ARE SECURE WHO OR HOW MANY SUSPECTS WE HAVE TO

DEAL WITH. WITH THIS IN MIND, IT SEEMS LOGICAL IN THIS CIRCUMSTANCE TO CLEAR THE BUS FROM THE FRONT OR ENTRANCE END FIRST.

SUMMARY

IN THE DIRTY WORK OF HOSTAGE RESCUE, THERE IS NO GUARANTEE. INJURIES TO ALL INVOLVED IS ALWAYS A LOOMING FACT. THE ABOVE DESCRIBED TACTICS ARE LIKELY TO BE ULCER AGGRAVATING FOR ANY ADMINISTRATOR BUT EVEN WORSE FOR THE OPERATOR WHO MUST GO. ADVISING YOUR CHIEF OR SHERIFF THAT THE PLAN INCLUDES TOTALING FOUR OF HIS PATROL CARS MAY NOT GO OVER WELL. THAT'S WHEN YOU TELL HIM YOUR ALL EARS FOR A BETTER IDEA. USING A FLAT BED TRAILER OR TRUCK DOES NOT HAVE THE STOPPING ABILITY OR SURPRISE OF A CAR FULL OF OPERATORS.

FOR THE MOST PART, IF YOU HAVE AT LEAST TWO SIDES OF THE BUS CLEAR TO GET A VEHICLE RIGHT NEXT TO IT, THE DEMOLITION ASSAULT CAN BE DONE.

IT IS PARAMOUNT THAT LIVE FIRE DRILLS AND WEAPON HANDLING SKILLS ARE HONED TO AS NEAR A RAZOR EDGE AS POSSIBLE. THERE IS A HIGH DEGREE OF CROSSFIRE AND ACCIDENTAL DISCHARGE POTENTIAL ASIDE FROM THE OBVIOUS THREAT OF THE SUSPECTS AND HOSTAGES REACTIONS.

ANY HOSTAGE RESCUE IS AN OPERATION OF ORGANIZED CHAOS. SUCH SITUATIONS MUST BE DONE QUICKLY, VIOLENTLY AND WITH TOTAL COMMITMENT ONCE IT IS STARTED. IN MANY CASES A TACTICAL TEAM SHOULD TRAIN FOR AND IN, GTS SITUATIONS. THIS WAY, ANYTHING THAT GOES RIGHT IS A BONUS.

THE RESEARCH DONE FOR THIS ARTICLE WAS BASED ON PRIOR INSTRUCTION, LITERATURE AND HANDS ON RESEARCH FOR VEHICLE HOSTAGE RESCUE. THE FIRST HAND RESEARCH AND DEVELOPMENT STARTED FROM UNREHEARSED THEORY THEN ACTION FOLLOWING.

FROM THIS, PHYSICAL RESEARCH EVOLVED WITH GRADUAL AND HOPEFUL "DEBUGGING". THIS INVOLVED OPEN-ENDED DISCUSSION, THE EXPERIMENTING OF POTENTIAL HOSTAGE AND SUSPECT REACTIONS, PHYSICAL WALK THROUGH AND THE TRASHING OF OVER FORTY DIFFERENT VEHICLES AND COUNTING.

ARMORED VEHICLES

PROCEDURE FOR USE OF ARMORED RESPONSE VEHICLE

THE ADVANTAGES OF AN ARMORED RESPONSE VEHICLE FOR ANY TACTICAL UNIT IS VIRTUALLY UNLIMITED. WADENA COUNTY HAS HAD AN OPERATIONAL ARV SINCE 1994. IN THAT TIME WE HAVE DONE MANY MODIFICATIONS TO THE ARV AND FORMED A METHOD FOR IT'S DEPLOYMENT. THIS METHOD FITS OUR NEEDS AND MAY BE USEFUL OTHERS.

THE AUTHOR RECOGNIZES THAT SOME OF THE IDEA'S HERE MAYBE COMMONSENSICAL IN NATURE. CALLED A "PEACE KEEPER" BY THE AIR FORCE, LITTLE IF ANY INFORMATION FOR LAW ENFORCEMENT USE IS IN PRINT ANYWHERE.

HAVING RESTORED OUR VEHICLE FROM THE GROUND UP IN 1994 AND AT THE TIME, HAVING ONE OF ONLY A FEW IN THE UNITED STATES OPERATIONAL. THIS INFORMATION IS DRAWN FROM NUMEROUS TACTICAL SCHOOL INSTRUCTION, TRIAL AND ERROR IN ALL PHYSICAL AND WEATHER CONDITIONS, PHONE CONVERSATIONS WITH TEAMS WITH ARV'S, FIRST HAND EXPERIENCE AND RELATIVE PARTS FROM THE FOLLOWING MILITARY MANUALS.

BATTLE DRILLS FOR THE BRADLEY FIGHTING VEHICLE PLATOON, SECTION, AND SQUAD. ARTEP 7-7J DRILL

AIR ASSAULT OPERATIONS. FM 90-4

AN INFANTRYMAN'S GUIDE TO URBAN COMBAT. FM 90-10-1

RANGER HANDBOOK. SH 21-76

DEPLOYMENT

MOUNTING AND DISMOUNTING

VEHICLE DISMOUNTING SHOULD BE DONE IN REVERSE OF MOUNTING. THE DISMOUNTING ORDER OBVIOUSLY SHOULD HAVE TO DO WITH WHO GOES WHERE AND WHEN FIRST.

THE VEHICLE SHOULD HAVE A DESIGNATED VEHICLE COMMANDER. THIS IS EITHER THE DRIVER OR THE FRONT PASSENGER. (NOT THE TEAM LEADER). THE VEHICLE COMMANDER WILL BE IN CHARGE OF THE VEHICLE. IT IS RECOMMENDED THAT THE VEHICLE CREW CONSIST OF A DRIVER AND A MEDIC WITH THE DRIVER AS VEHICLE COMMANDER AS HIS HANDS ARE ON THE WHEEL. THIS BEING THAT THE DRIVER WILL HAVE FIRST HAND KNOWLEDGE OF WHERE AND WHEN IT IS SAFE FOR THE TEAM TO EXIT THE VEHICLE. THIS IS FOREMOST A REASON WHY THE VEHICLE CREW SHOULD BE KNOWLEDGEABLE IN TEAM TACTICS. IN THE HEAT OF A RAID, HOT EXTRACTION OR PERSON DOWN, THE TEAM LEADER SHOULD NOT BE WORRIED WITH DRIVING OR VEHICLE DEFENSE.

VOICE COMMANDS

TO AVOID VERBAL CONFUSION THE FOLLOWING VOICE COMMANDS ARE RECOMMENDED. THE IDEA HERE IS THAT THE VERBAL COMMANDS ARE COMMON DESCRIPTIONS OF THE VEHICLES SIDES AND ARE NOT EASILY CONFUSING WORDS OF DESCRIPTION.

CLEAR, CLEAR. COMMAND FOR EVERYONE IS INSIDE AND READY TO GO.

DRIVER, DRIVER. COMMAND TO DISMOUNT ON THE DRIVERS SIDE.

PASSENGER, PASSENGER. COMMAND TO DISMOUNT ON THE PASSENGER SIDE.

GET OUT, GET OUT. COMMAND FOR EVERYONE TO GET OUT.

VEHICLE DEPLOYMENT

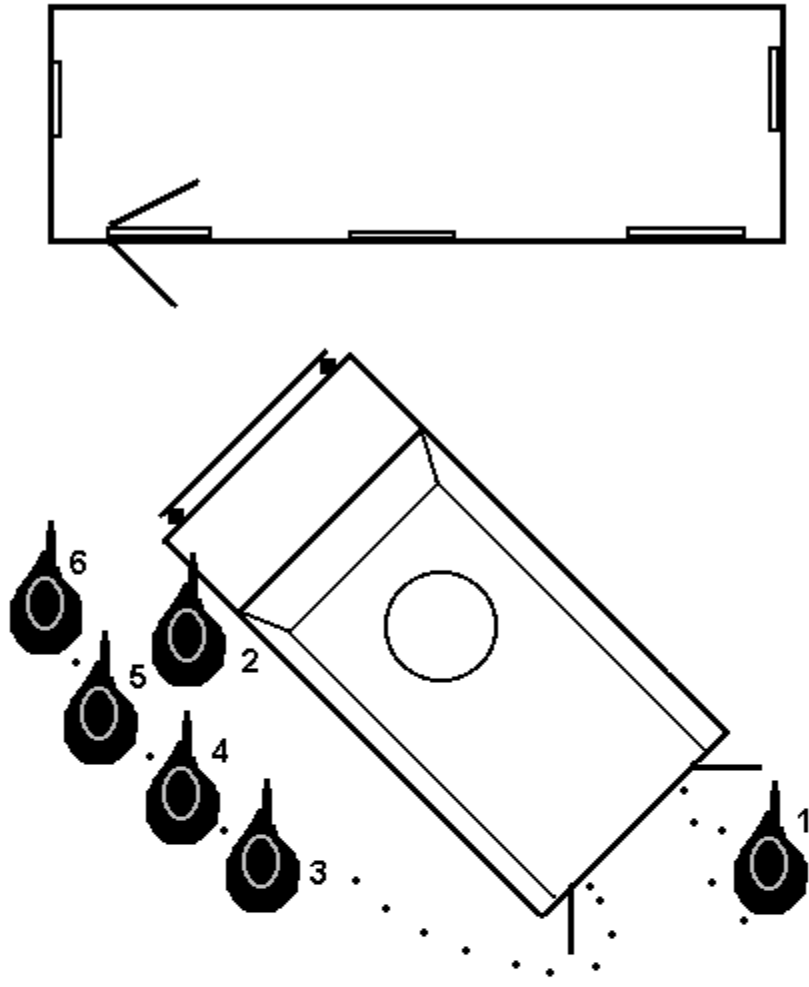
VEHICLE ASSAULTS WILL BE DONE SIMILAR TO AIR ASSAULTS. THE VEHICLE COMMANDER WILL DETERMINE THE BEST APPROACH AND POSITION ACCORDING TO TERRAIN TO PLACE HIS VEHICLE BEFORE THE TEAM DISMOUNTS.

IDEALLY THE VEHICLE SHOULD BE POSITIONED AT 45 DEGREE'S TO THE THREAT PROVIDING MAXIMUM VEHICLE PROFILE TO THE THREAT. UPON THE VEHICLE COMMANDER'S SATISFACTION THAT THE VEHICLE IS IN A GOOD POSITION TO DISMOUNT, HE WILL YELL THE APPROPRIATE VOICE COMMAND INDICATING THE SIDE THE TEAM WILL DISMOUNT. AT THIS TIME THE DRIVER WILL BRING THE VEHICLE TO A COMPLETE STOP. PLACE VEHICLE IN NEUTRAL, AND YELL GET OUT.

UPON THE TEAM'S DISMOUNTING THE VEHICLE PASSENGER WILL MOVE TO THE BACK OF THE VEHICLE AND COVER THE REAR OR TAKE UP A POSITION OF COVERING FIRE AT ANY NUMBER OF THE GUN PORTS AVAILABLE. DEPENDING ON WHAT HAPPENS, THE REAR DOOR'S MAY BE CLOSED BUT NOT LOCKED IN CASE OF A RETREAT OR IN COMING WOUNDED. IN ANY CASE, THE PASSENGER SHOULD BE READY FOR ANYONE COMING AT THE VEHICLE. AT NO TIME SHOULD THE DRIVER LEAVE THE VEHICLE OR HIS POSITION AS A DRIVER UNLESS RELIEVED BY ANOTHER DRIVER. THE ARV IS THE TEAMS ROLLING BODY BUNKER.

TEAM DEPLOYMENT

ONCE THE TEAM IS DISMOUNTED, IF TIME ALLOWS, THE TEAM SHOULD BRIEFLY STAGE AT THE SIDE OF THE VEHICLE PRIOR TO ENTRY. IF FOR ANY REASON THE HOOK ON THE WENCH SHOULD BE DEPLOYED IT SHOULD HAVE ADEQUATE SLACK TAKEN UP PRIOR TO THE RAID AND THE HOOK HUNG ON THE MIRROR POST, NOT THE DOOR HANDLES.



TEAM DEPLOYMENT

ROOF TOP DEPLOYMENT

TACTICALLY, CLEARING A BUILDING FROM THE TOP DOWN IS THE BEST WAY. ON OCCASION THIS IS TACTICALLY THE ONLY WAY IN CERTAIN SITUATIONS. DUE TO THE HEIGHT OF THE ARV AND IT'S ARMOR, THE ARV CAN PROVIDE BOTH AN EXPEDIENT MEANS TO A UPPER FLOOR AND PROTECTION WHEN DOING SO.

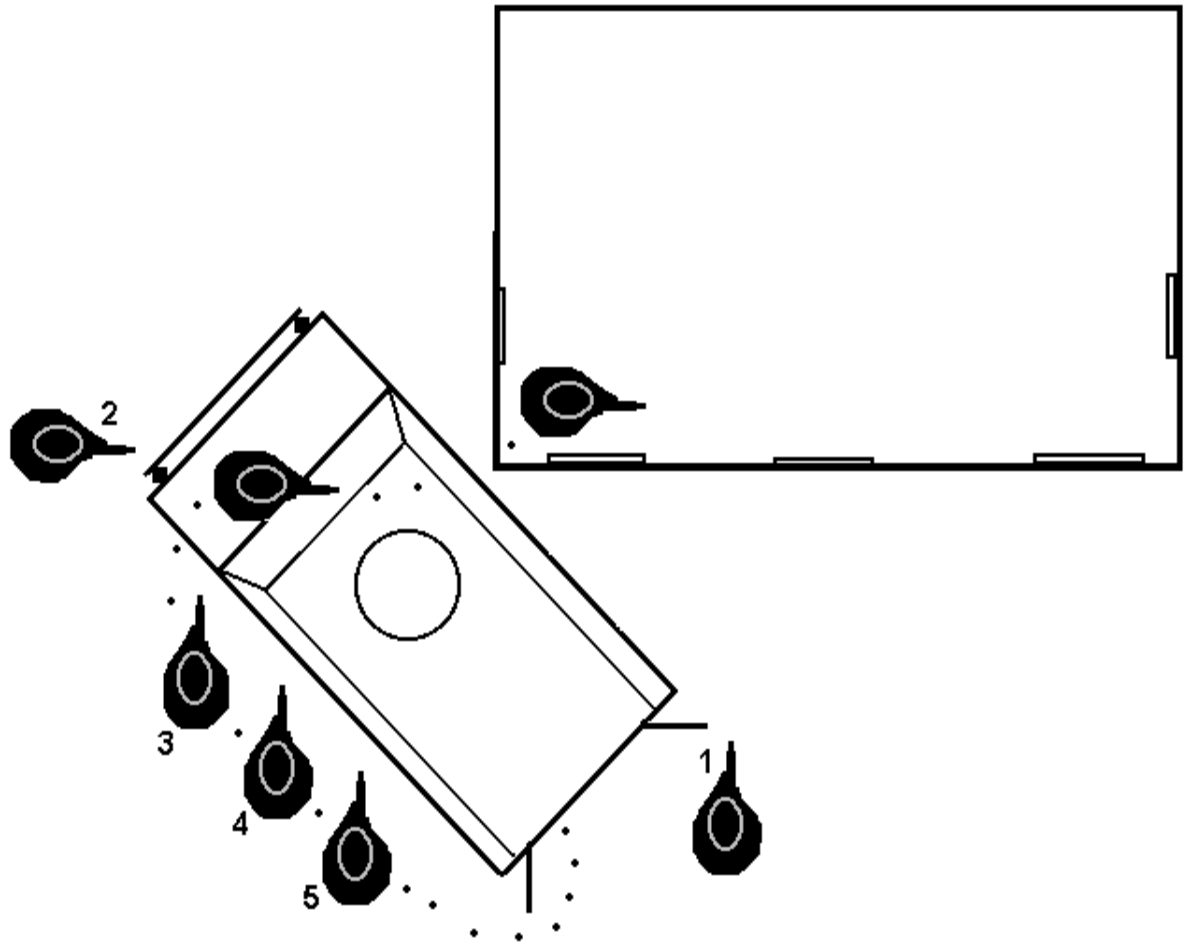
EXIT THROUGH THE TOP HATCH PROVIDES THE MOST PROTECTION FOR OPERATORS TO GAIN ACCESS TO A ROOF, HOWEVER IT IS SLOW. HEAVY CUMBERSOME GEAR OFTEN HINDERS A HASTY EXIT. PROVIDED THAT A WELL PLANNED AND COVERED APPROACH IS MADE, OPERATORS CAN DEPLOY FROM INSIDE AND QUICKLY GAIN ACCESS TO THE VEHICLES ROOF THEN TRANSFER TO A BUILDINGS ROOF.

LISTED IN THE FOLLOWING PAGES, "VEHICLE ENHANCEMENT TIPS", THERE ARE SEVERAL MODIFICATIONS THAT CAN BE DONE TO ENABLE OPERATORS QUICK ACCESS TO THE HOOD AND ROOF OF THE ARV. GENERALLY A TEAM OF SIX OPERATORS CAN EXIT THE ARV, AND CLIMB TO A ROOF OF A BUILDING UP TO FIFTEEN FEET HIGH IN A FEW SECONDS.

COVER AND CONCEALMENT

OFTEN CONSIDERED THE SAME AS HIDING AN ELEPHANT IN A STRAWBERRY PATCH, TACTICS OF COVER AND CONCEALMENT CAN BE SUCCESSFULLY EMPLOYED WITH AN ARMORED VEHICLE. A PERSON CAN NOT HONESTLY SAY THAT AN ARV IS EASY TO HIDE. HOWEVER, CAREFUL PLANNING OF THE ROUTE OF APPROACH, MINIMIZING NOISE AND KEEPING STRUCTURES BETWEEN YOUR VEHICLE AND THE TARGET, WILL INCREASE YOUR ODDS OF SURPRISE.

THERE IS A GREAT DEAL OF INFORMATION FROM THE MILITARY REGARDING THIS VERY TOPIC. IT IS COMMON TRAINING FOR ARMOR UNITS TO PRACTICE HIDING FROM EACH OTHER IN URBAN TERRAIN, THE WOODS AND CAN EVEN AT TIMES BE EFFECTIVE AGAINST AIR CRAFT.



BUILDING DEPLOYMENT

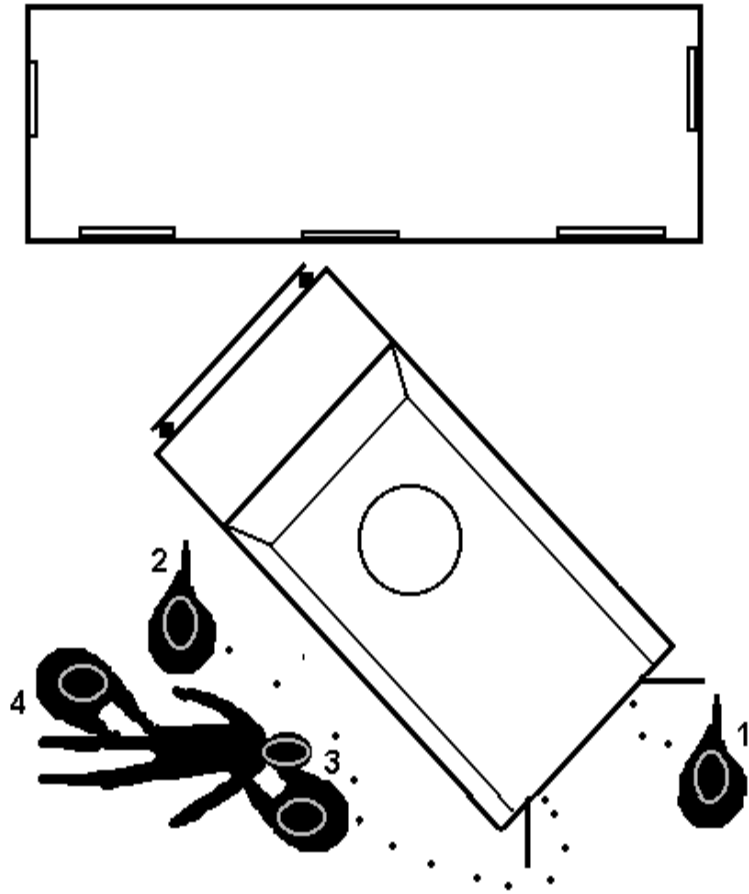
DOWNED PERSON RESCUE

DOWNED PERSON RESCUE'S ARE TRICKY AND REQUIRE A LOT OF TRAINING. 30 - 45 SECONDS IS ALL THE LONGER IT SHOULD TAKE FROM THE TIME OF THE STOP AND DISMOUNT TO RETRIEVAL AND REMOUNTING.

IN THE CASE OF A HOT EXTRACTION, WHICH IS WHAT SHOULD BE TRAINED AT ALL TIMES, HASTY DISMOUNTING IS A COMMON OCCURRENCE. TO AVOID MISHAPS AND COLLISIONS, THE TEAM SHOULD ONLY DISMOUNT THE MINIMUM NUMBER OF OFFICERS TO HANDLE THE DOWNED PERSON AND COVER SECURITY NEEDS.

THE DRIVER OR FRONT PASSENGER DEPENDING ON THE SIDE THE DOWNED PERSON IS ON, SHOULD POSITION THE VEHICLE AS CLOSE TO THE DOWNED PERSON AS POSSIBLE, LINING UP THE GUN PORT OF THAT DOOR WITH THE CENTER MASS OF THE DOWNED PERSON. GENERALLY THE FIRST AND SECOND OFFICER OUT THE BACK SHOULD TAKE UP SECURITY POSITIONS. THE FIRST OFFICER AT THE REAR OF THE TRUCK AT A SUITABLE COVER POSITION CLEAR OF THE VEHICLES ENTRANCE. THE SECOND OFFICER TOWARD THE FRONT FOLLOWED BY THE PICK UP TEAM. THE TEAM ON THE GROUND THEN REMOUNT'S IN REVERSE WITH THE LAST OFFICER IN USING THE VOICE COMMAND CLEAR, CLEAR.

NOTE: AS THE GROUND TEAM REMOUNTS, THE LAST OFFICER IN SHOULD CLOSE THE DOORS. YOU WILL NOT KNOW WHICH DIRECTION THE DRIVER MAY GO TO LEAVE AND THE INSIDE OF THE VEHICLE MAY BE EXPOSED TO FIRE.



DOWNED PERSON RESCUE

WEAPON DEPLOYMENT

DEPENDING ON YOUR DEPARTMENT POLICY, SHOOTING FROM THE VEHICLE IS ENTIRELY A REALITY THAT SHOULD BE CONSIDERED AND PRACTICED. YES THIS IS TRICKY. THE GUN PORTS ARE FAIRLY ROOMY TO PORT A WEAPON BUT THERE ARE HAZARDS THAT EXIST AND METHODS THAT WORK AND SOME THAT DON'T.

HANDGUNS SHOULD BE FIRED WITH A TWO-HAND HOLD WITH THE WEAK HAND PRESSED AGAINST THE WALL OF THE VEHICLE. THIS INSURES THE MUZZLE IS OUT SIDE. THOUGH EXCITING, ROUNDS ZINGING INSIDE THE ARV ARE HAZARDOUS. ASSAULT RIFLE'S ARE EASILY PORTED AS ARE SHOT GUNS.

SUB GUNS SUCH AS THE MP- 5 ARE ANOTHER STORY. AS MOST TEAMS HAVE LIGHTS MOUNTED ON THE MP- 5 THEY ARE DIFFICULT TO PORT AND KEEP A SIGHT PICTURE. IT IS RECOMMENDED THAT THEY BE FITTED WITH FLASH SUPPRESSORS TO EXTEND THE BARREL LENGTH BEYOND THE LIGHT A FEW INCHES OR BE AVOIDED FOR THIS PURPOSE.

WHEN PORTING RIFLES OR SUB GUNS THE MUZZLE END OF THE WEAPON SHOULD BE SUPPORTED WITH THE WEAK HAND AGAINST THE WALL OF THE VEHICLE, AGAIN ASSURING THE MUZZLE STAY'S OUTSIDE. THE BEST WAY'S TO PRACTICE THIS IS WITH LIVE AMMO AND SLOWLY BUILDING UP. IT IS COMMON TO END UP SPRAYING A TARGET AREA WITH BULLETS AND HAVE FEW HITS. IT IS RECOMMENDED THAT YOUR FIREARMS INSTRUCTOR ACTUALLY QUALIFY YOU IN ALL PORTS.

LIVE FIRE EXERCISES

BLANK AMMO IS BEST FOR TRAINING GROUND TEAMS TO KEEP LOW AND UNDER THE PORTS BEFORE LIVE FIRE DRILLS ARE DONE. TEAM MEMBERS SHOULD BE FAMILIAR WITH SHOOTING ALL AROUND THEM AND BRASS FLYING INSIDE. IF THIS SOUNDS RAMBO'ISH, SEE WHAT HAPPENS WHEN YOU COMPARE NO SHOOTING TO SHOOTING TIMES ON YOUR DOWNED PERSON DRILLS.

AS FOR ACTUAL TARGET ENGAGEMENTS, THE VEHICLE STOPPED IS THE BEST TIME AND THE SAFEST. TARGET ENGAGEMENT SHOULD BE CEASED JUST PRIOR TO AND JUST AFTER MOUNTING AND DISMOUNTING. THE SUDDEN JERK OF THE VEHICLE MAY CAUSE A WEAPON DISCHARGE INSIDE. AS IF THERE WASN'T ALREADY ENOUGH TO REMEMBER, LIMIT THE TIME YOU ACTUALLY SPEND SHOOTING FROM A GUN PORT, DO NOT DEPEND ON THE BIG TRUCK SMALL HOLE THEORY AS EVENTUALLY THE MURPHY BULLET WILL FIND A GUN PORT. AS WAS STATED BEFORE THIS NEEDS TRAINING.

VEHICLE ENHANCEMENT TIPS

THE FOLLOWING ARE TIPS AND MODIFICATIONS OF THE ARV THAT WE HAVE FOUND TO BE BENEFICIAL.

1. DUE TO THE WEIGHT OF THE ARV, THE LEAF SPRINGS ARE USUALLY BROKEN OR WEAK. AN EASY FIX IS TO REPLACE THE SPRINGS WITH 2 1/2-INCH TRUCK SPRINGS. DROP THE AXLES DOWN AND REPLACE THE SPRINGS AS NEEDED. THE REAR END EMPTY SHOULD BE AT LEAST 80 INCHES FROM THE FLOOR TO THE EDGE OF THE ROOFTOP.
2. THE 360 DODGE ENGINE RUNS HOT IN THESE TRUCKS AND SHOULD BE SET TO RUN A LITTLE RICH. "PROLONG" ENGINE OIL TREATMENT WORKS VERY WELL TO HELP KEEP IT COOL. THERE IS A DIESEL RETROFIT KIT AVAILABLE TO THE TUNE OF ABOUT \$15,000.00. FOR MOST AGENCY'S THIS IS NOT AN OPTION. THE 727 TRANSMISSION IS ALSO WEAK FOR A TRUCK LIKE THIS AND SHOULD BE TAKEN CARE OF.
3. THOUGH IT'S COMFORTABLE TO HAVE. REMOVE ALL OF THE AIR CONDITIONING COMPONENTS, IT DOESN'T COOL THE TRUCK THAT WELL ANYWAY, ROBS HORSEPOWER AND RESTRICTS AIR FLOW MAKING THE ENGINE RUN HOT.
4. REMOVE THE ARMOR PANEL UNDER THE RADIATOR. THE GRILL ACTS AS A BULLET TRAP AND THE AIR CIRCULATION IS BAD AS IT IS. IF YOUR ARV CAME WITH SQUIRREL CAGE COOLING FANS, REMOVE THEM. THEY DO NOT COOL THE ENGINE ANY BETTER AND THEY ARE BATTERY KILLERS.
5. IF YOUR VEHICLE CAME WITH A WENCH REPLACE THE POWER CONNECTORS WITH BOAT TRAILER CONNECTORS AND RUN THE CABLE INTO THE CAB. ATTACH A SPRING LOADED TWO WAY SWITCH FOR CONTROLS.
6. THE WENCH TAKES A LOT OF POWER NOT TO MENTION ALL THE OTHER RADIO'S AND LIGHT'S. A SECOND BATTERY IS RECOMMENDED.
7. DODGE TRUCKS OF THAT ERA ARE NOTORIOUS FOR A WEAK WIRING SYSTEM. RUN A HOT WIRE TO THE DASH AND A SEPARATE FUSE BLOCK FOR ACCESSORIES. INSTALL A MAIN BATTERY SHUT OFF SWITCH. THIS WILL SAVE ON DEAD BATTERY'S WHILE THE VEHICLE IS IN STORAGE.
8. DUE TO THE ARV'S LIMITED VISIBILITY AND BLIND SPOTS YOU NEED LOT'S OF LIGHTS. FRONT, BACK, SIDES AND TURRET.
9. IF YOU DO NOT HAVE A TURRET SHIELD GET ONE. IT WORKS GREAT FOR A 360 FLOOD LIGHT MOUNT. USE A 3 WIRE CURLY CORD WIRED ON THE OUTSIDE TO ALLOW 360 DEGREE TURNING AND PREVENTS THE TROOPS

FROM GETTING TANGLED IN THE WIRE. USE SMOKE LENSES FOR THE SPOT LIGHT'S ON THE TURRET AS THEY FOCUS THE LIGHT BETTER. THAT'S WHY FIRE TRUCKS USE THEM.

10. THOUGH CONTROVERSIAL WITH THE SHORTER TEAM MEMBERS, THE AVERAGE PERSON CAN SEE AND SHOOT FINE WITH OUT THE TURRET STAND AND MOST GUYS SUDDENLY DON'T LIKE IT OR USE IT WHEN YOU SHOOT AT THEM. HOWEVER IF IT IS KEPT AS AN OPTION, IT SHOULD BE CUT DOWN TO 7 INCHES IN HEIGHT. THE SHORT GUY'S CAN STILL SEE JUST AS GOOD AND IT FOLDS OUT OF THE WAY BETTER. ONE ARGUMENT FOR REMOVAL OF THE TURRET STAND IS IT TAKES UP ROOM AND LIKE A TOILET SEAT IT'S EITHER UP OR DOWN NEVER WHAT YOU WANT IT TO BE.
11. REPLACE THE SEAT'S OR FACTORY BENCHES IN BACK AND INSTALL PADDED BENCHES OF $\frac{3}{4}$ INCH PLYWOOD 18" WIDE AND 70" LONG AND REST THEM ON THE FENDER WELLS. THIS BENCH CONFIGURATION KEEPS A WIDE AREA IN THE MIDDLE TO MOVE IN OR OUT AND ROOM FOR WOUNDED PERSONS.
12. PLUG THE FIRST NOTCH OF THE TURRET LID BY WELDING IT UP OR POUNDING IN SOFT ALUMINUM SHEET OR LEAD. THE FIRST NOTCH MAKES IT DIFFICULT TO OPEN OR CLOSE THE LID IN A HURRY.
13. REINFORCE OR REPLACE THE FRONT BUMPER WITH HEAVY TUBING LIKE YOU WOULD FOR YOUR TRUCK IF YOU HIT DEER ON PURPOSE. THE FACTORY ALUMINUM BUMPER IS ABOUT WORTH IT'S WEIGHT IN SCRAP AND IS USELESS FOR RAMMING OR PUSHING A VEHICLE.
14. MOUNT A STEP LOW AND WIDE ON THE BACK BUMPER FOR EASY MOUNTING AND DISMOUNTING. PAD IT FOR SHINS AND ANKLES.
15. MOUNT A PIPE OR SHAFT ACROSS BACK THROUGH THE LARGE EYES HOLES FOR HANGING ONTO THE BACK OR MOUNTING / DISMOUNTING ECT.
16. APPLY A THICK COATING OF FINE SAND AND PAINT OVER THE ROOF AND HOOD FOR TRACTION WHEN CLIMBING ON OR OFF BUILDING ROOFTOPS.
17. WELD TWO SETS OF SOCKETS FOR LADDER LEGS ON EACH SIDE OF THE ROOF. THIS WILL AID IN ROOF TOP DEPLOYMENT. DRILL HOLES FOR TARP STRAPS INTO THE SOCKETS TO ENABLE THESE SAME SOCKETS TO DOUBLE FOR LADDER STORAGE.
18. PAINT THE INTERIOR WHITE AND ADD RED WHEEL LIGHTS TO THE INTERIOR LIGHTS TO PRESERVE NIGHT VISION.
19. OBTAIN SEVERAL INSTA AIR TIRE INFLATORS. THERE IS NO PLACE TO STORE A SPARE TIRES.

20. DO NOT REMOVE THE REAR DOOR HINGE LOCKS. YES IT IS DIFFICULT TO CLOSE THE DOORS IN A HURRY BUT WITHOUT THEM THE WEIGHT OF THE DOORS SLAMMING SHUT WILL SEVER A FINGER.
21. LABEL WARNING OF MUZZLE HAZARDS BY GUN PORTS.
22. MOUNT TOW HOOKS ON THE FRONT AND BACK.
23. OBTAIN A LOW BACKED, LOW HEIGHT SEAT FOR THE FRONT PASSENGER SIDE AND SET IT AS FAR BACK AS POSSIBLE. THE LOW SEAT WILL ENABLE THE PASSENGER TO PORT A WEAPON WITH GREATER FIELD OF VIEW, EASIER MOVEMENT FROM THE FRONT TO THE BACK AND ALLOWS WORKING ROOM TO PULL A DOWNED PERSON IN THROUGH A SIDE DOOR IF NEEDED.
24. HAVE AT LEAST TWO FIRE EXTINGUISHERS ON BOARD WITH ANGLED NOZZLES ON THE END OF THE HOSE TO PUT OUT FIRES ON THE OUTSIDE FROM THE INSIDE.
25. HAVE YOUR ENTIRE TEAM, ESPECIALLY THE REGULAR DRIVERS. DRIVE THE VEHICLE REGULARLY THROUGH AN OBSTACLE COURSE SO THEY KNOW THE LIMITATIONS, BLIND SPOTS, RANGE OF MOTION AND DISTANCE JUDGING WITH IT. EQUAL OR MORE TIME SHOULD BE SPENT DOING THIS AT NIGHT AND WITH NIGHT VISION EQUIPMENT.
26. TEAM MEMBERS SHOULD QUALIFY SHOOTING FROM THE VEHICLE AND REGULAR TRAINING LIKE OTHER TRAINING SHOULD BE DONE AT NIGHT WITH THE VEHICLE.
27. INSTALL A DUAL EXHAUST. WITH AS QUIET A SYSTEM YOU CAN FIND.
28. DUE TO THE SMALL WINDOWS THERE IS A CREATION OF LARGE BLIND SPOTS. DOUBLE THE NUMBER OF REVERSE LIGHTS AND MOUNT SOME OFF TO THE SIDES. HAVE ON/OFF SWITCHES FOR BRAKE AND REVERSE LIGHT'S.
29. MOUNT LARGE, REAL TIME MIRRORS ON THE SIDES WITH CONVEX MIRRORS UNDERNEATH.
30. HAVE ABOARD THE TEAMS BATTLE KIT. NUMEROUS ROUNDS OF SMOKE CHEMICAL AGENT GRENADES, AND PROJECTILES. THINK OF THIS AS YOUR ARMOR SUPPORT, A TANK FOR COPS, A RESUPPLY VEHICLE AND AMBULANCE. MOST OF THIS CAN BE ATTACHED TO THE WALLS VIA VELCRO IN BANDOLEERS OR STORED UNDER THE BENCHES.
31. MOUNT 10 PLY MUD AND SNOW TIRES ALL AROUND.
32. MOUNT THE SIREN SPEAKER UNDER OR BEHIND THE FRONT BUMPER SO YOU CAN HEAR TO THINK.

33. MOUNT AN ADDITIONAL SPEAKER ON THE TURRET FOR THE PA SYSTEM FOR DIRECTIONAL BEGGING. AS AN OPTION, A DUAL POLE SWITCH CAN BE INSTALLED TO SWITCH FROM TURRET SPEAKER TO FORWARD SPEAKER OR A SEPARATE SYSTEM FOR THE TURRET. ANYTHING IS BETTER THAN A BULLHORN.
34. MOUNT STEP SIDES ALONG THE SIDE OF THE ARV FOR OFFICERS TO RIDE ON. THIS IS BENEFICIAL FOR RIOT SITUATIONS AND IN CASES WHEN MORE OFFICERS ARE PRESENT THAN THERE ARE SEATS.
35. THE ARMOR OF ARV'S IS VERY HARD AND WILL EAT THE BEST DRILL BITTS. ANY HOLES THAT NEED TO BE DRILLED NEED TO BE CUT WITH A TORCH, OR A PLASMA CUTTER.

CHEMICAL MUNITIONS

HISTORICAL DEVELOPMENT OF CHEMICAL AGENTS

- A. INDIA. 2000 BC INDIA AND CHINA USED RICE PAPER COVERED WITH PEPPER. WHEN BURNED UP WIND WOULD SCATTER THE PEPPERY SMOKE ONTO ENEMY TROOPS.
- B. SPARTANS. 429 BC THE SPARTANS USED A COMBINATION OF WOOD, PITCH AND SULFUR. WHEN LIGHTED WOULD CAUSE IRRITATING SMOKE.
- C. 1855 AD THE BRITISH HAD DEVELOPED A SULFER AND COKE COMPOSITE, THAT WHEN LIGHTED, WOULD CREATE A NOXIOUS SMOKE. RUSSIA VS ENGLAND.
- D. AMERICAN CIVIL WAR, 1861 AD THE UNION FORCES HAD DEVELOPED CHLORINE GAS. LINCOLN WOULD NOT ALLOW IT'S USE.
- E. WORLD WAR I. THERE WAS 124,000 TONS OF CHEMICAL AGENTS USED. GAS USED WAS CHLORINE & PHOSPHINE (MUSTARD GAS).
- F. GENEVA CONVENTION, 1925 AD OUTLINED THE USE OF CHEMICAL WEAPONS IN WARFARE. THE UNITED STATES WS THE ONLY COUNTRY THAT DID NOT SIGN THE AGREEMENT UNTIL 1986.
- G. GREAT DEPRESSION ERA. THE DEVELOPMENT OF NERVE GAS. TABIN (GA) SARIN (GB) AND SOMAN (GD). A CENTRAL NERVOUS SYSTEM ATTACKER. THE SIZE OF A PIN HEAD CREATES A 3 MINUTES TO 1 HOUR SURVIVAL TIME.
- H. WORLD WAR II. 12,000 TONS OF TABIN WAS FOUND IN GERMAN BUNKERS AT THE END OF THE WAR. A GERMAN GENERAL LIED TO HITLER ABOUT THE EFFECTIVENESS OF CHEMICAL WARFARE AND IT WAS NOT USED.
- I. CURRENT. THERE ARE A VARIETY OF CHEMICAL AGENTS.(HD) A BLISTERING AGENT, (BZ) A HALLUCINOGEN. THE MILITARY WORKS EXTENSIVELY WITH CS AND HAVE CR AND CH IN INVENTORY.
- J. LAW ENFORCEMENT USES CS, CN AND OC INDIVIDUALLY OR IN COMBINATION.

CHEMICAL MUNITIONS POLICY FORMATION

FORCE

FORCE IS CONTROL USED TO STOP OR PROHIBIT KINDS OF WRONGFUL BEHAVIOR.

EXCESSIVE FORCE

EXCESSIVE FORCE IS FORCE THAT GOES BEYOND CONTROL AND BECOMES PUNISHMENT.

POLICY FORMULATION

A. UNDERLYING PHILOSOPHY

1. FORCE VS EXCESSIVE FORCE

B. CYCLE

1. POLICY (WHAT)

2. PROCEDURE (WHO WHAT WHERE WHEN HOW)

3. DIRECTION (TRAINING AND SUPERVISION)

4. EXECUTION (OPERATION)

5. EVALUATION (LINE AND STAFF PERSONNEL)

C. AFTER EVALUATION, YOU CAN MODIFY #2 PROCEDURE & #3 DIRECTION

POLICY SHOULD BE A GENERAL STATEMENT OF WHAT THE ADMINISTRATION WANTS YOU TO DO.

WHEN EVALUATING, YOU SHOULD GET WRITTEN REPORTS WHEN AGENTS WERE USED SO THAT THE CYCLE CAN CONTINUE.

POLICY

THE USE OF CHEMICAL MUNITIONS SHOULD BE CONSIDERED AN ALTERNATE ACTION IN CONNECTION WITH THE RIOT BATON AND UNDER APPROPRIATE CIRCUMSTANCES AND IS NOT INTENDED AS A REPLACEMENT FOR THE RIOT BATON OR APPROVED FIREARMS. CHEMICAL MUNITIONS SHOULD NOT BE USED INDISCRIMINATELY OR IN ANTICIPATION AGAINST MERE THREATS OR VIOLENCE OR RESISTANCE.

PROCEDURES

1. THE SENIOR RANKING OFFICER AT THE SCENE OF AN INCIDENT SHALL HAVE FULL COMMAND OF PERSONNEL AND CHEMICAL MUNITIONS.
2. THE SENIOR RANKING OFFICER AT THE SCENE OF AN INCIDENT SHALL CONFER WITH THE CHEMICAL MUNITIONS OFFICER AS TO WHAT TYPE OF MUNITIONS ARE TO BE USED.
3. IF A SPECIAL WEAPONS AND TACTICS TEAM IS CALLED TO THE SCENE. THE SENIOR OFFICER SHALL WORK WITH THE TEAM LEADER OF THAT UNIT.
4. THE FOLLOWING CHEMICAL MUNITIONS SHALL BE USED FOR THESE SPECIAL INCIDENTS.

INDOOR USE OF CHEMICAL MUNITIONS

DEFINITION: ANY STRUCTURE THAT COULD HOUSE HUMANS.

1. APPROVED INDOOR TYPES OF GRENADES AND PROJECTILES SHALL BE USED.
 2. THE CHEMICAL MUNITIONS OFFICER SHALL DESIGNATE THE OFFICERS WHO SHALL EITHER FIRE, LAUNCH OR THROW THE CHEMICAL MUNITIONS.
 3. ALL OFFICERS SHALL WEAR PROPER EQUIPMENT, SUCH AS PROTECTIVE MASKS, EYE PROTECTION, GLOVES ECT. AS THE SITUATION DICTATES.
 4. THE CHEMICAL MUNITIONS OFFICER SHALL DETERMINE WHAT CHEMICAL AGENT IS TO BE USED DUE TO CONTAMINATION POTENTIAL.
 5. THE CHEMICAL MUNITIONS OFFICER SHALL DETERMINE AS TO HOW MUCH CHEMICAL AGENT IS TO BE FIRED, LAUNCHED OR THROWN.
 6. THE OFFICER IN CHARGE OF THE INCIDENT SHALL BE THE OFFICER AUTHORIZED TO GIVE THE COMMAND TO FIRE, LAUNCH OR THROW THE CHEMICAL AGENT.
 7. THE CHEMICAL MUNITIONS OFFICER SHALL KEEP AN ACCURATE COUNT AS AS TO THE AMOUNT OF MUNITIONS GIVEN OUT, USED AND RECOVERED AFTER THE INCIDENT.
1. THE OFFICER IN CHARGE SHALL HAVE THE PROPER MEDICAL PERSONNEL AT THE SCENE AND FIRE FIGHTING EQUIPMENT.
 2. AFTER THE INCIDENT, THE OFFICER IN CHARGE AND THE CHEMICAL MUNITIONS OFFICER SHOULD COMMENCE WITH DECONTAMINATION.
 - A. PICK UP SPENT SHELLS OR GRENADES

- B. PROPER VENTILATION
- C. PROPER EQUIPMENT FOR THE DECONTAMINATION TEAM
- D. PROPER WASH DOWN SOLUTIONS

10. THE OFFICER IN CHARGE AND CHEMICAL MUNITIONS OFFICER SHALL INTERVIEW ALL OFFICERS INVOLVED IN THE INCIDENT, IN ADDITION, AN EVALUATION OF THE INCIDENT SHALL BE MADE IN REGARDS TO TRAINING AND THE USE OF PROPER MUNITIONS.
11. A RECOMMENDATION SHALL BE GIVEN TO THE SHERIFF OR CHIEF OF POLICE ACCORDING TO THE JURISDICTION.

OUTDOOR USE OF CHEMICAL MUNITIONS

1. THE OFFICER IN CHARGE AT THE INCIDENT SHALL HAVE FULL COMMAND OF PERSONNEL AND CHEMICAL MUNITIONS.
2. THE OFFICER IN CHARGE SHALL CONFER WITH THE CHEMICAL MUNITIONS OFFICER AS TO WHAT TYPE OF AGENTS OR MUNITIONS ARE TO BE USED.
3. THE OFFICER IN CHARGE SHALL DESIGNATE WHAT TACTICS ARE TO BE USED BY THE OFFICERS.
4. THE OFFICER IN CHARGE SHALL HAVE THE AUTHORITY TO GIVE THE COMMAND TO FIRE, LAUNCH OR THROW CHEMICAL MUNITIONS.
5. ALL OFFICERS SHALL HAVE PROTECTIVE MASKS PRIOR TO USE OF CHEMICAL MUNITIONS.
6. THE CHEMICAL MUNITIONS OFFICER SHALL DESIGNATE THOSE OFFICERS TO FIRE, LAUNCH, THROW OR OPERATE THE PEPPER FOGGER.
7. WIND DIRECTION AND DESIRED SUBJECT DISPERSAL WILL DETERMINE IF GRENADES ARE TO BE THROWN ON THE GROUND OR LAUNCHED BEHIND TARGET SUBJECTS. PROJECTILES ARE TO BE FIRED BEHIND THE TARGET SUBJECTS. WOOD OR FOAM RUBBER "KNEE KNOCKERS" ARE TO BE FIRED AT THE GROUND AND RICOCHETED TOWARDS THE TARGET SUBJECTS.
8. SECTIONS FOR INDOOR USE 1, 2, 3, 5, 7, 9, 10, & 11 SHALL BE USED IN OUT DOOR USE OF CHEMICAL MUNITIONS.
9. THE OFFICER IN CHARGE AND CHEMICAL MUNITIONS OFFICER SHALL COMMENCE WITH THE DECONTAMINATION OF AN OUTSIDE INCIDENT.
 - A. OFFICERS WILL WEAR PROPER CLOTHING AND PROTECTIVE MASKS.
 - B. PICKING UP FIRED GRENADES AND PROJECTILES.
 - C. THE CHEMICAL MUNITIONS OFFICER OR BOMB TECHNICIAN SHALL

REMOVE ALL MALFUNCTIONED GRENADES OR PROJECTILES.

GAS MASK NOMENCLATURE

GENERAL PIECES COMMON TO MOST PROTECTIVE MASKS.

1. FACE PIECE
2. HARNESS AND BUCKLE
3. LENS AND LENS RING
4. INHALATION VALVES AND VALVE SEATS
5. NOSE CUP ASSEMBLY
6. CARTRIDGE, GASKETS AND RECEPTACLES
7. EXHALATION VALVES AND VALVE SEATS
8. SPEAKING DIAPHRAGM AND ASSEMBLY
9. SNIPER PLUG
10. CARRIER BAG

MASK CLEANING

- A. FIRST REMOVE FILTERS DO NOT GET THEM WET!
- B. USE COLD SOAPY WATER
- C. RINSE OUT MASK THOROUGHLY
- D. DRY WITH CLEAN NON ABRASIVE CLOTH

WEARING THE MASK

- A. START BY SEATING MASK FIRMLY TO FACE
- B. PULL STRAPS OVER HEAD WITH OTHER HAND
- C. TIGHTEN STRAPS STARTING AT THE BOTTOM OF THE MASK AND WORK UP
- D. TIGHTEN MASK STRAPS FIRMLY

YOU SHOULD BE ABLE TO CHECK YOUR MASK FOR A SEAL BY HOLDING YOUR HAND OVER THE FILTER AND INHALING. THE MASK SHOULD COLLAPSE INWARD AND NO AIR SHOULD ENTER THE MASK AS LONG AS YOUR HAND IS OVER THE FILTER.

MEN SHOULD NOT HAVE A BEARD OR EXCESSIVE FACIAL HAIR. THE MASK WILL NOT MAKE A TIGHT SEAL.

FEMALES SHOULD REMOVE ALL MAKE-UP AND EARRINGS BEFORE WEARING A MASK. EARRINGS WILL TEAR YOUR EARLOBES AND THE MAKE-UP WILL CAUSE THE CHEMICAL AGENT TO STICK TO YOUR SKIN.

CHECK YOUR FILTERS FOR DISCOLORATION, FILTERS ARE WORN OUT WHEN YOU CAN TASTE OR SMALL CHEMICAL AGENTS.

CHEMICAL MUNITIONS COLOR CODE IDENTIFICATION CHART

CN – (CHLOROACETOPHENONE)	RED
CS – (ORTHOCHLOROBENZALMALONONITRILE)	BLUE
OC – (OLEORESIN CAPSICUM)	ORANGE
DM – (CIPHENYLAMINECHLOROARSINE)	GREEN
CR – (DIBENZOXAZEPRINE)	VIOLET
BZ – (N/A) U.S. ARMY CLASSIFIED	
HC – (HEXACHLORETHANE)	YELLOW PEA GREEN/INT

CRITERIA FOR SELECTING CHEMICAL MUNITIONS

AN ACCEPTABLE CHEMICAL AGENT SHOULD POSSESS CERTAIN CHARACTERISTICS BASED UPON THE REQUIREMENTS OF CIVIL LAW ENFORCEMENT SERVICE. IN SELECTING AGENTS, SEVEN GUIDELINE CHARACTERISTICS SHOULD BE USED.

1. SAFETY. THE DOSE SHOULD BE NON-LETHAL.
2. EFFECTIVENESS. RAPID PHYSIOLOGICAL ACTION BETWEEN 1 AND 3 SECONDS. DESIRED EFFECTS IN LOW CONCENTRATIONS. RAPID RECOVERY THAT USUALLY OCCURS WITHIN 20 TO 30 SECONDS.
3. DELIVERABILITY. MUST BE ADAPTABLE TO POLICE SITUATIONS.
4. NON-PERSISTENCY. DO NOT WANT LONG LASTING EFFECTS AT THE SCENE.
5. STABILITY. WEATHER CONDITIONS, TEMPERATURE OR STORAGE.
6. ACCEPTABILITY. WILL THE PUBLIC ACCEPT IT'S USE IN A SITUATION.
7. COST EFFECTIVENESS.

THERE HAVE BEEN FIVE REPORTED DEATHS FROM CN AGENT USE. THESE DEATHS ALL TOOK PLACE IN HOMES WHERE PYROTECHNIC GRENADES WERE USED. THE OXYGEN LEVEL WAS REDUCED BELOW THE MINIMUM OF 16%. TITCOMB VS NEW YORK.

A PEPPER FOGGER PUTS OUT 100,000 CUBIC FEET OF AGENT IN 20 SECONDS.

CS AGENT IS TEN TIMES MORE EFFECTIVE THAN CN.

OC AGENT IS MORE EFFECTIVE THAN CS ON A GENERIC POPULATION HOWEVER OC IS NOT AN EFFECTIVE SECONDARY CONTAMINATOR.

SOME PEOPLE CAN DEVELOP A TOLERANCE TO CS AND CN.

NEVER USE PYROTECHNIC OR BURNING CHEMICAL MUNITIONS INDOORS.

TRAIN YOUR PARAMEDICS IN CHEMICAL AGENT USE SO THEY ARE FAMILIAR WITH THEIR EFFECTS AND CAN OPERATE IN THAT ENVIRONMENT.

CHEMICAL AGENTS

CN

- A. HISTORY. INVENTED BY A GERMAN CHEMIST IN 1869.

- B. ODOR. SIMILAR TO APPLY BLOSSOMS.
- C. INCAPACITATION TIME. 1 TO 3 SECONDS, FAST ACTING IRRITANT THAT AFFECTS THE UPPER RESPIRATORY PASSAGES, LACHRYMAL GLANDS AND EYES. EFFECTS MAY LAST UP TO 20 MINUTES.
- D. PHYSIOLOGICAL EFFECTS. IRRITATING TO THE SKIN, CAUSING A BURNING AND ITCHING SENSATION. FLOWING OF TEARS, NOSE IRRITATION ESPECIALLY AFFECTS MOIST AREAS OF THE BODY.
- E. FIRST AID. EXPOSE TO FRESH AIR, RINSE WITH COLD WATER.

CHEMICAL AGENTS

CS

- A. HISTORY. DEVELOPED BY THE BRITISH, B.B. CARSON AND R.W. STOUGHTON. USED BY THE BRITISH INITIALLY IN 1961 IN CYPRUS.
- B. ODOR. PEPPERY.
- C. INCAPACITATION TIME. AN IRRITANT AFFECTING THE LACHRYMAL GLANDS, EYES AND UPPER RESPIRATORY SYSTEM. PRODUCES ALMOST IMMEDIATE EFFECTS IN 20 TO 60 SECONDS. EFFECTS WILL LAST FROM 10 TO 30 MINUTES. SAFER THAN CN, CONTAMINATES MORE THAN CN AND IS TEN TIMES MORE POTENT THAN CN.
- D. PHYSIOLOGICAL EFFECTS. EXTREME BURNING OF THE EYES ACCOMPANIED BY COPIOUS FLOWING OF TEARS. INVOLUNTARY CLOSING OF THE EYES. STINGING SENSATION ON MOIST SKIN. RUNNING NOSE, SINUS, NASAL DRIP. TIGHTNESS IN THE CHEST AND THROAT, FEELS LIKE A HEART ATTACK. DIZZINESS OR SWIMMING OF THE HEAD.
- E. FIRST AID. EXPOSE TO FRESH AIR, RINSE WITH COLD WATER.

CHEMICAL AGENTS

OC

OLEORESIN CAPSICUM IS A PRODUCT CREATED IN WHICH DRIED GROUND CHILE PEPPERS ARE PROCESSED TO RELEASE IT'S NATURAL RESIN CALLED CAPSAICIN. THE "HOTNESS" OF CAPSAICIN IS MEASURED BY A METHOD CALLED THE SCOVILLE HEAT UNIT OR S.H.U., VARIOUS PEPPERS HAVE

DIFFERENT S.H.U. RATINGS. PURE CAPSAICIN HAS A S.H.U. RATING OF 15 MILLION S.H.U.

CURRENT THINKING FOR LAW ENFORCEMENT IS THAT EFFECTIVE OC CHEMICAL MUNITIONS HAVE AT LEAST A 1 MILLION S.H.U. RATING. OFTEN PERCENTAGES OF OC ON THE LABEL ARE MISLEADING. PERCENTAGES MEAN THE AMOUNT OF OC IN THE ENTIRE CONTENTS VOLUME. THE S.H.U. RATING IS WHAT YOU WANT TO LOOK FOR.

ON A SPECIAL NOTE IN REGARDS TO OC. OC IS, AS OR MORE SO EFFECTIVE AS CS. DUE TO THE FACT THAT OC IS AN INFLAMMATORY. INDICATIONS ARE THAT IT IS MORE EFFECTIVE ON CHEMICALLY INFLUENCED OR MENTALLY AFFECTED PERSONS AS WELL AS ANIMALS THAN CS. HOWEVER, OC GENERALLY IS ONLY EFFECTIVE IF THE TARGET PERSON OR ANIMAL IS DIRECTLY EXPOSED. UNLIKE CN & CS, OC IS HEAVIER THAN AIR AND QUICKLY DECOMPOSES AND SETTLES TO THE SURFACE. THEREFORE OC IS NOT RELIABLE FOR AREA DENIAL OR A SUBSTITUTE FOR CS IN GENERAL. IN COMBINATION, OC AND CS ARE EXTREMELY EFFECTIVE.

- A. HISTORY. DEVELOPED INTO IT'S CURRENT USE IN THE LATE 70'S ORIGINAL INVENTOR IS NOT CLEAR, THE USE OF PEPPER TYPE CHEMICAL MUNITIONS DATES BACK TO 2000 BC.
- B. ODOR. NONE, GENERALLY TAKES ON THE ODOR OF THE CARRYING COMPOUND.
- C. INCAPACITATION TIME. 5 TO 10 SECONDS. AN INFLAMMATORY OF THE LACHRYMAL GLANDS, EYES AND AIR WAY. EFFECTS WILL LAST UP TO 20 MINUTES.
- D. PHYSIOLOGICAL. BURNING SENSATION OF THE SKIN, INVOLUNTARY CLOSING OF THE EYES, FLOWING OF MUCUS MEMBRANES, DIFFICULTY BREATHING AND A FEELING OF PANIC.
- E. FIRST AID. EXPOSE TO FRESH AIR, COLD WATER TO EXPOSED PARTS.

CHEMICAL AGENTS

DM

- A. HISTORY. DEVELOPED IN 1918 BY MAJOR ROGER ADAMS OF THE AMERICAN CHEMICAL WARFARE SERVICE. NAMES "ADAMSITE" IN HIS HONOR. CONTAINS ARSENIC USED UP IN THE THIRTIES.

- B. ODOR. ALMOST NONE, FAINT SMOKEY LICORICE.
- C. INCAPACITATION TIME. PRODUCES EFFECTS IN 2 TO 7 MINUTES. EFFECTS LAST 2 TO 3 WEEKS. CAUSE OF 20 CONFIRMED DEATHS. DO NOT USE.
- D. PHYSIOLOGICAL EFFECTS. IRRITATION OF THE EYES AND MUCUS MEMBRANES. DISCHARGE FROM THE NOSE, SIMILAR TO THAT FROM A COLD. SNEEZING AND COUGHING. SEVERE HEADACHE. ACUTE PAIN AND TIGHTNESS IN THE CHEST. INSTANT NAUSEA, VOMITING AND DIARRHEA.
- D. FIRST AID. EFFECTS REDUCED WITH TIME.

CHEMICAL AGENTS

CR

- A. HISTORY. DEVELOPED BY THE BRITISH.
- B. ODOR. NONE APPLICABLE.
- C. INCAPACITATION TIME. ACTS IMMEDIATELY ON EXPOSED AREAS. LASTS 1 TO 2 HOURS AFTER VICTIM IS MOVED TO FRESH AIR. USED BY ELITE MILITARY UNITS, 10 TIMES STRONGER THAN CS.
- D. PHYSIOLOGICAL EFFECTS. CAUSES IRRITATIONS TO NOSE AND THROAT, STINGING SENSATION OF SKIN AND IRRITATION OF RESPIRATORY SYSTEM, INCLUDING COUGHING, CHEST PAIN AND FEELING OF SUFFOCATION.
- E. FIRST AID. MOVE VICTIM TO UNCONTAMINATED AREA. FLUSH EYES WITH WATER, SCRUB WITH SOAP AND WATER. REQUIRES HOSPITAL TREATMENT IF SYMPTOMS PERSIST.

BASIC FORMS OF CHEMICAL AGENTS

1. SOLIDS:

EXAMPLE: PYROTECHNIC GRENADES.

2. MICRO-PULVERIZED:

HIGHLY REFINED, 1/25,000 OF AN INCH IN MEASUREMENT. EXAMPLE:
EXPULSION TYPE GRENADES.

3. LIQUID:

THIS INVOLVES THE CHEMICAL AGENT BEING SUSPENDED IN A LIQUID
SOLUTION. EXAMPLE: MACE.

DISSEMINATION METHODS

1. EXPULSION:

INSTANTANEOUS OR BLAST MUNITIONS, MAY BE USED INDOORS, MICRO-
PULVERIZED.

2. PYROTECHNIC:

CONTINUAL DISCHARGE OR BURNING, NEVER USED IN DOORS.

3. FOG:

THE LIQUID IS HEATED THEN DISPERSED. EXAMPLE: PEPPER FOGGER.

4. LIQUID:

THE CHEMICAL AGENT IS SUSPENDED IN A LIQUID SOLUTION. EXAMPLE:
MACE OR AEROSOLS, 12 GA, 37 AND 40MM PROJECTILES.

CHEMICAL AGENT FIRST AID

GENERAL:

CHEMICAL AGENTS ARE DESIGNED TO CAUSE DISCOMFORT AND TO SOME
DEGREE PAIN. THE FOLLOWING ARE SYMPTOMS AND TREATMENTS TO
FOLLOW IF YOU OR SOMEONE ELSE IS EXPOSED TO CHEMICAL AGENTS.

THE MOST COMMON CHEMICAL AGENTS USED BY LAW ENFORCEMENT TODAY
ARE REFERRED TO AS CS, (ORTHOCHLORBENZALMALONONITRILE)

CN, (CHLOROACETOPHENONE) AND OC, (OLEORESIN CAPSICUM). IF AT ALL POSSIBLE SOME FORM OF PROTECTIVE MASK SHOULD BE WORN WHEN TREATING SOMEONE FOR EXPOSURE TO THESE CHEMICAL AGENTS.

- I. COMPLETE INCAPACITATION. (PERSON IS DOWN, DELIRIOUS OR PANICKY, MAY EXHIBIT SIMILAR SIGNS TO SOMEONE CHOKING).
1. REMOVE PERSON FROM THE CONTAMINATED AREA TO AN OPEN, UP WIND POSITION. IF AVAILABLE FLUSH WITH COOL WATER FIRST. THEN INTO THE WIND TO EVAPORATE AND BLOW PARTICLES AWAY.
2. TRY TO KEEP THE PERSON CALM.
3. MAJOR DISCOMFORT SHOULD DISAPPEAR WITHIN 10 – 20 MINUTES.
4. FOR EMERGENCY MEDICAL PURPOSES WHEN SERIOUS INJURIES ARE PRESENT, FLUSH PERSON WITH HEAVY AMOUNTS OF COOL WATER IF AVAILABLE.

II. EYES:

BURNING SENSATION, HEAVY FLOW OF TEARS, INVOLUNTARY CLOSING OF EYES.

1. KEEP THE PERSON FACED INTO THE WIND.
2. DO NOT RUB THE EYES. YOU WILL ONLY MOVE MORE PARTICLES INTO THEM. IF SUBJECT HAS CONTACT LENSES ALLOW SUBJECT TO REMOVE THEM UNLESS MEDICALLY TRAINED TO DO SO.
3. TEARING HELPS CLEAR THE EYES, YOUR EYES KNOW WHAT WORKS THE BEST FOR THEM.
4. IF PARTICLES OF AGENT ARE LODGED IN THE EYES, WASH OUT WITH LARGE AMOUNTS OF COOL WATER.

III. SKIN.

STINGING OR BURNING SENSATION ON MOIST SKIN AREAS, BLISTERS MAY FORM FROM VERY HEAVY CONCENTRATIONS.

1. SIT AND REMAIN CALM AND QUIET TO REDUCE SWEATING.
2. EXPOSE THE AFFECTED AREA TO THE AIR.
3. HEAVY CONTAMINATION CAN BE RELIEVED BY FLUSHING WITH COOL WATER FOR AT LEAST 10 MINUTES.

4. FOR CS AND CN, 10% SODIUM BICARBONATE IS SUPERIOR TO WATER ALONE FOR TREATMENT BUT NOT NECESSARY.

III. NOSE:

IRRITATION, BURNING AND HEAVY NASAL DISCHARGE IS COMMON.

1. BREATH NORMALLY FACING THE WIND.
2. BLOW NOSE TO REMOVE DISCHARGE.

V. CHEST:

IRRITATION, A SENSATION OF BURNING, COUGHING, FEELING OF SUFFOCATION, TIGHTNESS IN CHEST, OFTEN ACCOMPANIED BY A FEELING OF PANIC.

1. VICTIM SHOULD RELAX AND KEEP CALM.
2. TALKING REASSURINGLY TO THE VICTIM WILL HELP TO RELIEVE DISCOMFORT AND PREVENT PANIC.
3. IN CASES OF UNCONSCIOUS PERSONS EXPOSED FOLLOW STANDARD PROCEDURES, I.E. KEEP AIRWAY OPEN ETC.

CHEMICAL AGENT DECONTAMINATION

1. USE PROFESSIONAL CLEANERS.
2. USE PROTECTIVE MASKS AND CLOTHING.
3. CS, CN AND OC. VENTILATE THE BUILDING OR AREA TO REMOVE AIRBORNE AGENTS. OPEN ALL DOORS AND WINDOWS THAT WEATHER PERMITS. FANS CAN BE PLACED TO INCREASE THIS EFFECT. REMOVE SPENT CASINGS AND ALL CONTENTS IF POSSIBLE FOR SEPARATE DECONTAMINATION.
4. IF CS OR CN WAS USED, A COMMERCIAL WATER VACUUM CLEANER WILL ASSIST IN BADLY CONTAMINATED CONDITIONS.
5. SHUT ALL DOORS AND WINDOWS AND HEAT THE CONTAMINATED AREA AS HOT AS POSSIBLE, APPROXIMATELY 95° F. THIS WILL VAPORIZE MOST LINGERING AGENT PARTICLES. VENTILATE IN ONE END AND OUT THE OTHER.
6. SURFACES THAT WILL NOT BE DAMAGED CAN BE DECONTAMINATED BY A 5 - 10% SOLUTION OF SODIUM CARBONATE. BAKING SODA WILL ALSO WORK BUT MORE SLOWLY.

7. DRY CLEANING IS SUGGESTED FOR CLOTHING AND OTHER FABRICS HOWEVER HUNG OUTSIDE ON THE CLOTHESLINE IN THE FRESH AIR THEN WASHED IN COLD WATER IS USUALLY ADEQUATE.

8. EXPOSED FOODS WILL ABSORB CS AND CN, AND SHOULD BE DISCARDED. CS AND CN WILL PENETRATE MOST PLASTICS, AND ITEMS SO CONTAINED WILL LIKELY BE CONTAMINATED. FOODS AND CANED GOODS ARE OK IF THE OUTSIDE OF THE CONTAINER'S ARE WASHED FIRST. IN SOME CASES OF HEAVY CONTAMINATION THE ABOVE STEPS WILL NEED TO BE REPEATED.

NOTE:

RUBBER GLOVES AND A GAUZE FACE MASK SHOULD BE USED BY PERSONNEL DURING THE CLEAN-UP STAGE TO PREVENT CROSS CONTAMINATION. IN HEAVILY CONTAMINATED PREMISES, SOME OF THE ABOVE STEPS MAY HAVE TO BE REPEATED A NUMBER OF TIMES TO REMOVE LINGERING TRACES OF CS AND CN.

STORAGE OF CHEMICAL MUNITIONS

1. IDEAL STORAGE

A. TEMPERATURE 65 – 70 DEGREES F.

B. HUMIDITY 30 – 35 PERCENT.

2. SHELF LIFE

A. 4 YEARS, AEROSOLS RECOMMENDED 2 YEAR REPLACEMENT.

B. IDEAL CONDITIONS, UP TO 15 YEARS.

3. SATISFACTORY STORAGE

A. TEMPERATURE 80 DEGREES F.

B. HUMIDITY 70 %.

4. MELTING POINTS

A. CN

1. 129.2 – 131 DEGREES F.

2. WILL MELT AND BLOCK PORTS.

B. CS

1. 199.4 – 205.8 DEGREES F.

5. MUNITIONS SHOULD NOT BE STORED IN TRUNKS OF CARS.

- A. THE MAIN REASON FOR THIS IS THE MECHANICAL FUZES DELAY ELEMENT IS FRAGILE AND WILL BREAK APART AND WILL BECOME UNRELIABLE.
- B. TAMPERING BY UNKNOWING PERSONS IS A HAZARD AND SOME TYPES OF AGENTS OVER TIME, WILL LEAK TO SOME DEGREE.
- C. IN MOST CASES, INDIVIDUAL TACTICAL OFFICERS MAY HAVE A BASIC CHEMICAL MUNITIONS INVENTORY IN THEIR GEAR BAGS WITHOUT ANY GREAT FEAR OF PROBLEMS. OFFICERS OR TEAMS THAT CHOOSE TO DO THIS SHOULD MAKE AT LEAST A MONTHLY INSPECTION OF THESE ITEMS AND A PERIODIC TEST OF THEIR RELIABILITY.

DISPOSAL OF OLD MUNITIONS

- A. ATTEMPT TO USE FOR TRAINING
 - 1. CHECK FUZES, REPLACE WITH NEW.
- B. DISPOSAL
 - 1. USE HEAVY GAUGE STEEL DRUM
 - 2. WEAR YOUR PROTECTIVE MASK
 - 3. IN A SAFE PLACE DOWN WIND FROM OTHERS, LIGHT A GOOD FIRE
 - 4. REMOVE FUZE FOR LATER USE
 - 5. THROW IN OLD MUNITIONS AND MOVE UP WIND, THE FIRE WILL CAUSE THE DEVICE TO ACTIVATE AND THE CHEMICAL WILL BE CONSUMED BY THE FIRE. THE SMOKE FROM THE FIRE WILL CONTAIN THE CHEMICAL AGENT.

CHEMICAL AGENT CONCENTRATION

TOXICITY

THE QUALITY OF EXERTING DELETERIOUS EFFECTS ON AN ORGANISM OR TISSUE.

CONCENTRATION

THE AMOUNT OF CHEMICAL AGENT PRESENT IN A UNIT OR VOLUME OF AIR. THIS IS EXPRESSED IN MILLIGRAMS PER CUBIC METER. (MG / M³)

DOSAGE

THE CONCENTRATION OF CHEMICAL AGENT IN THE AIR MULTIPLIED BY THE TIME THE CONCENTRATION REMAINS. THIS IS EXPRESSED IN MILLIGRAMS PER MINUTE PER CUBIC METER. DOSAGE IS A COMBINATION OF CONCENTRATION AND TIME. THE SAME EFFECTS CAN BE ACHIEVED BY EITHER A HEAVY CONCENTRATION OR PROLONGED EXPOSURE.

MEDIAN LETHAL DOSAGE

THE CONCENTRATION IN THE AIR THAT IS LETHAL TO 50% OF EXPOSED PERSONS IN ONE MINUTE. EXPRESSED AS LCT 50.

14,000 MG IS THE LETHAL DOSAGE OF CN PER CUBIC METER OF AIR.
25,000 MG IS THE LETHAL DOSAGE OF CS PER CUBIC METER OF AIR.

MEDIAN INCAPACITATION DOSAGE

THE CONCENTRATION IN THE AIR TO INCAPACITATE 50% OF EXPOSED PERSONS IN ONE MINUTE. EXPRESSED AS ICT 50.

20 MG IS THE INCAPACITATING DOSAGE OF CN PER CUBIC METER OF AIR.
10 MG IS THE INCAPACITATING DOSAGE OF CS PER CUBIC METER OF AIR.

CHEMICAL AGENT DEPLOYMENT FORMULA'S

THE FOLLOWING IS THE FORMULA'S USED TO DETERMINE THE PROPER AMOUNT OF CS AND CN AGENT TO A GIVEN ROOM AREA.

(NUMBERS ROUNDED TO NEAREST TENTH)
MG = AGENT WEIGHT IN GRAMS X 1000

GRAMS = GRAMS OF AGENT IN CERTAIN DEVICE USED

H X W X L = CF (CUBIC FEET)

CF :- 27 = CY (CUBIC YARDS)

CY :- 1.31 = M3 (CUBIC METERS)

LETHAL CONCENTRATION (LCT) OF (CN & CS)

$CS / M3 \times 25,000 \text{ MG PER MINUTE PER M3} = \text{LCT} \text{ :- MG} = \# \text{ OF MUNITIONS}$

$CN / M3 \times 14,000 \text{ MG PER MINUTE PER M3} = \text{LCT} \text{ :- MG} = \# \text{ OF MUNITIONS}$

INCAPACITATING CONCENTRATION (ICT) OF (CN & CS)

$CS / M3 \times 10 \text{ MG PER MINUTE PER M3} = \text{ICT} \text{ :- MG} = \# \text{ OF MUNITIONS}$

$CN / M3 \times 20 \text{ MG PER MINUTE PER M3} = \text{ICT} \text{ :- MG} = \# \text{ OF MUNITIONS}$

NOTE: OC IS BASED ON THE SCOVIL HEAT UNIT OR S.H.U. THE HIGHER THE S.H.U. THE HOTTER THE OC. VOLUME PERCENTAGES MEAN NOTHING. IT IS RECOMMEND THAT OC UNITS TO BE USED HAVE A MINIMUM S.H.U. RATING OF 1,000,000 PER UNIT. FURTHER OC SHOULD BE DEPLOYED AT THE SAME LEVELS AS CS IN LCT AND ICT DOSAGE. SPECIAL NOTE: OC IS MOST EFFECTIVE IN DIRECT CONTACT AND IS UNRELIABLE FOR AREA DENIAL.

FAST FORMULA FOR CHEMICAL AGENTS

REPLACE THE METRIC VARIABLES 27 AND 1.31 IN THE PREVIOUS TABLE BY MULTIPLYING 27 X 1.31 TO GET 35.37. DIVIDE THE MG-PER MIN/M3 OF CS & CN BY 35.37 TO OBTAIN THE LCT AND ICT'S BELOW. THEN DETERMINE YOUR ROOM SIZE AND CHEMICAL AGENT GRAMS TO GET YOUR MUNITIONS LCT OR ICT #'S.

CN LCT	395.8	CS LCT	706.8
ICT	.565	ICT	.282

(ROOM VOLUME IN CUBIC FEET) :- (GRAMS PER MUNITIONS X 1000.)
X LCT OR ICT = # OF MUNITIONS

EXAMPLE: T16 LCT'S IN CS.

10 X 10 X 8 ROOM = 800 CUBIC FEET

F16 CS = 9 GRAMS, 9 GRAMS X 1000 = 9,000 MG

800 CF :- 9,000 MG X LCT OF 706.8 = 62.82 T16'S PER MINUTE.

TACTICAL CHEMICAL AGENT DELIVERY SYSTEMS

LISTED BELOW ARE THE MOST GENERAL PURPOSE CHEMICAL AGENT DELIVERY SYSTEMS FOR IN AND OUT DOORS USE. LISTED ARE THE LCT'S, (LETHAL CONCENTRATION) & ICT'S, (INCAPACITATION) DOSAGES OF THE SYSTEMS FOR CS AND THE OC % AND S.H.U. RATE IF APPLICABLE. CHART IS

BASED ON A 10 X 10 X 8 AIR TIGHT ROOM. THE FIGURES MEASURE THE LIKELY EFFECT OF TWO PEOPLE PER MINUTE TIME OF EXPOSURE, THAT BEING 50%, OR ONE OF THE TWO, WILL BE AFFECTED AS PREDICTED BY A GIVEN DOSAGE. IN SHORT, THE ICT'S ARE THE MINIMUM AMOUNT THAT WOULD BE EFFECTIVE.

PROJECTILES

DEF / FED	37 MM PROJECTILE	8.00G CS = LCT	70.68	ICT	.028
DEF / FED	40 MM PROJECTILE	8.00G CS = LCT	70.68	ICT	.028
DEF / FED	12 GA PROJECTILE	0.71G CS = LCT	796.40	ICT	.317

GRENADES

DEF / FED	TRI CHAMBER CS FLAMELESS	11.00G CS = LCT	51.40	ICT	.020
AERKO	6 OZ CLEAR OUT GRENADE	1.70G CS = LCT	332.61	ICT	.133
		OC 1% 2,000,000 SHU			
AERKO	2 OZ CLEAR OUT GRENADE	0.70G CS = LCT	807.77	ICT	.322
		OC 1% 2,000,000 SHU			
AERKO	4 OZ AUTO/ROOM EJECTOR	1.25G CS = LCT	452.35	ICT	.180
		OC 1% 2,000,000 SHU			

RECOMMENDED TACTICAL TEAM INVENTORY

10 DEF / FED TRI-CHAMBER FLAME LESS CS GRENADES.

40 DEF / FED 40MM CS ROUNDS.

20 DEF / FED 12GA CS ROUNDS.

10 AERKO 6 OZ CLEAROUT OC/CS GRENADES.

2 AERKO 6 OZ KEYHOLER OC/CS EJECTORS.

1 FOGGER OC/CS (PARTY CAN).

10 FLASH BANG DIVERSIONARY DEVICES.

2 40 MM GAS GUNS.

1-2 STANDARD GRENADE LAUNCHERS FOR THE 12 GA SHOT GUN.

10 GRENADE LAUNCHING SHELLS.

NOTE: THIS LIST DOES NOT INTEND TO DISCRIMINATE FOR OR AGAINST ANY PARTICULAR BRAND. HOWEVER THE ABOVE LISTED ITEMS HAVE BEEN PROVEN TO BE THE MOST EFFECTIVE, RELIABLE, COST EFFECTIVE AND GENERAL PURPOSE TACTICAL CHEMICAL WEAPONS. IN ADDITION, THE ABOVE LIST IS MORE THAN A REALISTIC AMOUNT OF INVENTORY TO HANDLE AN AVERAGE GIVEN INCIDENT. IN ANY EVENT A TEAM SHOULD HAVE AT IT'S DISPOSAL ENOUGH CHEMICAL AGENTS IN IT'S INVENTORY TO HANDLE AN INCIDENT THREE TIMES.

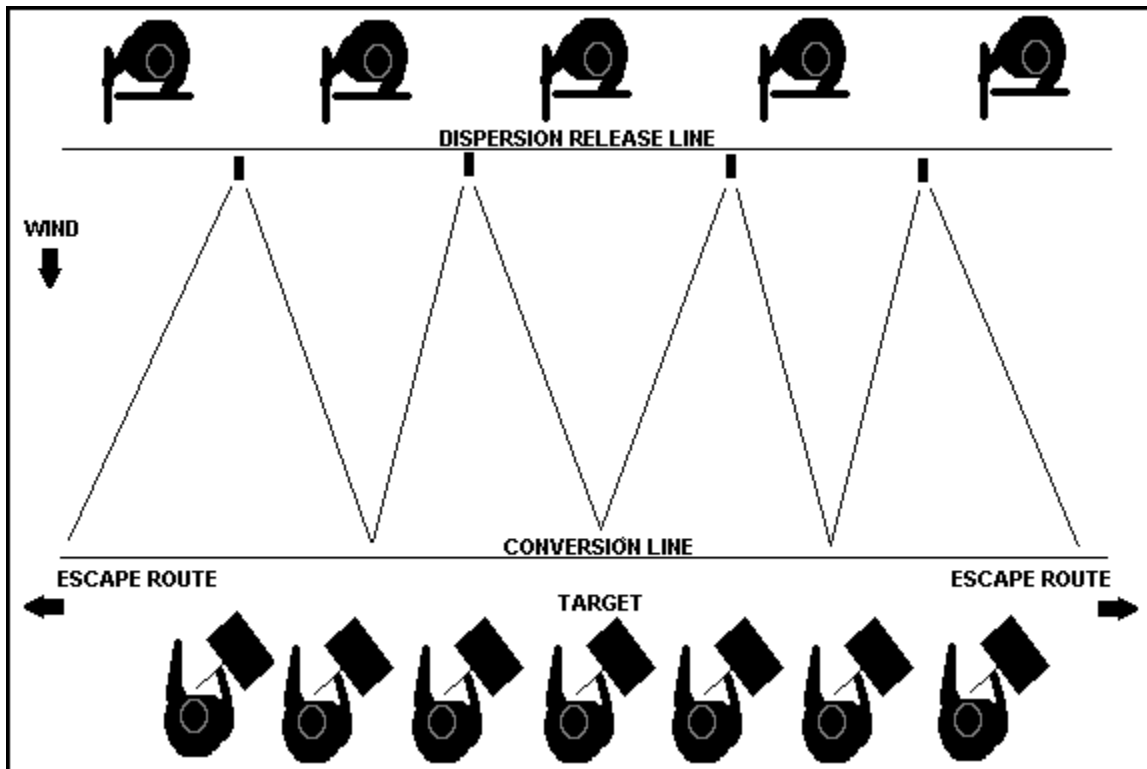
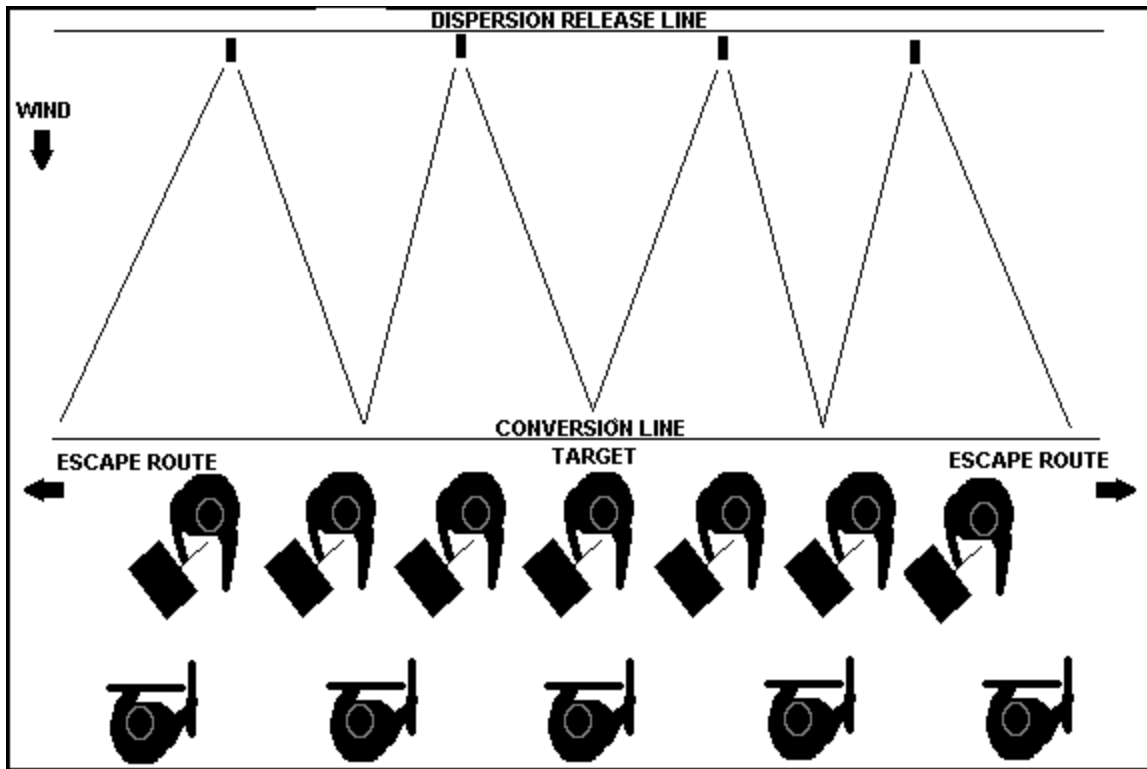
SAFETY RULES AND PROCEDURES

1. ALWAYS THROW GRENADES UNDER HAND
2. IF LEFT HANDED, HOLD GRENADE UPSIDE DOWN
3. HOLD GRENADE WITH SAFETY LEVER IN THE WEB OF YOUR HAND
4. ALWAYS TIGHTEN FUZES DOWN AS A MATTER OF HABIT

5. BEFORE THROWING GRENADES STRAIGHTEN THE PULL PIN
6. DO NOT PULL PIN WITH YOUR TEETH
7. AS A HABIT RETAIN THE PIN AFTER IT IS PULLED (IN CASE YOU NEED TO REINSERT IT INTO THE GRENADE) ALSO A GOOD IDEA TO HAVE A SPARE PINS ON YOUR LOAD BEARING GEAR OR VEST
8. ALWAYS WEAR YOUR MASK WHEN HANDLING CHEMICAL MUNITIONS

NOTE: PYROTECHNIC GRENADES WILL EMIT A 3 – 5 INCH FLAME FROM THEIR PORTS AFTER IGNITION AND BECOME VERY HOT. DO NOT HOLD ONTO THEM.

CHEMICAL AGENT DEPLOYMENT METHODS



USE OF CHEMICAL AGENTS AGAINST BARRICADE SUSPECTS

1. USE FLAMELESS, AEROSOL OR LIQUID CHEMICAL AGENTS ONLY.

2. FILL ALL UNOCCUPIED ROOMS FIRST IN THE FOLLOWING ORDER IF POSSIBLE.
 - A. ATTIC
 - B. BASEMENT
 - C. BATHROOMS
 - D. BEDROOMS
3. LEAVE ALL ESCAPE ROUTES LEADING OUT OF THE STRUCTURE CLEAR.
4. DEPLOY CHEMICAL AGENTS TO THE ROOM THE SUSPECT IS IN LAST.
5. ALLOW AT LEAST FIVE TO TEN MINUTES FOR THE CHEMICAL AGENTS TO WORK BEFORE ENTRY.

SPECIAL NOTE:

CHEMICAL AGENTS WORK DIFFERENTLY FROM ONE PERSON TO ANOTHER. TEMPERATURE, WEATHER, CONDITIONS AND LAYOUT OF THE STRUCTURE CAN ALSO HAVE AN IMPACT OF THE CHEMICAL AGENTS EFFECTIVENESS. ANTICIPATE A SECOND ATTACK OR EVEN A THIRD ATTACK IF NEEDED. SUSPECTS CAN EMERGE AT ANY TIME AND FROM ANYWHERE ONCE THEY ARE AFFECTED.

DIVERSIONARY DEVICES

INTRODUCTION TO EXPLOSIVES

DEFINITIONS:

BRISANCE: THE SHATTERING EFFECT OF AN EXPLOSIVE.

COMPOUND: AN EXPLOSIVE MIXTURE.

E.O.D.: EXPLOSIVE ORDINANCE DISPOSAL.

DETONATION: TO EXPLODE WITH SUDDEN VIOLENCE.

DEFLAGRATION: TO BURN RAPIDLY.

EXPLOSION: THE SUDDEN AND RAPID ESCAPE OF GASSES, FROM A CONFINED SPACE, PRODUCING INCREASED ATMOSPHERIC PRESSURE AND LOUD NOISE.

FUSE: PYRO (FIRE) A BURNING TYPE OF IGNITER.

FUZE: A MECHANICAL IGNITER.

RATE OF BURN: THE TIME IT TAKES TO FULLY EXPLODE.

SYMPATHETIC DETONATION: WHERE THE SHOCK EFFECT OR BURN SETS OFF ANOTHER CHARGE.

SEPARATING SUB-MUNITIONS: DEVICE WHERE THE MAIN BODY SEPARATES PRIOR TO DETONATION.

FIRE IN THE HOLE: ANNOUNCEMENT THAT LIVE AMMUNITION IS ABOUT TO BE DISCHARGED.

GRENADA: ANY SHELL THAT CONTAINS AN EXPLOSIVE COMPOUND.

INITIATOR: THE FIRST ACTION THAT STARTS AN EXPLOSIVE TRAIN.

EXPLOSIVE TRAIN: THE STEPS INVOLVED IN INITIATING AN EXPLOSION.

INCENDIARY: ANY DEVICE DESIGNED TO BURN WITH INTENSE HEAT.

PERCUSSION: A SHOCK SENSITIVE INITIATOR.

PLASTIC EXPLOSIVE: ANY PUTTY LIKE EXPLOSIVE THAT CAN BE FORMED.

R.S.P. RENDERING SAFE PROCEDURES: STEPS OR METHODS TAKEN TO MAKE SAFE OR OTHERWISE NEUTRALIZE ANY EXPLOSIVE CHARGE.

HISTORY & MECHANICAL OPERATION OF DISTRACTION DEVICES

DISTRACTION DEVICES PRODUCE A LOUD REPORT ACCOMPANIED BY A BRILLIANT FLASH. THERE INTENDED PURPOSE IS TO CAUSE A DISTRACTION AND OR MOMENTARILY DISORIENT IT'S INTENDED SUBJECT.

FIRST GENERATION DISTRACTION DEVICES WERE OFTEN MADE OF CARDBOARD OR PLASTIC BODY'S DESIGNED TO DISINTEGRATE UPON DETONATION OR EJECT A SUB-MUNITION PRIOR TO DETONATION. FIRST GENERATION DISTRACTION DEVICES HAD AN INHERENT RISK OF OVER PRESSURE, SECONDARY MISSILES AND SEVERE INJURY. THOUGH UNCOMMON, INJURIES DID OCCUR AND DEPARTMENTS WERE SUED SUCCESSFULLY.

SECOND GENERATION DISTRACTION DEVICES ARE FAR AND AWAY SAFER FOR ALL CONCERNED. THE CHARGE IS GENERALLY HOUSED IN AN ALUMINUM OR STEEL BODY THAT VIRTUALLY PREVENTS SECONDARY MISSILES. AMONG OTHER FEATURES, IT PROTECTS IT FROM LIVE FIRE HITS, ALLOWS IT TO BE THROWN THROUGH WINDOWS OR DEPLOYED REMOTELY.

MODERN DESIGNS DIRECT THEIR ENERGY OUT THE TOP AND BOTTOM OR SIDES OF THE GRENADE BODY THEREBY GREATLY MINIMIZING PHYSICAL DAMAGE OR INJURY. MANUFACTURER MODELS VARY FROM DISPOSABLE, TO UNITS THAT CAN BE RELOADED UP TO TWENTY FIVE TIMES. HEIGHT, WEIGHT AND DIAMETER SPECIFICATIONS OF MANUFACTURERS VARY.

SAFE HANDLING, DEPLOYMENT AND DOCUMENTATION OF TRAINING ARE STILL THE RESPONSIBILITY OF THE AGENCY THAT USES THEM.

PERFORMANCE FEATURES:

DUE TO THE VARIETY OF DISTRACTION DEVICES, ALL MAKES AND MODELS OF THE MANY MANUFACTURES CONFORM TO A COMMON IDEAL.

DELAY TIME: 1.5 SECONDS

SOUND LEVEL: AROUND 174.5 DB AT FIVE FEET

LIGHT LEVEL: 2,400,000 UP TO 9,000,000 CANDELA

DURATION: 9 MILLISECONDS

NOTE: SOME DEVICES CAN NUMBER UP TO SIX ACTIVATION'S WITH A SINGLE DEVICE.

UNDERSTANDING DECIBELS, CANDELA AND P.S.I.

DECIBEL

A UNIT USED TO EXPRESS RELATIVE DIFFERENCE IN POWER: USUALLY BETWEEN ACOUSTIC OR ELECTRICAL SIGNALS.

CANDELA

A UNIT OF LUMINOUS INTENSITY EQUAL TO 1/60 OF THE INTENSITY OF THE LIGHT EMITTED PER SQUARE CENTIMETER BY A BLACKBODY HEATED TO A TEMPERATURE OF 1,773 DEGREES CENTIGRADE.

P.S.I.

POUNDS PER SQUARE INCH.

NOTE: TO UNDERSTAND THE EFFECTS OF P.S.I. CAN BE DEMONSTRATED WHEN A BALLOON IS SUDDENLY INFLATED UNTIL IT POPS. THE NOISE FROM THE POPPING IS THE ESCAPING AIR EXCEEDING THE SPEED OF SOUND. MILITARY HAND GRENADES FOR EXAMPLE, KILL BY SHEAR OVER PRESSURE FROM THEIR HIGH EXPLOSIVE CONTENTS. THE "FRAG" GRENADES TRUE PURPOSE IS TO INCREASE THE KILL AREA BEYOND THE OVER PRESSURE RANGE AND DESTROY EQUIPMENT.

TO THE FAR EXTREME, AN ATOMIC BOMBS EFFECTIVENESS IS ITS OVER PRESSURE. THE MUSHROOM CLOUD IS THE RESULT OF THE AIR RETURNING TO FILL THE VACUUM THE BLAST CAUSED AS IT PUSHED THE AIR AWAY.

BEFORE THE HEAT AND RADIATION COMES, THE OVER PRESSURE HAS ALREADY DESTROYED WHAT THE BOMB NEEDED TO DO.

CAUSE & EFFECTS ON UNPROTECTED PERSONS
SHORT DURATION BLAST

P.S.I.	EFFECT
5	SLIGHT CHANCE OF EARDRUM RUPTURE
15	50% CHANCE OF EARDRUM RUPTURE
30 – 40	SLIGHT CHANCE OF LUNG DAMAGE
80	SEVERE LUNG DAMAGE
100 – 120	SLIGHT CHANCE OF DEATH
130 – 180	50% CHANCE OF DEATH
200 – 250	NEARLY 100% CHANCE OF DEATH

PSI

100										
90										
80										
70										
60										
50										
40										
30										
20										
10										
0										
DBL 170	175	180	185	190	195	200	205	210		

EACH 20 – DECIBEL INCREASE ALSO INCREASES THE P.S.I. BY A FACTOR OF 10X. ACTUAL PSI VALUE AT EACH SPECIFIED DECIBEL POINT IS:

1.63 PSI = 175 DB
2.90 PSI = 180 DB
5.16 PSI = 185 DB
9.17 PSI = 190 DB
16.3 PSI = 195 DB
29.0 PSI = 200 DB
51.6 PSI = 205 DB
91.7 PSI = 210 DB

THE ANDERSON BLASGAUGE

THE ANDERSON BLASGAUGE WAS DESIGNED BY PAUL W. COOPER OF SANDIA NATIONAL LABORATORIES, ALBUQUERQUE, NEW MEXICO.

THE ANDERSON BLASGAUGE (BLAST GAUGE) IS A SIMPLIFIED BUT ACCURATE BLAST PEAK OVER PRESSURE GAUGE, BASED ON A METHOD USED IN THE BIKINI ATOLL H – BOMB TEST. IT IS RUGGED, SIMPLE TO OPERATE, LIGHT, PORTABLE, INEXPENSIVE AND PRACTICAL: IN ALL, AN IDEAL TOOL FOR BOMB TECHNICIANS AND EXPLOSIVE FIELD TESTING. IN EXPLOSIVE ENTRY OR CRISIS ENTRY TESTS, IT PROVIDES SIMPLE AND RETAINABLE EVIDENCE OF PEAK OVER PRESSURES ENCOUNTERED BOTH INSIDE AND OUTSIDE THE BARRIER BEING BREACHED.

IN ESSENCE, EACH BLASGAUGE CONSISTS OF A SET OF TWO LETTER SIZED FLAT METAL PLATES 8 ½” X 11”, OF 1/8 ALUMINUM ALLOY, PIERCED WITH MATCHING ROUND HOLES OF VARIOUS SIZES. WHEN THE PLATES ARE BOLTED OR OTHER WISE SECURED TOGETHER WITH A SHEET OF STANDARD XEROX COPY PAPER BETWEEN THEM, A SERIES OF “PAPER DIAPHRAGMS” OF TEN DIFFERENT DIAMETERS ARE FORMED. THESE WILL BE SIMULTANEOUSLY EXPOSED TO THE BLAST PRESSURE AT EACH TEST. A NEW PAPER SHEET IS USED FOR EACH TEST.

IN USE, THE ASSEMBLED PLATES WITH THE PAPER “GASKET” BETWEEN THEM ARE PLACED UPRIGHT LIKE A MIRROR FACING THE CENTER OF THE SHOT OR BLAST, SECURED IN ANY MANNER SO THAT THE GAUGE IS AT LEAST 18 INCHES ABOVE THE GROUND. A SERIES OF BLASGAUGES MAY BE PLACED AT DIFFERENT HEIGHTS OR ANGLES IF DESIRED. AFTER EACH SHOT THE PAPER IS REMOVED FROM EACH BLASGAUGE AND REPLACED WITH A FRESH SHEET.

THE SHEET WHICH WAS EXPOSED TO THE BLAST IS INSPECTED, LOOKING FOR THE SHEARING OF PAPER (AT THE EDGE) OF EACH HOLE. NOTE: THAT ONLY EDGE SHEAR COUNTS; BURSTS AND TEARS ARE NOT SIGNIFICANT, BUT

ONLY THE SHEAR OF THE PAPER ALONG THE HOLE EDGE IS CONSIDERED. EVEN THE SMALLEST ARE OF SUCH EDGE SHEAR IS CONSIDERED "POSITIVE SHEAR".

IF NO HOLE SHOWS EDGE SHEAR, PEAK OVER PRESSURE WAS LESS THAN 1.3 PSI. IF ALL HOLES SHOW EDGE SHEAR, THE OVER PRESSURE WAS OVER 6.5 PSI. RECORD ONLY THE SMALLEST HOLE AFTER EACH SHOT.

OVERPRESSURE TABLE

HOLE NO. 0	0.0 PSI	(000.0 DB)	TO	1.3 PSI	(173.0 DB)
HOLE NO. 1	0.9 PSI	(169.8 DB)	TO	1.9 PSI	(176.3 DB)
HOLE NO. 2	1.3 PSI	(173.0 DB)	TO	2.4 PSI	(178.4 DB)
HOLE NO. 3	1.6 PSI	(174.8 DB)	TO	3.0 PSI	(180.3 DB)
HOLE NO. 4	2.0 PSI	(176.8 DB)	TO	4.1 PSI	(182.1 DB)
HOLE NO. 5	2.4 PSI	(178.4 DB)	TO	4.1 PSI	(183.0 DB)
HOLE NO. 6	2.7 PSI	(179.4 DB)	TO	4.9 PSI	(184.6 DB)
HOLE NO. 7	3.2 PSI	(180.9 DB)	TO	5.6 PSI	(185.7 DB)
HOLE NO. 8	3.7 PSI	(182.1 DB)	TO	6.5 PSI	(187.0 DB)
HOLE NO. 9	4.3 PSI	(183.4 DB)	TO	9.7 PSI	(190.5 DB)

WATERPROOF COVER AND SOAK IN WATER FOR 24 HR'S. ON OTHER MODELS WITH PLASTIC BODY'S, PLACE DEVICE IN A 2 FOOT DEEP DIRT HOLE PACKED WITH NEWS PAPER SOAKED IN FUEL OIL AND INCINERATE FROM A SAFE DISTANCE. IN THESE CIRCUMSTANCES THE REUSABLE BODY MUST BE RETIRED.

4. DO NOT ATTEMPT TO PUNCTURE THE EXPLOSIVE BODY OR TRY TO REMOVE IT. DETONATION COULD TAKE PLACE AND SEVERE INJURY OR DEATH MAY RESULT.

BUILDING CLEARING

BUILDING CLEARING

THOUGH IT WOULD SEEM THAT THERE ARE ONLY A FEW WAYS OF ENTERING A DOOR OR SECURING A ROOM, BUILDING CLEARING IS A CONFUSING ART. SINCE THE BEGINNING DEPENDS ON WHERE YOU ARE WHEN YOU START. THE BEGINNING OF CLEARING A BUILDING STARTS WITH THE OUTER PERIMETER.

THE STEPS TO CLEARING A BUILDING SUCCESSFULLY BEGINS WITH A PROPER APPROACH. PROPER MOVEMENT FROM ADJACENT BUILDINGS OR OBJECTS TO THE TARGET BUILDING, ARE ESSENTIAL TO YOUR PRIMARY MISSION OF JUST GETTING THERE UNDETECTED. INDIVIDUAL OR TEAM MOVEMENT MUST BE DONE WITH STEALTH AND SECURITY. KNOWING THE DIFFERENCE BETWEEN TACTICS FOR THE OUTER PERIMETER AND THE INNER PERIMETER WILL GREATLY ENHANCE THE SUCCESS OF ANY OPERATION.

HAND SIGNALS

HAND SIGNALS ARE IMPORTANT AND ARE OFTEN MORE RELIABLE THAN RADIO COMMUNICATIONS. THE FOLLOWING ARE SIMPLE NONVERBAL SIGNALS THAT ARE VERY USEFUL IN TACTICAL SITUATIONS.

1. STOP. HAND HELD UP, FIST CLOSED.
2. GO. FORWARD MOTION WITH HAND.
3. ME. POINT AT YOUR SELF.
4. YOU. POINT AT THE PERSON.
5. HURRY. HAND HELD UP, FIST CLOSED, UP-DOWN PUMPING MOTION.
6. LOOK. POINT AT YOUR EYES THEN POINT TO POSITION TO SEE.
7. LISTEN. POINT TO EAR.
8. BAD GUY OR DANGER. FIST CLOSED, MIDDLE FINGER EXTENDED.
9. SPREAD OUT. HAND UP, FINGERS SPREAD APART.
10. COVER ME. HAND ON HEAD.
11. COVER YOU. HAND ON HEAD, POINT AT PERSON YOU WILL COVER.
12. CHEMICAL AGENTS. CUPPING MOTION OVER YOUR FACE.

13. DISTRACTION DEVICE. HAND UP, SPREAD FINGERS FROM A FIST TWO TIMES.
14. SQUEEZE SIGNAL. A SILENT SIGNAL TO GET SOME ONES ATTENTION. A SIGNAL TO GET READY, OR A SIGNAL THAT YOU ARE READY. (DO NOT USE THE TAP. IT MAKES NOISE, MAY NOT BE FELT OR COULD BE CONFUSED AS A NATURAL OCCURRENCE).

BREACHING

IT IS IMPORTANT TO HAVE INTELLIGENCE ON A STRUCTURE YOU WILL BE WORKING ON, YOU WILL SAVE TIME BRINGING THE RIGHT TOOLS TO EFFECT A QUICK ENTRY.

TOOLS

1. THE RAM. THE BEST TIME PROVEN METHOD TO OPEN A DOOR BY FORCE. STANDING OFF TO THE SIDE FOR SAFETY, THE OPERATOR/S SWINGS THE RAM TO CONTACT THE DOORKNOB IF POSSIBLE. THIS CONTACT WILL PLACE THE MAXIMUM AMOUNT OF POUNDS PER SQUARE INCH IN A CONCENTRATED AREA TO DAMAGE THE LOCK SEVERELY ENOUGH THAT ANY FOLLOW UP CONTACT WILL OPEN THE DOOR.
2. THE HOOLIGAN TOOL. A FAVORITE OF FIREMAN WORLDWIDE. THE HOOLIGAN TOOL CAN HANDLE AN AMAZING AMOUNT OF ABUSE AND LEVERAGE. FEW DOORS CAN RESIST ANY ONE OF THE VARIOUS PRYING POINTS PLACED NEAR THE LOCK AND USED IN CONJUNCTION WITH A RAM.
3. PICKS AND MASTER KEYS. ARGUABLY AS FAST AS THE ABOVE MENTIONED, PICKING A LOCK TAKES PRACTICE AND EXPERTISE. HOWEVER IF TIME ALLOWS A LOCKSMITH IS A CONSIDERATION IF TIME AND SAFETY ALLOW.
4. EXPLOSIVES. A VERY EFFECTIVE AND PROVEN METHOD. EXPLOSIVE ENTRY IS TOO SPECIALIZED TO MENTION IN ANY DETAIL HERE. THERE ARE VOLUMES OF INFORMATION ON EXPLOSIVE ENTRY AND THOUSANDS OF VARIATIONS FOR ANY GIVEN SITUATION. MANY BOMB TECHNICIANS ARE NOT FAMILIAR WITH THIS PARTICULAR ART OF BREACHING.
5. LOCK BUSTER ROUNDS. DESIGNED TO IMPREGNATE THE LOCK OR HINGES WITH HIGH VELOCITY PARTICULATE MATERIAL, IT WILL SHATTER STEEL AND BRASS HARDWARE AND MAKE ANY SUBSEQUENT BREACHING MUCH EASIER. THE LOCK BUSTER ROUNDS SHOULD BE USED WHEN IN DOUBT OF ANY DOOR. A STANDOFF TOOL SHOULD BE ATTACHED TO YOUR SHOTGUN. AS A GENERAL RULE, WOOD DOORS ARE BREACHED AT A 45 DEGREE ANGLE FROM 90 DEGREE'S TO THE DOOR AND STEEL DOORS AT A 20 DEGREE ANGLE FROM 90 DEGREE'S TO THE DOOR. FIRST FIRE ONTO THE LOCK BETWEEN THE LOCK AND THE DOOR JAM AS MANY TIMES AS

NEEDED, THEN THE HINGES IF NEEDED. ONE HELPFUL TIP WHEN BREACHING DOORS THIS WAY IS TO TIE A ROPE TO THE DOOR KNOB TO PULL THE DOOR OPEN WHEN IT IS BREACHED.

DOORS

THE FIVE MOST COMMONLY ENCOUNTERED DOORS ARE THE FOLLOWING. RESIDENTIAL HOLLOW CORE STEEL DOORS, COMMON WOOD DOORS, COMMERCIAL STEEL DOORS, COMMERCIAL WOOD FIRE DOORS, AND GLASS DOORS. ALL OF THE MENTIONED DOORS MAY BE MATED WITH STEEL, WOOD OR ALUMINUM FRAMES. AMONG THE FIVE LISTED VERSIONS ARE A NUMBER OF COMBINATIONS OF THEREIN.

- A. DOOR OPENS IN. A SUBSTANTIAL AMOUNT OF BLUNT FORCE MAY BE REQUIRED TO SHEAR OR BEND THE DEAD BOLT IN THE DOOR. LOCK BUSTER ROUNDS MAY BE NEEDED TO WEAKEN THE LOCK AREA AND HINGES.
 - B. DOOR OPENS OUT. OFTEN A RAM ALONE WILL NOT WORK. A HOOLIGAN TOOL SET ABOVE THE DOORS LOCK AND POUNDED IN PLACE WITH THE RAM WILL SET THE TOOL AND PROVIDE A MEANS TO LEVER THE DOOR CLEAR FROM THE DOOR JAM. LOCK BUSTER ROUNDS MAY BE NEEDED.
1. BEFORE WE GET EXCITED ABOUT SMASHING IN DOORS, DOES ANY ONE HAVE A KEY???
 2. GLASS DOORS.
 - A. BREAK THE GLASS, IF STEALTH IS TO BE USED, DUCT TAPE PLACED ON THE GLASS IN A CRISSCROSS PATTERN WILL KEEP THE GLASS INTACT AND PERMIT SOME DEGREE OF SILENCE WHEN IT IS REMOVED.
 3. HEAVY WOOD DOORS OR COMMERCIAL WOOD FIRE DOORS.
 - A. RAMS, HOOLIGAN TOOLS AND LOCK BUSTERS.
 4. STEEL DOORS.
 - A. USE THE SAME PROCEDURES AS HEAVY WOOD DOORS.

GENERAL USE OF THE BODY BUNKER

1. IF YOUR BUNKER IS EQUIPPED WITH A CARRY STRAP, REMOVE IT OR ONLY USE IT FOR POINT A. TO POINT B. MOVEMENT. BAD GUYS MAY GRAB THE BUNKER AND PULL YOU DOWN WITH IT.
2. BUNKERS SHOULD HAVE A GOOD LIGHT SYSTEM. THIS LIGHT SHOULD HAVE BOTH A MOMENTARY AND STEADY ON SWITCH.
3. SOME BUNKER OPERATORS PREFER TO KEEP THEIR SIDEARM HOLSTERED AS TO HAVE THEIR HANDS FREE TO OPEN DOORS AND USE A MIRROR. THIS IS NOT USUALLY A PROBLEM AND SHOULD BE LEFT UP TO THE BUNKER OPERATOR AND HIS SUPPORT OPERATOR.
4. BUNKER OPERATORS AND THEIR SECURITY OPERATOR SHOULD BE CONSIDERED THEIR OWN TEAM ELEMENT.
5. BUNKER OPERATORS SHOULD MOVE IN A SEMI CROUCHED POSTURE TO ENABLE THE SECURITY OPERATOR TO SEE OVER THE BUNKER OPERATOR. COMMONLY THE SHORTER TEAM MEMBERS HAVE THIS POSITION.
6. FOR STEALTH, OPERATORS SHOULD MOVE IN A HEEL TO TOE MOVEMENT AWAY FROM WALLS AND REST THE BUNKER ON THEIR OFF LEG BOOT TOE TO KEEP QUIET.
7. SECURITY OPERATORS SHOULD KEEP STEADY BODY CONTACT WITH THE BUNKER OPERATOR AND LEARN TO READ EACH OTHER'S CONTACT SIGNALS. LIKE RIDING A HORSE, THESE SIGNALS SHOULD INCLUDE UP, DOWN, RIGHT, LEFT, STOP AND GO.
8. BUNKER OPERATORS SHOULD TAKE FREQUENT BREAKS IF TIME ALLOWS. BUNKER WORK IS TIRING AND STRESSFUL. AVOID MOVING THE BUNKER OPERATOR TO FAST. THE LIMITED VISIBILITY AND STRESS WILL CAUSE THE OPERATOR TO CUT CORNERS ON THE SEARCH.
9. SOME ITEMS THAT BUNKER OPERATORS LIKE TO CARRY ON THE BUNKER INCLUDES. EXTRA BATTERIES FOR THE LIGHT, DOOR WEDGES, TAPE FOR DOOR MARKING AND AN EXPEDIENT SOURCE OF ROPE TO TIE THINGS, AND A MIRROR, PASSENGER SIDE CAR MIRRORS WORK WELL MOUNTED ON A LENGTH OF $\frac{3}{4}$ PVC PIPE.

RAMMING

THE BUNKER OPERATOR USES THE BUNKER TO RAM A NON COMPLIANT SUSPECT. THIS SHOULD ONLY BE DONE IF THE SUSPECT CAN BE TAKEN SAFELY AND ARREST OFFICERS ARE AVAILABLE.

TRAPPING

THE BUNKER OPERATOR USES THE BUNKER TO PRESS AND CLOSE THE DISTANCE BETWEEN HIMSELF AND THE SUSPECT. THIS IS USED IN SITUATIONS WHERE THE SUSPECT IS ARMED AND HAS THE POTENTIAL TO EFFECT LETHAL FIRE TO OTHER TEAM MEMBERS. THIS CLOSING OF DISTANCE DIMINISHES THE SUSPECT'S VISUAL AREA AND INCREASES THE COVER AREA OF OPERATORS BY PROXIMITY TO THE SUSPECTS WEAPON.

SHOOTING FROM THE BUNKER

ALL TEAM MEMBERS SHOULD BE FAMILIAR WITH SHOOTING FROM THE BUNKER. THE BUNKER OPERATOR SHOULD SPEND A GREAT DEAL OF TIME DRAWING HIS SIDEARM AND SHOOTING FROM THE BUNKER. COMMON SHOOTING STANCES SHOULD INCLUDE STANDING, KNEELING, OVER AND AROUND BOTH SIDES OF THE BUNKER. LAY THE BUNKER ON IT'S SIDE AND GO PRONE WITH IT. THERE IS NO RULE THAT SAYS A BUNKER OPERATOR HAS TO STAY DOWN OR STATIONARY WHEN SHOOTING. FEEL FREE TO MOVE, USE THAT BUNKER LIKE THE SHIELD OF A GLADIATOR.

SUMMARY

THE BODY BUNKER IS AN OLD IDEA BROUGHT BACK FROM ANCIENT TIMES WHEN SHIELDS WERE AS COMMON AS THE SWORD. MODERN MATERIALS ONCE AGAIN HAVE MADE THE SHIELD AN IMPORTANT SAFETY TOOL, PLAY WITH IT, PRACTICE WITH IT, USE IT.

STAIRWAY'S

THE BEST WAY TO CLEAR ANY BUILDING IS FROM THE TOP TO THE BOTTOM. IN THE REAL WORLD THIS IS NOT OFTEN AN OPTION AND TACTICAL OPERATORS USUALLY FIND THEMSELVES GOING UP A STAIRWAY INSTEAD.

OF ALL THE TACTICAL BAD SPOTS OF A STRUCTURE, THE STAIRWAY IS ARGUABLY ONE OF THE WORST. OPERATORS ARE OFTEN IN TIGHT QUARTERS, BUNCHED TOGETHER AND HAVE VERY LITTLE OPTIONS IF COMPROMISED WHEN IN A STAIRWAY.

TO SAFELY DEAL WITH A STAIRWAY, OPERATORS DO HAVE A FEW OPTIONS THAT ARE EFFECTIVE.

1. CLEAR THE TOP OR BOTTOM OF THE STAIRS WITH A MIRROR OR AN OPERATOR AT A DISTANT ANGLE IF SPACE ALLOWS.
2. CLEAR THE STAIRWAY WITH A BUNKER MAN UP FRONT AND CLEAR THE LANDING WITH A MIRROR WHEN IN CLOSE PROXIMITY TO BLIND CORNERS.
3. CLOSELY BUNCH UP OPERATORS AS YOU MOVE IN THE STAIRWAY WITH OPERATORS DEPLOYING THEIR WEAPONS IN A 360 PHALANX FORMATION.
4. IN CIRCUMSTANCES SUCH AS AN OPEN STAIRWAY TO A LOFT OR A TWO STAGE LANDING, THE BUNKER MAY BE DEPLOYED IN A REAR GUARD POSITION.
5. IN SOME SITUATIONS, DIVERSIONARY DEVICES, CHEMICAL AGENTS OR STING BALL GRENADES MAY BE USED WHEN RAPID CLEARING IS NEEDED.

ESSENTIALLY STAIRWAYS ARE CLEARED AS SITUATIONS UNFOLD. OPERATORS NEED TO KEEP THEIR WEAPONS POINTED IN ALL DIRECTIONS TO MEET ANY POTENTIAL THREAT FROM ANY SIDE OR ANGLE.

OUTER PERIMETER MOVEMENTS

1. TEAM MEMBERS KEEP RADIO TRAFFIC TO A MINIMUM.
2. USE HAND SIGNALS, BOTH VISUAL AND PHYSICAL.
3. WATCH YOUR SILHOUETTE AND SHADOWS.
4. HIGH AND LOW CRAWL WHEN POSSIBLE.
5. USE CAMOUFLAGE, COVER AND CONCEALMENT WHEN POSSIBLE.
6. MAINTAIN STEALTH UNTIL READY OR COMPROMISED.
7. IF AVAILABLE, USE NIGHT VISION EQUIPMENT FOR VISUAL CLEARING OF FORWARD POSITIONS BEFORE MOVING.
8. SELECT THE NEXT COVERED POSITION BEFORE MOVING.
9. USE THE 3 SECOND COUNT WHEN MOVING ACROSS OPEN AREA'S.

URBAN AREA'S

1. STAY IN SHADOWY AREA'S.
2. AVOID DOMESTIC ANIMALS AND PETS. THEY MAY GIVE AWAY YOUR POSITION.
3. KEEP LOW UNDER WINDOWS.
4. AVOID OR STEP OVER BASEMENT WINDOWS.
5. KEEP LOW WHEN CROSSING IN FRONT OF DOORWAYS.
6. CRAWL OVER OR UNDER WALLS AND FENCES IF POSSIBLE.

NON URBAN AREA'S

1. NON PATROL TACTIC, USE SINGLE FILE MOVEMENT. STAY ONE METER APART, THIS MINIMIZES NOISE, TRACKS AND TRAILING.
2. STOP, LOOK & LISTEN WHEN ANIMALS OR BIRDS ARE DISTURBED.

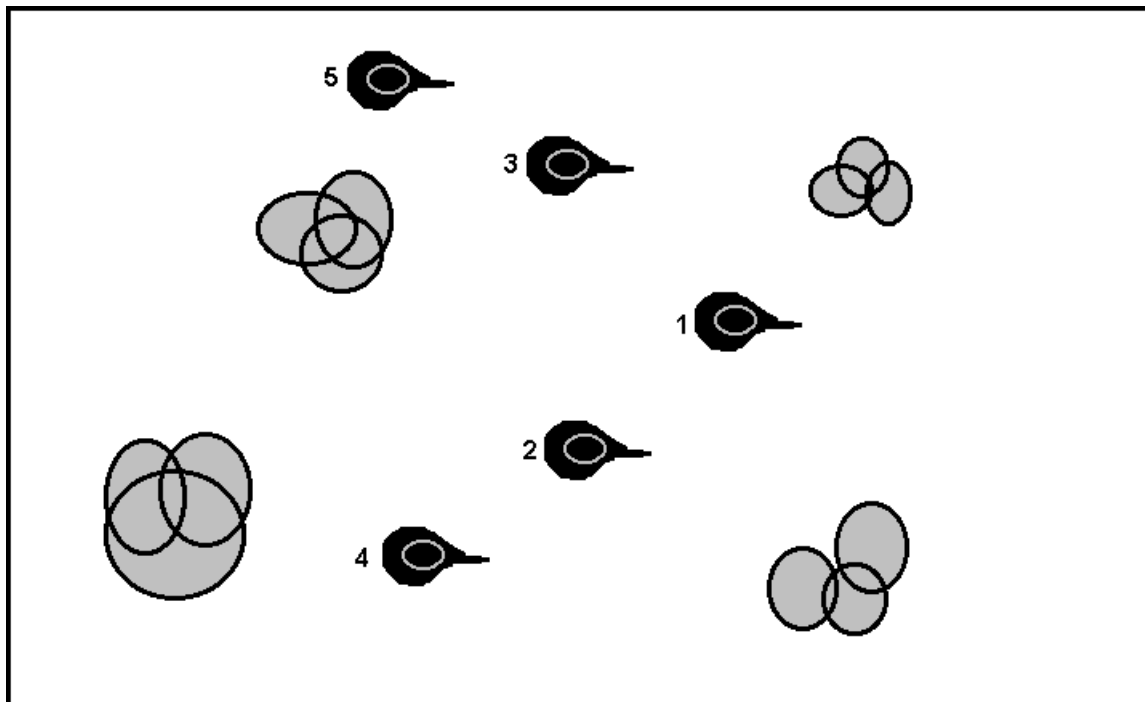
3. CHANGE DIRECTION SLIGHTLY FROM TIME TO TIME.
4. SHIFT YOUR WEIGHT SLOWLY AND ROLL YOUR FEET WHEN WALKING FOR STEALTH.
5. AVOID HILLS, SUNNY SPOTS AND OPEN AREA'S.
6. AVOID MOVING THROUGH THICK BRUSH.

WEDGE FORMATION

1. OPERATORS MOVE FORWARD IN A "V" FORMATION.
2. THE FORMATION IS ABOUT 5 METERS APART AND ABOUT 5 METERS BEHIND EACH OTHER, DEPENDING ON TERRAIN.

WEDGE FORMATION PURPOSE

1. THE WEDGE FORMATION IS USED FOR PATROL MOVEMENT.
2. THE WEDGE FORMATION OFFERS A 260-DEGREE FIELD OF VIEW WHEN MOVING.
3. THE WEDGE FORMATION ALLOWS AN AUTOMATIC FORMATION FOR BOUNDING OVER WATCH, BOUNDING ASSAULTS OR EXTRACTION PEELS.



SCROLLING

1. TEAM BUNCHES UP IN LINE AT A ROAD OR TRAIL.
2. TWO REAR GUARD OPERATORS MOVES AT 90 DEGREES FROM TEAM AND SECURE THE FAR LEFT AND RIGHT.
3. UPON CLEAR SIGNAL TO MOVE, FAR LEFT AND FAR RIGHT WILL CROSS THE ROAD OR TRAIL AND REGROUP WITH MAIN TEAM.
4. OR TEAM WILL SPREAD OUT IN A PARALLEL FORMATION AND CROSS THE ROAD IN A LATERAL MOVEMENT STEPPING BACKWARDS.
5. MOVEMENT METHOD WILL DEPEND ON TERRAIN AND SECURITY REQUIREMENTS.

SCROLLING PURPOSE

F1 USED TO MAINTAIN PATROL SECURITY IN WEDGE FORMATION WHEN CONTACT IS NOT WANTED AND YOUR PRESENCE IS NOT KNOWN.

F2 USED TO MAINTAIN PATROL SECURITY IN WEDGE FORMATION WHEN CONTACT IS LIKELY.

F3 USED TO MAINTAIN PATROL SECURITY IN WEDGE FORMATION WHEN CONTACT IS MADE.

SCROLLING

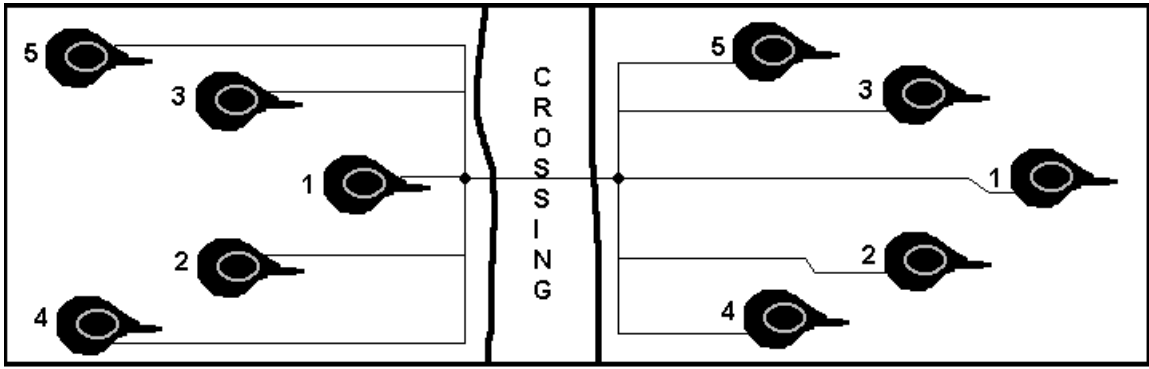


FIG.1

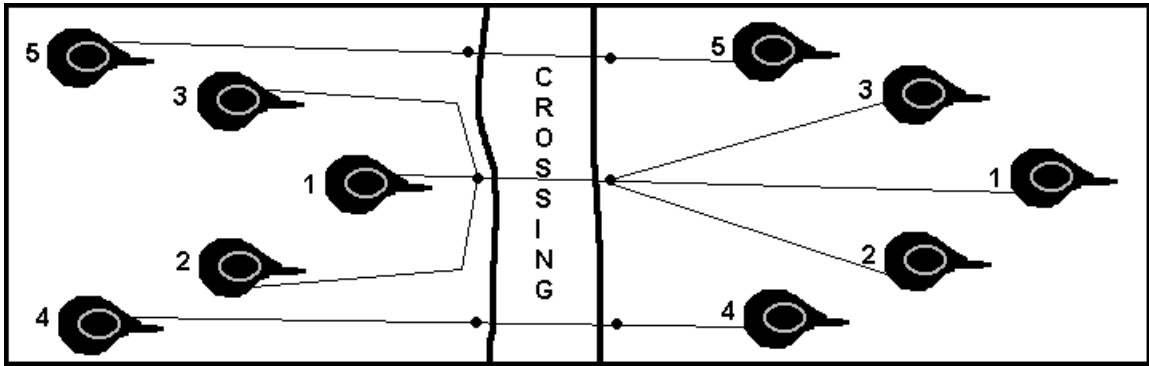


FIG.2

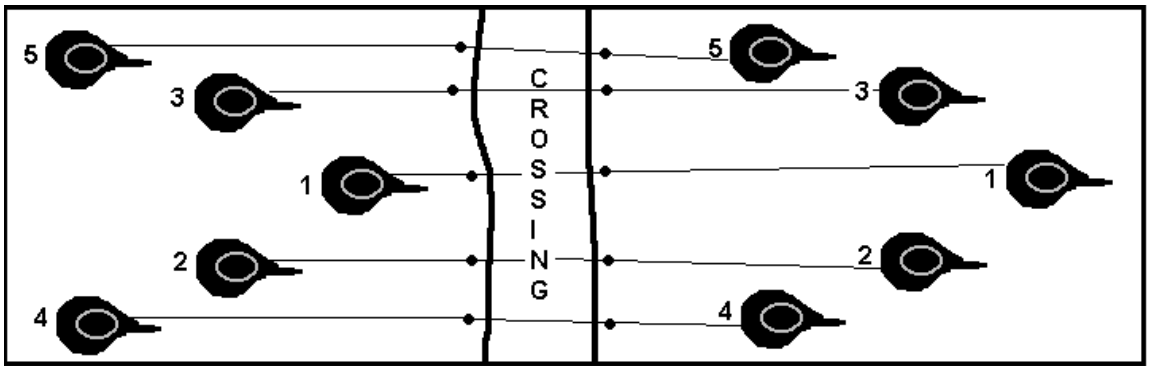


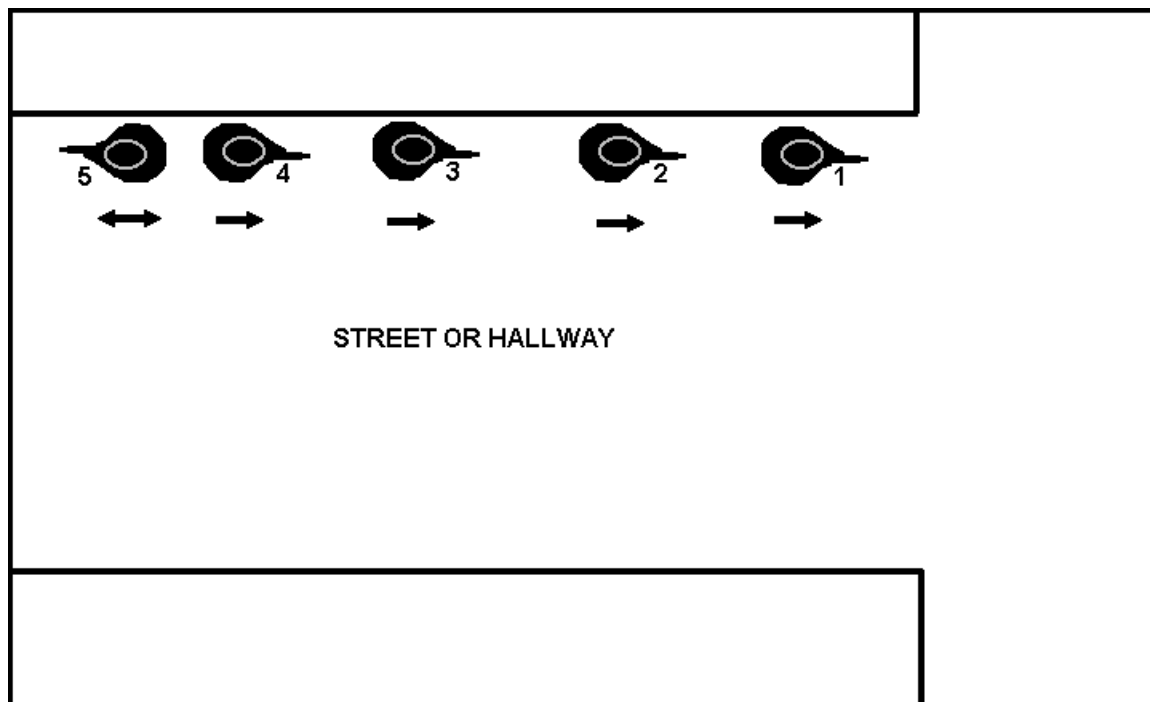
FIG.3

PARALLEL MOVEMENT

1. THE PARALLEL MOVEMENT IS USED OUTDOORS IN URBAN TERRAIN OR INDOORS AS WOULD BE THE CASE IN A HALL WAY.
2. TEAM MEMBERS SPACE THEMSELVES WHEN MOVING THE LENGTH OF A BUILDING OR WALL. SPACING DEPENDS ON THE LENGTH OF THE WALL.
3. ALWAYS HAVE FRONT AND REAR GUARD OFFICERS.
4. MINIMIZE TIME SPENT MOVING IN THE OPEN.

PARALLEL MOVEMENT PURPOSE

1. TO MAINTAIN A POINT AND REAR GUARD ELEMENT.
2. PROVIDES AN AUTOMATIC FORMATION FOR BOUNDING OVER WATCH, EXTRACTION PEELS AND BOUNDING ASSAULTS WHEN MOVING.

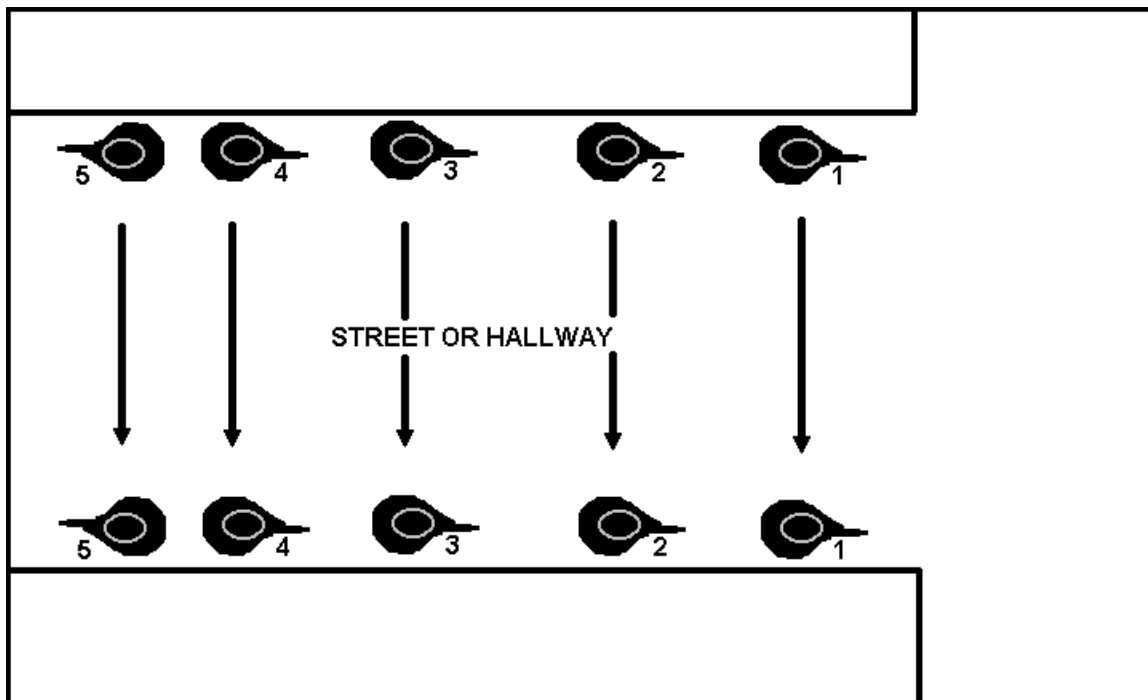


LATERAL MOVEMENT

1. THE LATERAL MOVEMENT IS USED FOR BOTH URBAN TERRAIN OR INDOORS, AS WOULD BE THE CASE OF A HALLWAY.
2. TEAM IS SPREAD OUT ALONG A BUILDINGS EDGE.
3. MOVEMENT IS LATERAL TO THE OPPOSING WALL.
4. TEAM CROSSES THE OPEN AREA TO INDIVIDUAL OPPOSING SIDE POSITION.
5. REGAIN SECURITY POSITIONS.

LATERAL MOVEMENT PURPOSE

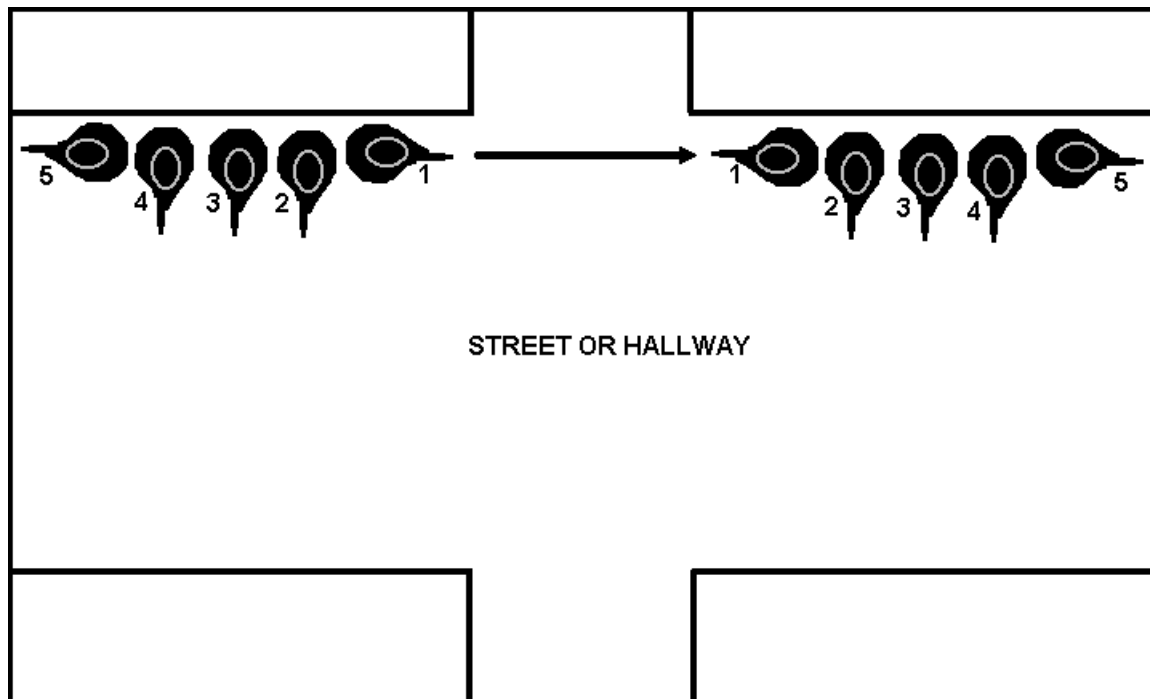
1. TO MAINTAIN COVER AND CONCEALMENT WHEN MOVING A PARTICULAR DIRECTION.
2. TO MAINTAIN TEAM INTEGRITY WHEN MOVING PARALLEL.
3. PROVIDES AN AUTOMATIC FORMATION FOR BOUNDING OVER WATCH, EXTRACTION PEELS AND BOUNDING ASSAULTS WHEN MOVING.



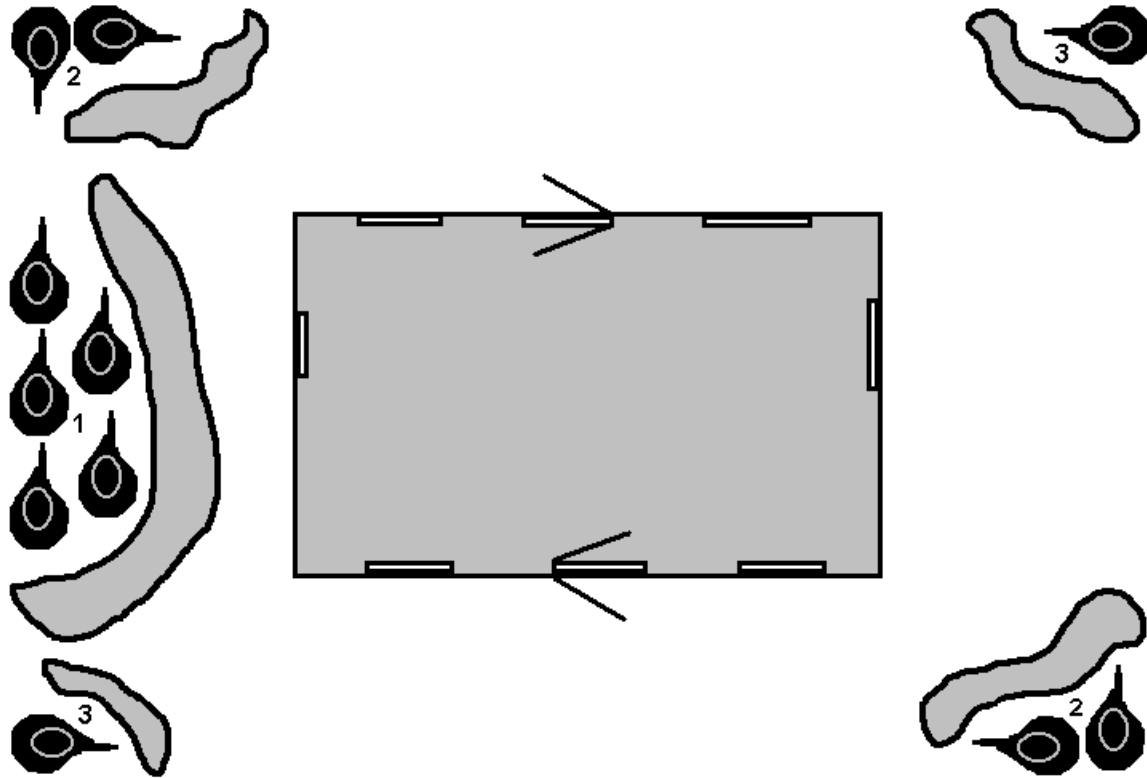
CORNER CROSSING

1. TEAM BUNCHES UP AT THE CORNER.
2. FOR OUTDOOR TERRAIN POINT LOOKS AROUND THE CORNER LOW AND AGAINST THE WALL. DO NOT SLICE CORNERS IN OUTDOOR TERRAIN, YOU WILL EXPOSE YOUR SELF DUE TO LARGE ANGLES.
3. FOR INDOOR TERRAIN POINT SHOULD SLICE OPPOSING CORNER AS YOU MOVE. AT THE IMMEDIATE WALL, CHECK THE CORNER LOW AND AGAINST THE WALL USE MIRRORS IF AVAILABLE. AN ALTERNATE IS TO HAVE A OPERATOR AT MID POINT IN THE LINE UP LATERALLY MOVE TO THE OPPOSING WALL AND SLICE THE CORNER.
4. WHEN CLEAR TO MOVE, POINT WILL GIVE THE SQUEEZE BACK SIGNAL.
5. WHEN POINT RECEIVES THE SQUEEZE BACK FROM THE PERSON BEHIND HIM. THE TEAM WILL MOVE TOGETHER WHEN THE POINT MOVES.
6. ONCE ACROSS, THE POINT BECOMES REAR GUARD AS REAR GUARD NOW BECOMES POINT.
7. REGAIN SECURITY POSITIONS.

NOTE: MOVING THE ENTIRE TEAM AT ONCE IS THE FASTEST WAY TO MOVE ACROSS AN OPEN AREA. IT IS THE BEST WAY TO LIMIT DETECTION AND MINIMIZE CASUALTIES IF YOU ARE COMPROMISED.



PERIMETER PLACEMENT



1. (EXAMPLE) ENTRY TEAM DROP OFF POINT.
2. (EXAMPLE) INNER PERIMETER ELEMENT, GAS TEAM AND ARREST TEAM.
3. (EXAMPLE) SNIPER POSITIONS.

NOTE: ILLUSTRATION IS NOT INTENDED TO BE AT SCALE.

LARGE STRUCTURE MOVEMENT

SITUATIONS IN WHICH ENTIRE LARGE BUILDINGS SUCH AS SCHOOLS OR APARTMENTS NEED TO BE SECURED, POSE MANY THREATS TO MISSION SUCCESS. THE LARGEST THREAT IS THE DIFFICULTY OF MOVING A TEAM DOWN LONG HALLWAYS AND CLEARING MULTIPLE ROOMS AS YOU GO.

FOUR SCHOOLS OF THOUGHT ARE USED TO DEAL WITH SUCH SITUATIONS. EACH SCHOOL HAS ITS ADVANTAGES OVER ANOTHER. WHICH SCHOOL YOU CHOOSE WILL HAVE TO BE DETERMINED BY THE NUMBER OF OPERATORS AT YOUR DISPOSAL, THE THREAT LEVEL OF THE SITUATION, A CONSIDERATION OF SPEED OVER SAFETY AND STEALTH OVER DYNAMIC ASSAULT.

AT ANY GIVEN TIME ANY ONE OF THE FOUR SCHOOLS DUE TO CIRCUMSTANCES MAY CHANGE AND A TEAM MAY HAVE TO SHIFT TO ANOTHER SCHOOL TO FINISH THE MISSION. NONE OF THE FOUR BASIC SCHOOLS ARE BY ANY MEANS SET IN STONE. A GIVEN SITUATION MAY DICTATE THAT A TEAM BY SHEAR NUMBER LOSS MAY HAVE TO CHANGE TO AND FROM A SCHOOL.

TACTICS AND COUNTER TERRORISM

1. AVOID LONG TERM EXPOSURE IN HALLWAYS. COMMONLY CALLED FATAL FUNNELS.
2. WHEN MOVING DOWN HALLWAYS, STAY ABOUT A FOOT AWAY FROM THE WALLS. TO AVOID RICOCHET OR RABBIT ROUNDS. (RABBIT ROUNDS ARE AN OFFENSIVE METHOD BY WHICH FIRED ROUNDS WILL TRAVEL A FEW INCHES FROM A WALL TO A TARGET. THIS IS USUALLY ONLY EFFECTIVE ON HARD SURFACES SUCH AS CONCRETE. THIS IS ALSO EFFECTIVE ON FLOORS).
3. MAINTAIN REAR GUARD AND FORWARD SECURITY AT ALL TIMES.
4. IN LARGE BUILDINGS, IT IS GOOD INSURANCE TO LEAVE A COVER TEAM UNTIL YOU GET TO THE OTHER END OF A HALLWAY.
5. FILL IN SECURED AREA'S WITH LINE OFFICERS.
6. IF TIME ALLOWS, MOVE (SECURED) PRISONERS TO SEPARATE LOCATIONS, (SECURED) VICTIMS TO A COLLECTIVE LOCATION IF SAFE TO DO SO.
7. NOTE: IN LARGE STRUCTURE MOVEMENT ILLUSTRATIONS, THE FORWARD OPERATOR GOES PAST THE DOOR. THIS SERVES A NUMBER OF PURPOSES.
 - A. TO DRAW FIRE FROM THE ROOM IF THAT METHOD IS EMPLOYED.
 - B. DEPLOYING THE SAME FORWARD OPERATOR MINIMIZES CONFUSION AND RE-EXAMINATION OF TERRAIN.
 - C. THE FORWARD OPERATOR CAN BACK INTO THE DOORWAY FOR COVER TO MAINTAIN FORWARD SECURITY.
 - D. IF THE FORWARD OPERATOR IS HIT, HE CAN BE DRAGGED INTO THE ROOM BY OTHER OPERATORS ALLOWING COVER FOR THEM TO DO SO. DON'T ARGUE WITH IT!
8. TRY TO DETERMINE WHO YOU ARE ENGAGING. SOME TACTICS TAUGHT IN BUILDING CLEARING, ARE GEARED TOWARD NOVICE CRIMINALS. (ACTIVE SCHOOL SHOOTERS) THESE SAME TACTICS WILL GET YOU KILLED WHEN ENGAGING A TRAINED PERSON.
9. OF THE FOUR SCHOOLS, #4 IS LIKELY THE SAFEST AND MOST OFTEN DEPLOYED. IF YOU FIND YOURSELF ENGAGING A TRAINED PERSON OR PERSONS, #4 OFFERS THE MOST SUCCESS. IN A SITUATION WHERE THERE IS A TRAINED ADVERSARY, HE, LIKE YOU, WILL HAVE ACTIONS

AND COUNTER ACTIONS. SMALL ELEMENTS OF FORCE COMING IN AT DIFFERENT LOCATIONS WILL LEAVE HIM SURROUNDED. MANY POLICE TACTICS ARE ACTUALLY COUNTER PRODUCTIVE IN URBAN WARFARE SCENARIO'S. IF THE ADVERSARY SEEMS TO INDICATE HE HAS TRAINING, BE PREPARED FOR A COUNTER ATTACK OR BREAK OUT!

10. A TRAINED ADVERSARY, SUCH AS A TERRORIST, MAY TRY TO DRAW YOU FURTHER INTO A BUILDING WITH RANDOM SHOTS OR HARASSMENT FIRE. MAINTAIN YOUR DISCIPLINE AND CONTINUE YOUR METHODOICAL CLEARING. AGAIN, RUSHING TOWARD THE LOCATION OF GUN FIRE IS ONE OF THE OLDEST TRICKS IN THE BOOKS FOR AMBUSH!!
11. WHEN DEALING WITH LONG HALLWAYS, CONSIDER SENDING A POINT TEAM TO THE FAR END. THIS IN EFFECT SURROUNDS YOUR IMMEDIATE THREAT. THIS TACTIC IS AN EFFECTIVE MEASURE AGAINST AN AMBUSH, OR AN ADVERSARY THAT COULD JUST STICK HIS GUN AROUND THE CORNER AND SPRAY YOUR WHOLE TEAM WITH BULLETS.

SUMMARY

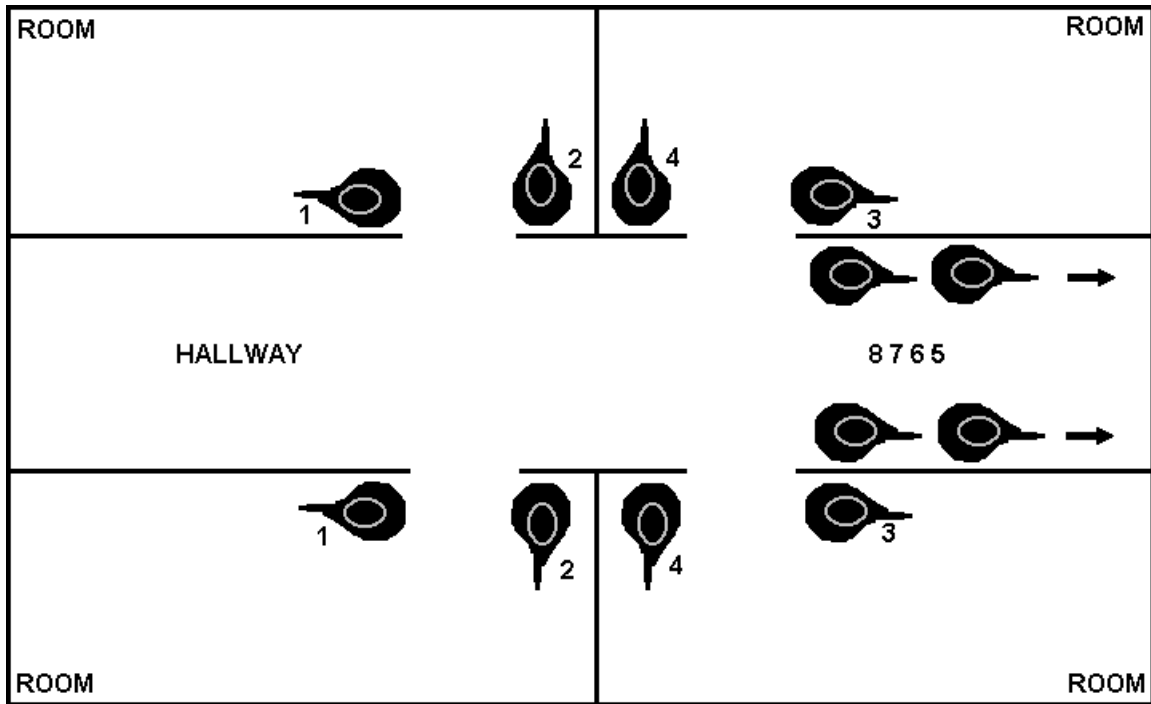
FOR TRAINED ADVERSARIES, CONTEMPLATE, "IF I WAS HIM WHAT WOULD I DO TO BEAT ME". A TRAINED ADVERSARY HAS ONLY A FEW OPTIONS IF HE IS CAUGHT AND SURROUNDED.

1. HOLD HOSTAGES AND NEGOTIATE A SURRENDER.
2. SCATTER THE OPPOSING FORCES AND COUNTER ATTACK.
3. SCATTER HIS FORCES AND OPERATE IN AN "EVERYONE FOR THEMSELVES" ENVIRONMENT, AGAIN TO SCATTER OPPOSING FORCES.
4. A FULL FORCE, CONCENTRATED BREAKOUT. A FULL FORCE BREAKOUT WILL LIKELY COME WITH OUT WARNING AND WILL BE DONE AT ONE OF TWO LOCATIONS.
 - A. YOUR WEAKEST POINT AND THE NEAREST ESCAPE. FOR EXAMPLE A THICK WOODS, RIVER OR POPULATED AREA WHERE THEY COULD DISAPPEAR INTO THE MASS OF PEOPLE AND BUILDINGS.
 - B. YOUR STRONGEST POINT. AN EXAMPLE OF THIS IS GOING UP THE MIDDLE IN A FOOTBALL GAME, SHORT BUT REPEATABLE YARD GAINS. CONSIDERING COPS ARE TRAINED TO USE AND BELIEVE A SQUAD CAR IS GOOD COVER. A HEAVILY ARMED AND TRAINED ADVERSARY COULD VIRTUALLY WALK THROUGH A POLICE PERIMETER.

I'LL ONLY SAY THIS ONCE IN THIS BOOK. THERE IS NO ROOM OR PLACE FOR COMPLACENCY, SINGLE MINDED TACTICS AND SOMETIMES RULES OF LAW. DON'T FUCK AROUND, IT'S YOUR ASS.

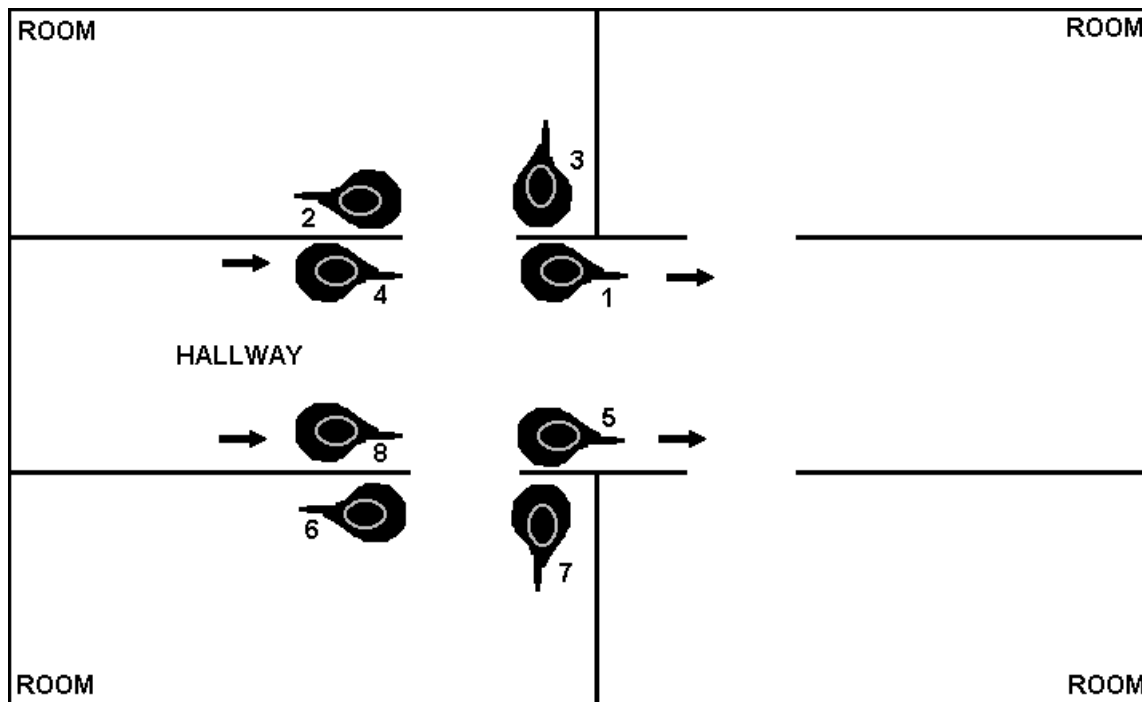
SCHOOL #1.

1. FLOOD THE ENTIRE BUILDING FROM ONE OR MULTIPLE DIRECTIONS WITH MULTIPLE TEAMS.
2. AS THE TEAMS MOVE THROUGH THE BUILDING, MEMBERS OF THE TEAM BREAKAWAY INTO CELLS AND CLEAR ROOMS AS THEY MOVE THROUGH THE BUILDING.
3. ROOM CLEARING CELLS THEN RETURN TO THE TEAM ELEMENT IF NO CONTACT IS MADE.
4. THIS METHOD REQUIRES MANY OPERATORS BUT IS EFFECTIVE IN RAPIDLY CLEARING LARGE BUILDINGS.



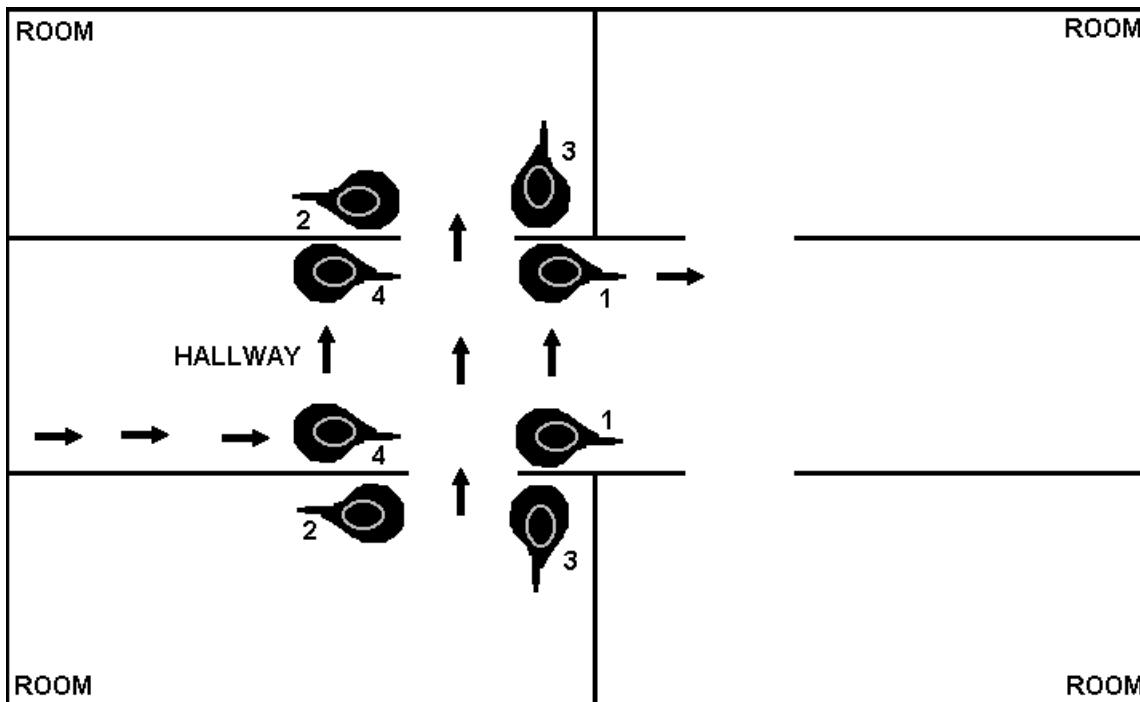
SCHOOL #2.

1. TEAM MOVES THROUGH THE BUILDING MAINTAINING A FRONT AND REAR SECURITY ELEMENT IN THE HALLWAY AS OTHER OPERATORS CLEAR THE ROOMS.
2. # 1 PASSES BY THE DOORWAY TO DRAW FIRE, #2 & #3 CLEAR THE ROOM AS # 4 ACTS AS AN EXTRA IF NEEDED AND AS REAR GUARD.
3. ONCE THE ROOM IS CLEARED, # 2 & # 3 WILL RESUME THEIR POSITIONS AS THE TEAM MOVES UP THE HALL.
4. IN CASE OF CONTACT, THIS METHOD MAXIMIZES FORWARD SECURITY IN THE FATAL FUNNEL OF THE HALLWAY YET MAINTAINS TEAM SECURITY WHILE MOVING QUICKLY THROUGH A BUILDING CLEARING ROOMS.



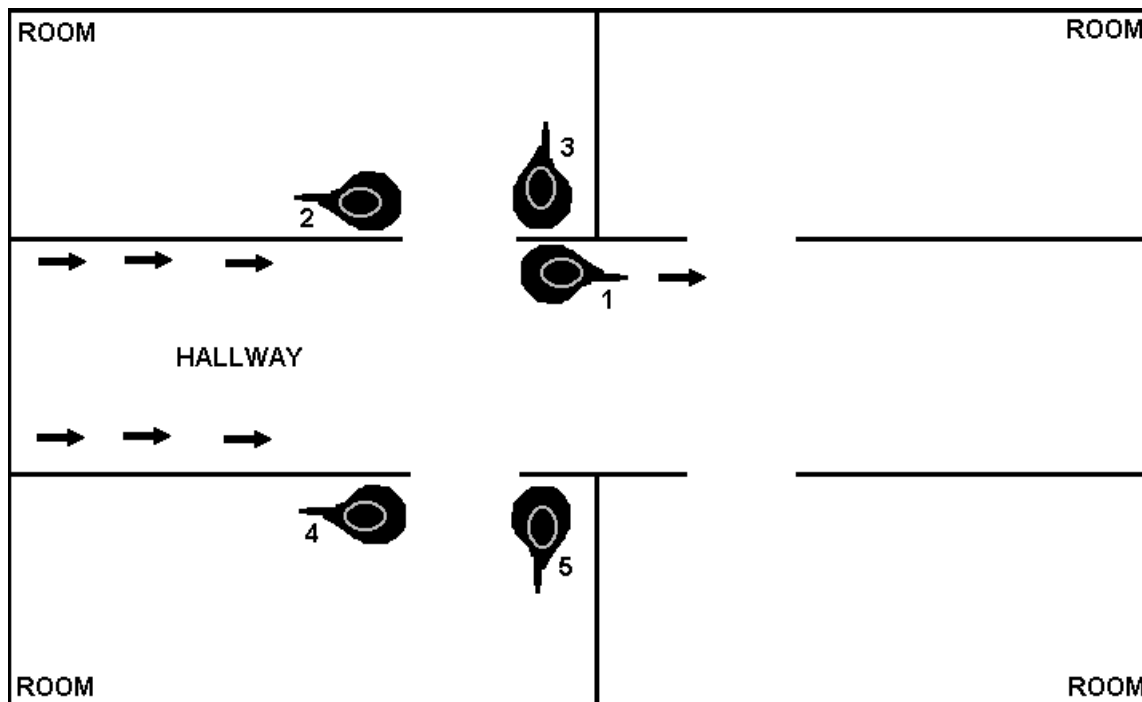
SCHOOL #3.

1. TEAM MOVES THROUGH THE BUILDING LEAPFROGGING FROM ROOM TO ROOM.
2. #1 PASSES BY THE DOORWAY TO DRAW FIRE AS THE OTHER TEAM MEMBERS MAKE ENTRY LEAVING # 4 AS REAR GUARD.
3. THIS METHOD MINIMIZES TEAM EXPOSURE TO THE FATAL FUNNEL OF THE HALLWAY YET MAINTAINS FRONT AND REAR SECURITY.
4. ONCE THE ROOM IS CLEARED, # 1 & # 4 MAKE A LATERAL MOVEMENT ACROSS THE HALL AS THE REMAINDER OF THE TEAM MAKES ENTRY ON THE NEXT ROOM.



SCHOOL #4.

1. TEAM MOVES THROUGH THE BUILDING USING A POINT MAN IN THE HALLWAY AT ALL TIMES. THE REST OF THE TEAM REMAINS IN A COVER POSITION UNTIL REQUESTED BY THE POINT MAN TO MOVE UP TO CLEAR A ROOM.
2. # 1 PASSES BY THE ROOM TO DRAW FIRE AND STOPS, THIS SIGNALS TO THE REST OF THE TEAM TO MOVE UP AND CLEAR THE ROOM.
3. THIS METHOD USES ONLY THE POINT MAN TO MAINTAIN FORWARD SECURITY, HOWEVER IT MINIMIZES ALL BUT ONE OPERATOR FOR ANY EXTENDED TIME EXPOSURE TO THE FATAL FUNNEL OF THE HALL WAY.
4. UNLIKE SCHOOL # 3, SCHOOL #4 USES A SMALL TEAM TO CLEAR MULTIPLE ROOMS AT THE SAME TIME.



ROOM ENTRY

ROOM ENTRY TACTICS WILL VARY FROM ONE OPERATION TO ANOTHER. THE TACTICS USED WILL DEPEND ON THE FOLLOWING VARIABLES.

1. TIME.
2. NUMBER OF SUSPECTS.
3. INFORMATION ON THE STRUCTURE.
4. SIZE OF THE BUILDING.
5. SIZE OF THE ROOMS.
6. NUMBER OF ROOMS.
7. NUMBER OF TEAM MEMBERS.
8. COVERT ENTRY.
9. DYNAMIC OR WARRANT SERVICE ENTRY.
10. CRISES ENTRY.

GAINING ENTRY TO A ROOM OR BUILDING STARTS WITH THE APPROACH AND ENDS WITH THE COMPLETE SECURITY OF THE STRUCTURE. OPERATORS ARE ADVISED TO USE STEALTH WHENEVER POSSIBLE AND DEAL ACCORDINGLY WHEN READY TO GO OR COMPROMISED.

PRIOR TO AN ENTRY, OPERATORS SHOULD MOMENTARILY STAGE TO ENSURE EVERYONE IS READY TO GO. THIS CAN BE DONE IN THE VAN ON THE WAY TO THE SCENE, AT THE DOOR, OR BOTH. THE ENTRY TEAM SHOULD HAVE A TEAM S.O.P. OR LINE UP OF WHO DOES WHAT. THE MOST COMMON LINE UP IS AS FOLLOWS. POINT / BUNKERMAN, SCOUT, TEAM LEADER, ARREST OPERATORS AND REAR GUARD.

GENERALLY THE REAR GUARD DOUBLES AS THE BREACHER. AT THE DOOR, THE BREACHER IS THE POINT MAN OR COMES AROUND TO THE POINT AND BREACHES THE DOOR. ONCE THE DOOR IS OPEN, THE BREACHER STEPS AWAY FOR THE POINT AND SCOUT. THE POINT AND SCOUT WILL ACT AS THE PRIMARY CLEARING ELEMENT AS THE REST OF THE TEAM TAKES UP THEIR APPOINTED POSITIONS.

THE METHODS USED FOR ENTERING A DOOR FOR ROOM ENTRY ARE EXPLAINED IN THE FOLLOWING DIAGRAMS.

ROOM CLEARING

1. ONE MAN CLEARING.
2. TWO MAN CLEARING.
3. THREE MAN CLEARING.

THE GENERAL RULE OF ROOM CLEARING IS TO LEAVE NO STONE UNTURNED. LOOK UP, DOWN AND WALK THE WALLS. HUMANS TEND TO LOOK FIRST AT EYE LEVEL. YOU WILL NOT MISS ANYONE STANDING AT EYE LEVEL. YOU MAY MISS SOME ONE THAT IS NOT HIDING BUT MAY HAVE TAKEN A DEFENSIVE POSITION ON THE FLOOR OR IN A CORNER. FOR THIS REASON, THE FIRST OPERATOR IN THE DOOR SHOULD AVOID "LOCKING ON" TO THE FIRST PERSON THEY SEE, SUBSEQUENT OPERATORS WILL DEAL WITH THEM. AS WITH ANY RULE THERE ARE EXCEPTIONS BUT IF THEY ARE HIDING, BY WALKING THE WALLS, YOU WILL FIND THEM.

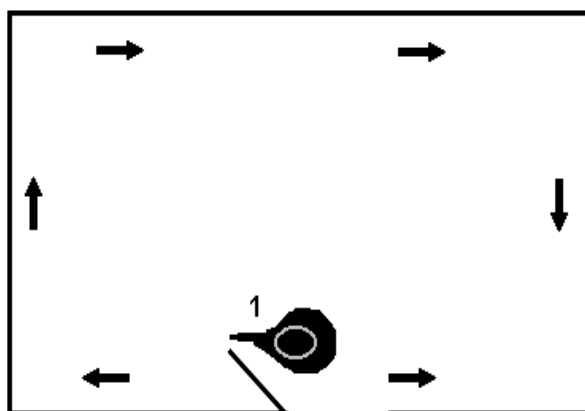
A COVERT ENTRY IS THE SAFEST WAY TO CLEAR A ROOM. EXTENSIVE USE OF MIRRORS AND LIGHT ARE THE BEST. IF THE ROOM HAS A LIGHT AVAILABLE TO YOU, TURN IT ON. CLEAR THE ROOM FROM THE OUTSIDE IF POSSIBLE BEFORE MAKING A PHYSICAL CHECK. NEXT IS THE PHYSICAL CHECK. LOOK AT ANYTHING LARGER THAN A BEER CASE SUSPICIOUSLY. TAKE YOUR TIME, MOVE SLOWLY AND METHODICALLY. PHYSICALLY MOVE THE FURNITURE FROM THE WALL, CLEAR AWAY ITEMS FROM CLOSETS, WALK THE WALLS.

A DYNAMIC OR WARRANT SERVICE ENTRY, IS COMMONLY DONE TO TAKE CONTROL OF A STRUCTURE OR ROOM, ARREST SUSPECTS AND OBTAIN EVIDENCE THAT MAY BE LOST OR DESTROYED. A DYNAMIC ENTRY SHOULD BE DONE AT THE SPEED OF A FAST WALK, MAKING A CURSORY SEARCH OF THE OUTER WALLS AS YOU MOVE. ONCE THE SITUATION IS STATIC, MAKE USE OF COVERT TECHNIQUES. THE ENTIRE PREMISES SHOULD BE THOROUGHLY SEARCHED. SEARCH ATTICS AND BASEMENTS LAST.

THE CRISIS ENTRY OR COMMONLY CALLED HOSTAGE RESCUE, IS USUALLY A LAST RESORT. THE CRISIS ENTRY'S SOLE PURPOSE IS TO GAIN GROUND. INITIALLY, SOME TACTICS FROM ALL OF THE ENTRY TECHNIQUES MAYBE USED IN PART OR IN WHOLE. HOWEVER IF A SITUATION ESCALATES TO A CRISIS ENTRY LEVEL. THE RULES OF A COVERT ENTRY AND MANY OF THE RULES OF THE DYNAMIC ENTRY ARE VIOLATED. A CRISIS ENTRY SHOULD BE DONE SURE AND FAST BUT OPERATORS SHOULD NOT MOVE FASTER THAN THEY CAN SHOOT.

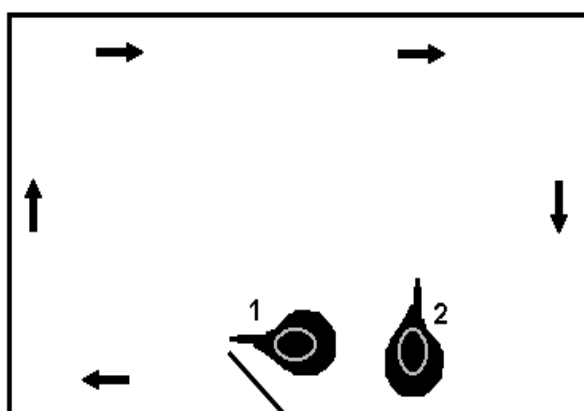
ROOM CLEARING

ONE MAN CLEARING



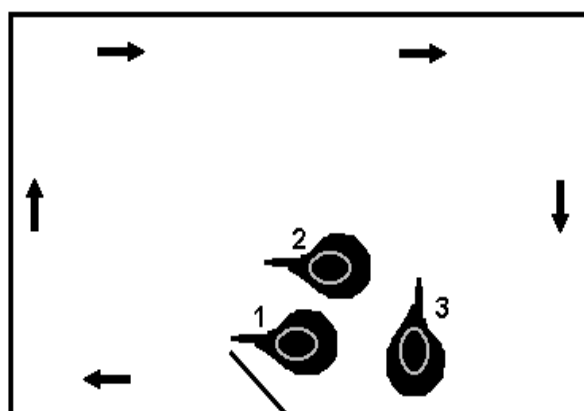
VISUALLY SWEEP THE ROOM THEN CLEAR IT WALKING THE WALLS

TWO MAN CLEARING



VISUALLY SWEEP THE ROOM. #1 CLEARS, #2 ACTS AS SECURITY

THREE MAN CLEARING



VISUALLY SWEEP THE ROOM. #1 & #2 CLEAR, #3 ACTS AS SECURITY

MOBILE HOME SEARCHES AND CLEARING

MOBILE HOMES HAVE BECOME A COMMON FORM OF RESIDENCE AND ARE FOUND VIRTUALLY EVERYWHERE IN THE UNITED STATES. TACTICS USED FOR MOBILE HOMES ARE THE SAME AS ANY OTHER BUILDING OR ROOM. HOWEVER, MOBILE HOMES HAVE CERTAIN SCALED DOWN DIMENSIONS OF A NORMAL STRUCTURE. OPERATORS LIVING IN AREA'S WHERE MOBILE HOMES ARE PRESENT, SHOULD BE FAMILIAR WITH THE MOBILE HOME AND THE UNIQUE TACTICAL PROBLEMS THEY POSE.

THE FOLLOWING ARE DESCRIPTIONS OF MOBILE HOMES MADE TODAY AND A LIST OF THEIR COMMON TRAITS.

1. KITCHEN.
2. LIVING AREA.
4. BEDROOMS, 2 BUT AS MANY AS 5.
5. BATHROOM ROOM, SOMETIMES IN CONJUNCTION WITH LAUNDRY ROOM.
6. HALLWAYS AND DOORS ARE NARROW.
7. KITCHENS AND LIVING ROOMS ARE ALMOST ALWAYS ATTACHED.
8. MAIN ENTRY DOOR OPENS EITHER TO THE KITCHEN OR LIVING ROOM.
9. MAIN ENTRY DOORS OPEN IN.
10. BACK DOORS OPEN OUT.
11. THE BACK DOOR IS ALWAYS AT THE HALLWAY SIDE.
12. SOME TRAILERS HAVE A THIRD ESCAPE DOOR IN A BEDROOM.
13. BATHROOMS ARE OFTEN BETWEEN BEDROOMS.
14. AS A RULE THE BATHROOM IS ACROSS FROM THE BACK DOOR.
15. A BATHROOM IS NEXT TO OR NEAR THE MAIN BEDROOM.
16. SOME TRAILERS HAVE A TRAP DOOR IN BATHROOMS OR LAUNDRY.
17. MOST INTERIOR DOORS OPEN IN.
18. MOBILE HOMES ARE OFTEN CONGESTED WITH LIVING ITEMS LIKE FURNITURE, CLOTHES, TOYS AND THE LIKE.

MOBILE HOME SAFETY CONSIDERATIONS

- A. DUE TO THE MATERIALS USED IN CONSTRUCTION OF MOBILE HOMES, THERE IS NO APPRECIATIVE COVER OF ANY KIND.
- B. MOST FIREARM PROJECTILES WILL PENETRATE INTERIOR AND EXTERIOR WALLS WITH EASE.
- C. OPERATORS SHOULD AVOID BUNCHING UP IN DOORWAYS AND HALLS OF MOBILE HOMES.
- D. THOROUGHLY SEARCH A MOBILE HOME WHEN CLEARING IT. THE CRAMPED SPACES CAN GIVE THE FALSE SENSE THAT THERE ARE FEW PLACES TO HIDE.

TACTICAL TIPS

TO BE REVISED

COUNTER TERRORISM

COUNTER TERRORISM

COUNTER TERRORISM IS A TERM USED TO DESCRIBE AN ACTION OR ACTIONS A PERSON OR PERSONS USE, TO FOIL OR DEFEAT THE ACTION OR ACTIONS OF TERROR. IT ALSO GIVES ONE THE SENSE OF A SUPER CRIME FIGHTER EXTREME WITH A REALLY COOL NAME.

TERRORISTS ARE NOT JUST CRIMINALS. THEY WILL NOT ACT LIKE PSYCHO'S, OR SUICIDE MANIAC'S. THEIR ACTIONS ARE THE SUM AND SOLUTION TO BELIEFS THEY MAINTAIN ARE RIGHT AND JUST. THEIR ACTIONS MAY BE FOR BELIEFS, A STATEMENT OR A LAST DITCH EFFORT IN A LOST CAUSE. BUT ONE THING IS FOR SURE, THEY ARE CAPABLE OF DOING ANYTHING AT ANY TIME TO ANYONE FOR ANY REASON, WITH OR WITH OUT AN EXPLANATION OF ANY KIND.

WHEN DEALING WITH TERRORISTS OR A TERRORIST INCIDENT, THE FIRST RESPONDERS AND ESPECIALLY REACTIONARY FORCES SUCH AS TACTICAL TEAMS, MUST KEEP A NUMBER OF THINGS IN MIND.

1. THE USUAL RULES OF ENGAGEMENT ARE NEARLY USELESS.

KEEP YOUR TEAM FLEXIBLE. AVOID LARGE ELEMENT ENTRIES. USE SMALL ELEMENT FIRE TEAMS. THE TERRORIST TACTIC IS TO SCATTER AND COUNTER ATTACK.

TACTICAL TEAMS TRAIN EXTENSIVELY FOR BARRICADE AND FORTIFIED POSITIONS NOT OPEN COUNTRY COMBAT. THE TERRORIST FIGHTS GUERRILLA WARFARE. SO MUST WE.

2. EXPECT THE UNEXPECTED.

TERRORISTS KNOW POLICE TACTICS. HOLD AN EXTRA LARGE PERIMETER. YOU'LL NEED TWICE THE MAN POWER. A TERRORIST MAY FORCE YOU TO EXPAND YOUR PERIMETER. THIS WILL CAUSE HOLES IN YOUR PERIMETER. IF THE HOLES ARE NOT PLUGGED, HE/THEY MAY FORCE A BREAKOUT AND CONCENTRATE FIRE POWER AT A WEAK POINT. THEY MAY ALSO CONCENTRATE FIRE POWER AT A STRONG POINT. ELIMINATE THE STRONG POINT AND THE ENTIRE PERIMETER IS EQUALIZED AS ITS WEAKEST POINT.

THE OFFENSE HAS THE ELEMENT OF SURPRISE EVERY TIME. OUR BEST DEFENSE IS AN OFFENSIVE STRIKE.

3. YOUR TRAINING, TACTICS AND SOP'S ARE LIKELY TO BE EXPECTED.

CONSIDER YOUR ACTIONS COULD LEAD TO A TRAP. TERRORISTS KNOW IF THEY DO THIS WE'LL DO THAT. THEY KNOW WE WILL USE TEAR GAS. THEY KNOW WE WILL CUT THE UTILITIES. THEY KNOW WE WILL TRY AND TALK FIRST. THIS TAKES TIME THE TERRORIST DEPENDS ON. THE TERRORIST NEEDS THIS TIME. HE'S DEPENDING ON YOU TO START WHAT WE DO BEST, TRENCH WARFARE. HIS TACTIC IS TO GET YOU SETTLED IN FOR A LONG WAIT, OBSERVE YOUR POSITIONS, NOTE YOUR WEAKNESSES. SEE #2.

4. THE ACT OF TERRORISM YOU RESPOND TO MAY BE A DECOY.

TO DEplete AND CONCENTRATE RESOURCES FOR A TRAP, TERRORISTS WORK IN CELLS. LOSE A CELL AND THE CELL ADAPTS, STAYING LOOSE, THE MISSION CAN BE COMPLETED. TO SACRIFICE A CELL IS OK FOR A CAUSE. LETTING ONE CELL BE TRAPPED TO DEplete AND CONCENTRATE A RESPONDING FORCE ALLOWS THE REMAINING CELLS TO SLIP AWAY OR ATTACK THEIR INTENDED TARGET VIRTUALLY UNOPPOSED.

5. AN ACT OF TERRORISM MAYBE A TEST OF YOUR RESPONSE.

SAY A TERRORIST GOES IN A BANK AND ROBS IT. HE GETS EVERYONE DOWN. HE KNOWS THE ALARM IS SET AND THE COPS ARE COMING. EXCEPT HE GOES INTO THE BATH ROOM TO HIDE THE MONEY, THEN GOES BACK INTO THE LOBBY BLENDS IN AND WAITS FOR THE POLICE TO SHOW UP. HOW LONG DID THE RESPONSE TAKE, HOW MANY COPS SHOWED UP, WHERE ARE THEIR SECURITY POSITIONS ECT.

6. TERRORIST SELDOM STAND AND FIGHT.

WHAT FOR? THEY KNOW THE POLICE MUST AND WILL WIN IF THE FIGHT IS ON THEIR TERMS.

7. EXPECT A FLANKING MOTION AND ATTACK. SEE#2, #3 AND #4.

8. EXPECT COUNTER SNIPER'S. SEE #2 AND #3.

THE TERRORIST MAY NEED TO ELIMINATE ANY OPPOSING FORCE BEFORE HIS REAL TARGET IS ATTACKED. WHY DID JAPAN BOMB PEARL HARBOR? NOT BECAUSE THEY WANTED A WAR WITH THE UNITED STATES, THEY DIDN'T. WHAT THEY WANTED WAS TO PREVENT THE UNITED STATES FROM ENTERING THE WAR IN THE PACIFIC.

9. EXPECT BOOBY TRAPS. SEE #2 AND #3.

BOMBS ARE CHEAP AND SIMPLE TO MAKE. THEIR TIME CONSUMING TO DEFUSE, THEY CAUSE CASUALTIES THAT TIE UP RESOURCES AND CAN QUICKLY BOG DOWN RESPONSE TIME. BOMBS ARE NOTORIOUS FOR DEGRADING MORAL AND CAUSE HASTY OR NONSENSICAL REACTIONARY RESPONSES.

10. EXPECT A COUNTER ATTACK.

THE GERMAN ARMY EXTENDED WWII BY NEARLY TWO YEARS WITH THIS TACTIC. EVERY TIME THE ALLIED FORCES ATTACKED, THE GERMANS COUNTER ATTACKED. THIS ALLOWED THEM TO BUY TIME AND THE ALLIES TO LOSE TIME. IT'S A GREAT WAY TO THROW A GREAT PLAN IN THE TRASH. THE WEAK POINT OF ANY TRAINED ELEMENT IS THEIR TRAINING.

11. EXPECT SAME OR BETTER FIRE POWER.

TERRORISTS ARE NOT JUST SOME FLUNKIES TAKING HIS CHANCES COMMITTING CRIME, THERE IS AN AGENDA HERE. HE HAS THE MIND SET OF BEING THE ONLY ONE THAT UNDERSTANDS HIS INTENTIONS AND NOTHING WILL STOP HIM. POLICE ARE TRAINED AND ARMED FOR AN ENTIRELY DIFFERENT GENERATION OF BAD GUY. QUITE POSSIBLY THE LAWMEN OF THE LATTER 19TH CENTURY WOULD UNDERSTAND TERRORISM BETTER THAN WE DO.

12. EXPECT SAME OR BETTER TRAINING.

SOME PRIVATE IN THE NATIONAL GUARD IS TRAINED BETTER FOR COUNTER TERRORISM THAN THE AVERAGE COP! THEY KNOW THE FUNDAMENTALS OF FIRE TEAMS, SQUAD MOVEMENT, AND REACTION UNDER FIRE, ECT. MOST COPS THINK A SQUAD CAR IS GOOD COVER!

13. DO NOT ASSUME THEY ARE CRAZY OR POORLY EDUCATED.

MANY TERRORISTS ARE WELL EDUCATED. THERE MAYBE SEVERAL FLUNKY TYPES MIXED IN, BUT YOU'D MAKE A GOOD BET THE LEADER IS NO ZERO. OBVIOUS DECEPTION MAYBE A TRAP FOR ANY NUMBER OF POSSIBLE GAINS TO HIS ADVANTAGE.

14. DO NOT ASSUME YOUR AREA IS NOT A TARGET.

LARGE METROPOLITAN AREA'S ARE OFTEN THOUGHT OF AS MAIN TARGETS. TERRORISTS ARE NOT ALWAYS OUT TO GET AS MANY PEOPLE AS POSSIBLE. ARGUABLY THE 9/11 AIR ATTACKS WOULD HAVE BEEN BETTER SERVED IF THE JETS HAD CRASHED IN A SOLD OUT FOOT BALL STADIUM. SYMBOLISM IS THE KEY HERE. "THIS IS WHAT I CAN DO TO YOU ANYTIME I WANT". WHAT WOULD HAPPEN IF A TERRORIST CELL DROVE AROUND SHOOTING POWER SUBSTATIONS OVER AND OVER. IS A LARGE, UNDEFENDED RURAL AREA WITH OUT POWER. NOT A TARGET? NOT A GOOD TARGET? WOULDN'T HAPPEN? AH, BUT WHAT DOES IT SAY?

SUMMARY

THE TERRORISTS HAS NO AGENDA THAT ANYONE CAN EVER PUT HIS FINGER ON. THE SAYING THAT ONE MANS TERRORIST IS ANOTHER MANS FREEDOM FIGHTER IS QUITE TRUE. OUR OWN FOR FATHERS WERE IN A SENSE TERRORISTS AND REVOLUTIONARIES. TO COMBAT TERRORISM, THERE IS ONLY TWO SOLUTIONS, THE WINNING OF HEARTS AND MINDS OR KILL EVERY DAMN ONE.

AFTER THE 1972 OLYMPICS WHEN SIX ISRAELI ATHLETES WERE KILLED, THE GOVERNMENT OF ISRAEL AUTHORIZED A FEW OF THEIR BEST MEN TO SEEK OUT AND KILL THE TERRORISTS RESPONSIBLE FOR THE ATTACKS. THEY DID. WHAT DID IT SOLVE? NOTHING, HOWEVER IT DID PROJECT SYMBOLISM. THAT BEING THAT IF YOU SCREW WITH US, WE'LL TAKE THE GLOVES OFF EVERY TIME. COUNTER TERRORISM REQUIRES A WHOLE NEW SET OF RULES. MANY OF THOSE RULES BREAK THE RULES WE SO DEARLY GUARD AND AVOID BREAKING.

TACTICAL TEAMS NEED TO BE READY TO TAKE THE GLOVES OFF AND REQUIRES YET ANOTHER ANGLE OF TRAINING. COUNTER TERRORISM CALLS FOR AN S.O.P. THAT NEARLY TOSSES OUT ACCEPTED TACTICAL RESPONSES. THAT IS, TO OPERATE AS A BAND OF SEPARATED HUNTER KILLER TEAMS. THESE TEAMS OPERATE AS FLUIDLY AS THE SITUATION DICTATES. ALWAYS HAVING A PLAN BUT NEVER AN OBVIOUS ONE. IT WOULD BE BEST TO DESCRIBE IT AS ORGANIZED CHAOS.

AS MY PARTING WORDS OF WHIT I'LL LEAVE THIS CHAPTER WITH A BIT OF PARODY ON COUNTER TERRORISM. WHAT IS THE BEST WAY TO HUNT "THE BIG BUCK". AS A GROUP ALL SITTING IN ONE STAND? NO. DO WE ALL JUST SIT IN THE PERIMETER WAITING FOR THE DEER TO COME OUT? NO. ARE SOME IN THE WOODS AND SOME AT THE PERIMETER? YES. DO SOME PUSH THE WOODS AND SOME STAND? YES. DOES EVERY ONE PUSH THE WOODS TO CONVERGE IN THE MIDDLE? NOT OFTEN, IT'S DANGEROUS, BUT EFFECTIVE. BUT WHAT WORKS REALLY, REALLY GOOD??????????

LOCATE, CLOSE WITH AND TURN ON THE SPOT LIGHT.