

**ELK GROVE POLICE DEPARTMENT  
FIREARMS/WEAPON LIGHTS COURSE  
COURSE OUTLINE**

**Purpose**

The purpose of this course is to address the fundamentals of shooting and marksmanship in lowlight conditions. Instill muscle memory for the safe and appropriate use of lighting attached to weapon systems for target ID, background awareness, and temporary blindness as a defensive tactic.

**Learning Outcomes**

Students who complete this course will have developed the foundational knowledge and basic skills to demonstrate proficiency with the use of a flashlight or weapon mounted light systems while maintaining appropriate shooting fundamentals. Students should understand backlighting, over-saturation of light in an area and how to use light to the students' advantage. Students will also learn to use of light as a blinding agent again an assailant to gain the tactical advantage in certain scenarios.

**Safety Plan**

All students will use the following equipment:  
Issued body armor  
Full duty belt  
Handheld flashlight  
Eye and ear protection  
Gloves (if used in their normal course of duty)  
Handgun with mounted light and at least 3 magazines  
Treat all weapons as if they are loaded

**Expanded Course Outline**

- I. Introduction
  - A. Range Safety
    - 1. Treat ALL weapons as if they are loaded
    - 2. Keep your finger off the trigger until you are on target
    - 3. Be sure of your target and what lies beyond it.
    - 4. Laser rule point only at those things you wish to destroy or shoot.
    - 5. Follow instructors' commands
    - 6. Strict weapon discipline and muzzle control
  - B. Review of Protocol Checklist

REQUIREMENTS
I(c)

1. Local emergency/first aid procedures to include radio/telephone procedures, closest medial facility, and staging area.
- II. Lecture and Discussion
- A. Legal requirements of weapon use in low-light conditions
    1. Target ID/Confirmation
    2. Aware of background/surroundings
    3. May distract or blind an assailant temporarily
    4. De-escalation options as available
    5. Moral obligations for Use of force
      - a. Medical aid as soon as safe to do so
    6. EGPD Use of Force policy review
    7. Legal issues associated with Use of Force
  - B. Weapon Mounted Lights
    1. Where is your action switch?
      - a. Finger activated – Most common Streamlight/Surefire
      - b. Grip/pressure activated?
      - c. Able to activate without using the trigger finger
      - d. Sympathetic reaction
  - C. Affixed gun mounted light to handgun
    1. Unload handgun in a safe direction
      - a. Remove magazine
      - b. Clear Chamber
      - c. Visually and physically check the chamber and magazine well
      - d. Send slide forward on an empty chamber, de-cock if applicable.
    2. Attach gun light to mounting system
      - a. Place batteries in gun light
      - b. Adjust the light position so it is accessible.
      - c. Test modes of light for function.
  - D. Appropriate use of weapon mounted lights
    1. Backlighting
    2. Intermittent versus continuous light
    3. Weapon mounted lights are not a supplement for a flashlight
    4. Transitions from lethal coverage to less-lethal alternatives
  - E. Weapon light failure or alternatives
    1. Harries Technique: Most common (top of hands back to back)
      - a. Pros/Cons
    2. Ayoob/Chapman Technique: Index and middle finger hold flashlight alongside gun.
      - a. Pros/Cons
    3. Index Technique: Holding the flashlight with your non-dominant hand along non-dominant temple or chin.
      - a. Pros/Cons
- III. Dry fire manipulation exercises
- A. Affix gun light
    1. Officers will clear handguns
    2. Mount gun light and adjust for proper use
    3. Demonstrate capabilities to operate the light while on the line.

REQUIREMENTS

I (j, i, e, h)

I (c)

I (b, c, e)

	REQUIREMENTS
<ul style="list-style-type: none"> <li>B. 5-count presentation               <ul style="list-style-type: none"> <li>1. Ensure all weapons are unloaded</li> <li>2. Demonstrate the 5-count draw                   <ul style="list-style-type: none"> <li>a. 1- Slap, grip, and unsnap                       <ul style="list-style-type: none"> <li>i. Support hand placed on chest</li> </ul> </li> <li>b. 2- Clear leather/holster                       <ul style="list-style-type: none"> <li>i. Barrel above the top of the holster</li> <li>ii. Exaggerated high pull to ensure clearance</li> </ul> </li> <li>c. 3 – Tilt/Cant weapon parallel to deck toward threat                       <ul style="list-style-type: none"> <li>i. Ensure no obstructions</li> </ul> </li> <li>d. 4 – Merge both hands together obtaining a master grip                       <ul style="list-style-type: none"> <li>i. Isometric tension begins</li> <li>ii. Activate gun light</li> </ul> </li> <li>e. 5 – Punching/Pushing out to target                       <ul style="list-style-type: none"> <li>i. Obtain front sight</li> </ul> </li> </ul> </li> </ul> </li> </ul>	
<ul style="list-style-type: none"> <li>C. Incorporate the light activation with the 4-count draw               <ul style="list-style-type: none"> <li>1. Light should be activated with count 2 of draw as soon as finger can activate the switch</li> <li>2. Continue through draw, obtain sight alignment at the same time your target is illuminated (target ID/sight picture), front sight focus and trigger press; follow through and repeat as necessary.</li> <li>3. Challenge command “Police, drop the weapon” to gain compliance</li> <li>4. Trigger Press; follow through and repeat as necessary</li> </ul> </li> </ul>	<p>I (e, i, j)</p> <p>I (a)</p> <p>I (e, c)</p>
<ul style="list-style-type: none"> <li>IV. Hallways and building searches               <ul style="list-style-type: none"> <li>A. Illuminating long hallways in uncleared areas</li> <li>B. Attempt to clear room with lights PRIOR to entry unless exigency exists                   <ul style="list-style-type: none"> <li>1. “pie” the breach point, etc.</li> </ul> </li> <li>C. Slowing movements down will help take in and identify possible threats</li> <li>D. Avoid backlighting</li> </ul> </li> </ul>	
<ul style="list-style-type: none"> <li>V. Course of fire #1               <ul style="list-style-type: none"> <li>A. Strong hand supported, 10 repetitions (20 rounds) activated gun light (no timer)                   <ul style="list-style-type: none"> <li>1. 7 yards</li> <li>2. From holster</li> <li>3. 2 rounds</li> <li>4. Scan/assess/holster/reset</li> </ul> </li> </ul> </li> </ul>	<p>I (d, e, b, g)</p>
<ul style="list-style-type: none"> <li>VI. Course of fire #2               <ul style="list-style-type: none"> <li>A. Transition to support hand at count 4, 10 repetitions (20 rounds) activated gun light (no timer)                   <ul style="list-style-type: none"> <li>1. 7 yards</li> <li>2. From holster</li> <li>3. 2 rounds</li> <li>4. Scan/assess/holster/reset</li> </ul> </li> </ul> </li> </ul>	
<ul style="list-style-type: none"> <li>VII. Course of fire #3               <ul style="list-style-type: none"> <li>A. Magazine change from strong hand supported. 10 repetitions (20 rounds) turning off gun light during the magazine change and reactivating gun light once loaded to assess target.                   <ul style="list-style-type: none"> <li>1. 7 yards</li> <li>2. From holster</li> <li>3. 1 round, mag change, 1 round</li> </ul> </li> </ul> </li> </ul>	<p>I (d, e, f, g)</p>

4. Scan/assess/holster/reset
- VIII. Course of fire #4
- A. Mag changes: transition to support hand. May use strong hand during reload. Start with one round in chamber, empty mag in gun. 10 repetitions (20 rounds) turning off gun light during mag change and reactivating gun light once in loaded to assess target.
- IX. Course of fire #5
- A. Barricade shooting, kneeling.
1. Start from 15-yard line. Gun with one round in chamber, 1 in mag. Move toward right side barricade, 2 rounds, mag change, move to left side, 2 rounds. 5 repetitions (20 rounds)
    - a. 10 yards
    - b. From holster
    - c. Right side – 2 rounds, mag change, left side – 2 rounds
    - d. Scan/assess/holster/reset
- X. Course of fire #6 – Individual competition drill – all shooters on the line.
- A. Presentation drill, timed, full mag, small target only (15 rounds)
1. 7 yards
  2. From holster
  3. 1 round, 5 seconds, 2/5, 3/5, 4/5, 5/5
- XI. Course of fire #7 Individual competition drill – one shooter at a time
- A. El Presidente Drill, timed. 2 rounds each of the three targets, mag change, repeat. Gun loaded with 6 rounds total. 2<sup>nd</sup> magazine with 6 rounds. 1 repetition with 12 rounds. Starts on a beeper.
1. 10 Yards
  2. From holster
  3. 3 targets – 2 rounds each, mag change, repeat
  4. Scan/assess/holster/reset
- XII. Course of fire #8 Individual competition drill – all shooters on the line
- A. Vickers speed/accuracy drill: 30 seconds for 3 mags with 6 rounds each. 10 points per round. 180 total with a minimum score of 180
1. 7 yards
  2. From holster
  3. 6 rounds, mag change, 6 rounds, mag change, 6 rounds
  4. 30 seconds, all in the 10-ring

REQUIREMENTS

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I (b, c, d, e, g)