

# Active Shooter Training Station Demo Points

(NOTE: Maintaining communications with Dispatch and among team is crucial in all aspects of an Active Incident)

## Formation Area

- Select team leader at beginning; assign other responsibilities (e.g., cover left and right, communications) if multiple responders.
- Intelligence requirements (how many, descriptions, numbers of victims, location, movement, #/types of weapons)
- Bounding overwatch; do not get too spread out or risk degrading intra-team communications
- Fire and movement (consistent with use of force policy; ability to articulate)
- Know location of cover before moving/exposing self and move quickly (*I'm up. They see me. I'm down.*); "Moving"/"Set"
- Radio person should not be the team leader or on the point
- Keep moving to contact. Do not give up ground.

## IED/Suicide Bomber

- Re-route, inform dispatch, do not use radio device in proximity of explosive.
- Suicide bomber: head shot (IACP). Can still be set off if a handler is nearby.
- Be alert for trip-wires and bombs in evacuation areas

## Use of Shield

- Four phases: grounded shield (laying on ground with view post up), ready shield, carry shield, combat (deployed)
- Hold with eyes close to viewport (for best view), with gun no closer than 6-8" from viewport (if too close, will induce a malfunction)
- Firing from right and left sides
- Shield reflects outgoing as well as incoming rounds
- If alone and under fire, take a knee or lay shield on side and take cover

## Officer Rescue

- Step over wounded with shield, if shield is available; provide cover and return fire while other officers drag to cover.
- Hook knees and under arms. Clasp hands. Lift head first.
- If no shield, fire and movement, with officer(s) dragging wounded to cover while other returns fire
- Use overwatch, distractions, and blocking
- Extraction by vehicle: If vehicle is available, put in back seat or trunk. Vests on sides of car facing shooter.
- Also: RTF

## Tourniquet Use/Self-Aid

- Rapid application necessary before losing consciousness (possibly within 90 seconds)
- Use field expedient tourniquet if actual one is not available (radio cord, belt, shirt sleeve, seat belt)
- Tourniquet review: apply until blood flow stops; it will hurt, do not loosen, note time of application
- Once applied, *do not loosen.*

## Hallways (2-officer team) [Remember: a hallway is a fatal funnel!]

- Side-by-side movement (unless need to use overwatch and/or fire and movement). Also, discuss single officer movement.
- Stay 6-12' inches from walls (bullet ricochets)
- 360-degrees security (each officer checks back while moving forward; do not walk backwards); includes scanning up and down.
- Controlled hurry but stealthy movement (radios low; hand signals; secure keys); bypass wounded. Remember to look back.
- Remain within visible/audible range
- Negotiating L, T and + intersections (1-, 2-, and 3-officer teams)
- Barrel roll and muzzle wave
- Scan rooms as pass; slice the pie (two officers; one officer)
- Stacking (if more than 3 officers): intra-team communications; assignments

## Stairs (ascending and descending: tactics are the same)

- 360-degree security (note: descending makes officers more vulnerable)
- 2 people: AORs (consider using overwatch on stairs) : assignments change as the team moves up or down the stairs.
- Stay toward outside edge of risers
- Use of shield while ascending
- Assignments for rest of team (if more than 2 officers)

## Breaching

- Placement/use of halligan tool (breacher is a collateral duty; not the first person into the room)
- If using ram or sledge, place foot against door to ensure maximum transfer of energy. Keep sledge with you for interior doors.
- Do not hit knob or lock
- If using vehicle, back into building to avoid air bag deployment

## Dynamic Entry (Avoid the fatal funnel)

- Do not laser partner/stand too close to door with weapon extended (may lose weapon).
- If one officer entry: keep back to wall and move to corner of room. The wall provides 180-degrees of cover.
- Rapid entry (#2 on heels of #1). Enter using button-hook or cris-cross. 2 steps in/2 steps over. Avoid the fatal funnel!
- Do not over-penetrate. Enter only far enough into room to cover danger areas.
- #2 chooses opposite corner. Don't laser #1. Sul technique or muzzle at eye-level, close to body.
- #2 takes 2 steps into room and 2 steps toward corner. Do not over-penetrate. If there's a shield, shield enters only far enough in to let officers covering corners to enter.
- *New entry option: first offer in moves to known clear corner. Second officer addresses threat while shooter focuses on moving target.*
- Cover from hard corner to just past center of room (overlapping fields of fire).
- Triangulate the shooter (increases his duress)
- If danger area, one officer covers while other clears
- Neutralize and then secure (cuff) shooter
- Announce "Two Blue coming out."
- If AS incident becomes a hostage/barricade situation, resort to officer safety procedures (await backup, hostage negotiator, etc.)