

**Elk Grove Police Department**  
**Active Shooter and Building Searches/Tactics Update 2018**

- I. Orientation
  - A. Registration
  - B. Course Overview and Objectives
    - 1. Lecture
    - 2. Practical
  
- II. Safety Guidelines /Orientation
  - A. All firearms used for training will be issued by Elk Grove Police Department and altered for the purposes of using Simunitions®. All firearms will fall within departmental guidelines as set by a PSOT certified Rangemaster.
  - B. Review “Safety Guidelines”
  
- III. Use of Force Lecture
  - A. Department Use of Force Policy
  - B. Tennessee v. Garner
  - C. Use of force considerations
  - D. Moral obligations of use of firearms (Policy 300.4)
  
- IV. Recent Active Shooter Trends
  - A. Columbine
  - B. Amish School Shooting
  - C. Virginia Tech
  - D. Sandy Hook
  - E. Aurora Theater Shooting
  - F. San Bernardino attack
  - G. Orlando Nightclub Shooting
  - H. Sutherland Springs Church Shooting
  - I. Las Vegas Shooting
  
- V. Tactical Response to Active Shooter Events
  - A. Dynamic Situation/Immediate Action
  - B. Quick Assessment
    - 1. Suspect actions, whereabouts, weapons
    - 2. Victims/injured
    - 3. Suspect committed suicide as law enforcement closed in
  - C. Communicate Assessment

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1. Advise dispatch of actions and information
  2. Set up a Point of Entry
  3. Communicate to Incident Command (May be the primary officer until relieved)
- D. Quick Intervention
1. Static (barricade)
    - a) *Surround and Call out*
    - b) *Transition to SWAT*
    - c) *4 C's (Contain, Control, Communicate, Call SWAT)*
  2. Immediate Deployment
    - a) *Suspect(s) is actively engaged in causing death or GBI*
    - b) *...and the location is believed to contain victim(s)*
    - c) *A delayed action by law enforcement could result in continued injury/death*

VI. Contact Teams (Find and neutralize the threat)

- A. Contact team is responsible for going to and stopping the threat.
1. Pass open doors
  2. Pass victims
  3. Pass Explosives
  4. Pass downed officers
  5. Proceed to the threat
- B. May utilize more than one contact team.

VII. Rescue Teams (Rescue & Recovery of Victims)

- A. Same make up as contact teams
1. V
  2. Diamond
  3. T Formation
- B. May be used to systematically clear areas passed by contact team (IF no victims identified!)
- C. Locate Victims
1. Maintain 360 coverage
  2. If more than one victim
    - a) *Triage*
    - b) *Extricate*
  3. Communicate actions

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VIII. Team Movement

- A. Movement to contact
  - 1. Halls (360 coverage)
  - 2. Stairs (up v. down)
    - a) *Work angles*
  - 3. Rooms
    - a) *Open doors*
    - b) *Closed door*
    - c) *T intersections*
- B. Special Considerations
  - 1. Losing contact
    - a) *Continue searching*
  - 2. Suspect contact
    - a) *In custody*
    - b) *Call out to take into custody from position of advantage*
    - c) *Deadly force*
  - 3. IED
  - 4. Equipment
    - a) *Ballistic helmet/EGPD Riot helmet*
    - b) *Plate carrier*
    - c) *IFAK*
    - d) *Ballistic shields (Supervisor)*
    - e) *Long gun (LER v Shotgun)*
      - (1) *Slugs in shotgun*
    - f) *Lights, backup lights*
    - g) *Spare ammunition*
  - 5. What to Expect
    - a) *Noise, confusion, screaming, alarms*
    - b) *Nonresponsive victims*
    - c) *Carnage*
    - d) *Smoke, fire sprinklers*
    - e) *Lack of lighting*
    - f) *Expect the unexpected.*

IX. Introduction to Building Search Tactics

- A. Three-man Bump / Three-man Modified
  - 1. Most popular technique for entries as it can be implemented with minimal resources

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2. A minimum of three officers needed to successfully clear a building using proper tactics
  - a) *More officers can be added as the situation dictates.*

X. Types of Entry Tactics

XI. Pre-Entry Considerations

- A. Designate Officers as first, second, third to enter.
  1. First officer will formulate the entry tactic.
  2. Second officer covers additional threats and prepare to react off of the first officer's movement and entry tactic
  3. Third officer will cover additional threats (if necessary) and communicate the team's ability to move. (Bump or tap up)
  4. Additional officers will cover any additional threats and be prepared to react to the team's movement and assume responsibility of first, second and third officer. (Team flow)
  5. Last officer in the stack will initiate a "tap up" when they are ready for the team to make entry.

XII. Entry

- A. Initial entry
  1. #1 officer is "never wrong" in choosing which direction to go.
  2. #2 officer reacts to #1 officer's movement to insure all threats are covered. (Hard corners)
  3. #3 officer and the rest of the stack (if applicable) splits the middle.
- B. Each additional entry should be two officers with the third covering threats downrange (hallway).
  1. #1 officer chooses which direction to go
  2. #2 officer reacts to #1 officer's movement and covers all threats.
  3. Entry officers "marry up" to cover opposing threats in a room.

XIII. Extraordinary Events

- A. Shots fired
- B. Injured officer
- C. Custody plans

XIV. Ethical Considerations

- A. Officers shall conduct searches with the safety of all concerned persons as the primary consideration

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XV. Practical

- A. Slow paced without role players
- B. Use of role players
- C. Address common problems

XVI. Practical Scenarios

- A. Scenario Safety
  - 1. No loaded weapons of any kind
    - a) *Unloaded checked firearm*
    - b) *No batons*
    - c) *No knives*
    - d) *No OC*
    - e) *No Taser*
  - 2. Safety is everyone's responsibility
  - 3. Further safety guidelines found under EGPD Safety guidelines
- B. Scenarios
  - 1. Team Movement (V, Diamond, T Formation)
    - a) *Hallway*
    - b) *Stairwell*
    - c) *Room Entry*
  - 2. Victim Rescue
    - a) *Hallway*
    - b) *Stairwell*
    - c) *Room Entry*
  - 3. Encountering Suspect
    - a) *Static (Barricade)*
    - b) *Dynamic*

**Definitions**

**Blocking:** A **movement** that requires an officer to cover a threat or possible threat area while other officers move past the threat. The blocking officer will move with the other officers and cover the threat while moving.

**Button-Hook entry:** An entry tactic that requires the officer to hook around the door frame upon entry to cover a hard corner.

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**Covering:** The act of an officer covering a threat or possible threat area with the officer's firearm from a **fixed position**.

**Crisscross entry:** An entry tactic that requires both officers entering a room to cross at the entry point in order to cover the opposing hard corners. Prior to entry, the officers must start out on opposite sides of the doorway to be entered for this technique to be properly implemented.

**Double-buttonhook entry:** An entry tactic that requires both officers to hook around a door frame to enter the room and cover opposing hard corners. Prior to entry, both officers must be on opposite sides of the doorway for this technique to be properly implemented.

**Exposure:** Exposure occurs when an officer puts themselves into a position that is open to possible threats that are not currently being covered by other officers.

**Hard corners:** The hard corners of a room are the corners that are to the immediate left and right of the door that is entered. They typically are not visible from an open door.

**Israeli limited entry:** An entry tactic that requires the officer to break the entry threshold with only the gun side arm and enough of the head to see the area to be covered. The officer's body remains outside the room.

**Limited entry:** An entry tactic that requires officers that enter a room to limit their movement into the room after entry to take up cover positions or make further plans as to how the room will be cleared.

**Marry-up:** A tactic used after the initial entry into a room or area in which officers maintain physical contact with each other in order to limit each officer's exposure to opposing threats.

**Three-man bump/modified:** An entry tactic used to clear various structures with as few as three officers and can be adapted to use an unlimited number of officers.