



Standardized Level Three Security Guard Training

Approved by New Mexico Regulations and Licensing Department
and the Private Investigations Advisory Board



Standardized Level Three Security Guard Training

Overview

- Block 1 – The four firearms safety rules
- Block 2 – Types of firearms, firearms manipulation
- Block 3 – Firearm storage devices, locking devices, ammunition, ballistics, and storage
- Block 4 – Training household members, hazards of loaded firearms in the home
- Block 5 – Mental conditioning and tactics
- Block 6 – Firearms manipulation and marksmanship
- Block 7 – Firearm retention and equipment
- Block 8 – Threat recognition and judgmental shooting
- Block 9 – Laws pertaining to firearms, deadly physical force and exercise of the powers of arrest

Teaching methods

In-person Instruction Only: lecture, interactive group discussion, demonstration, role playing, simulated (dry) and live fire exercises.

Safety

Students should have a sufficient level of physical fitness, (flexibility and muscular endurance) to minimize the possibility of injury. Prior to any activity, students will sign a release of liability for all physical activities involved.

Objectives

Students will be knowledgeable with and proficient in the practice of all safety procedures for the safe handling of firearms on duty, during training and at home: nomenclature, cleaning, and function check of revolver and semi-automatic handguns, firearms & ballistics; mental preparation for potential lethal confrontations, fundamentals of handgun marksmanship; techniques used for handgun presentation, low ready, and holstering; techniques applied for safe unload/load, chamber/press

Suggested Instruction Materials

New Mexico Regulation and Licensing Department level three application for registration

Student guides/handouts

PDF Handout of training materials/videos

Note-taking supplies

Classroom with tables and media projection kit

Other Resources

Title 16, Chapter 48 Private Law Enforcement Practitioners, 16.48.1 to 16.48.8 NMAC.

Private Investigations Act, 61-27B-1 to 61-27B-36 NMSA 1978.



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check, and de-cock of a revolver; techniques used to clear a revolver malfunction; techniques used to load, chamber/press check, de-cock, unload, and demonstrate tactical and speed reload of the semiautomatic pistol; techniques useful for clearing semiautomatic pistol malfunctions; techniques used for handgun retention; and techniques useful to evaluate and engage threats.

Firearm Evaluation

Written test covering classroom training 80% or higher (New Mexico State requirement minimum score 80%). All student applicants will be evaluated pursuant to criteria set out in 16.48.4 NMAC.

Psychological Evaluation

An applicant for level three registration as a security guard is required to complete and pass a psychological evaluation pursuant to 16.48.2.19(C) NMAC.

Background Check for a Security Guard

Pursuant to Section 61-27B-34 of the Private Investigations Act, all applicants for initial issuance of a level one security guard registration in New Mexico shall be required to be fingerprinted for federal criminal history background check.

- Renewal applicants must apply for and complete a New Mexico Department of Public Safety (DPS) background security check.
- All initial applicants for licensure or registration shall be fingerprinted electronically, as required by the Federal Bureau of Investigation (FBI), and submitted to the FBI for the purpose of conducting a criminal history investigation.
- Initial applicants will register online with the agent for DPS, at which time they will be assigned a registration number.
- Applicants will provide the assigned registration number to the fingerprinting technician upon arrival at the fingerprinting location.
- A designated fee determined by the DPS shall be paid by credit card at the time of registration or by cashier's check or money order at the fingerprinting location.
- Fingerprint results will be sent electronically to the RLD for initial applicants and via U. S. mail for a renewal applicant completing the DPS background check.



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- **Introduction**
 - Proper knowledge of firearms safety, utilization, and proficiency is a basic, but serious responsibility for ALL armed security guards.
 - Firearms safety is as important during daily work and home activities as it is during range and training activities.
 - Level three security guards are required to carry, handle, and deploy their firearms in a safe manner, whether they are assigned to foot patrol, mobilized patrol, or specialized units within their organizations. Firearms safety rules are developed for training situations that prepare the security guard for day-to-day operations.
- **Treat every firearm as if it is loaded.**
 - This is the first of Four “Cardinal Rules” of firearm safety. This rule means you, the firearm handler, must read, understand, and follow all safety rules and procedures when handling or shooting any firearm—loaded or unloaded—**NO EXCEPTIONS**. Do not "pretend" this is true; be deadly serious about it.
- **ALWAYS keep the gun pointed in a safe direction (NRA) / Never point a firearm at anything you are not willing to destroy (NM DPS).**
 - This is the second “Cardinal Rule” rule of gun safety. A safe direction means that the gun is pointed so that even if it were to go off it would not cause injury or damage. The key to this rule is to **control, at all times**, where the muzzle or front end of the barrel is pointed. Common sense dictates the **safest** direction, depending on different circumstances.
- **ALWAYS keep your finger off the trigger until ready to shoot (NRA) / Keep your finger off the trigger until your sights are on the target (NM DPS).**
 - This is the third “Cardinal Rule.” When holding a gun, rest your finger away from the trigger and straight along the side of the gun. Until you are actually ready to fire, **do not** touch the trigger. You cannot line up sights any faster than you can position your finger, and there is no need to fire an unaligned weapon.
- **Know your target, and what is beyond / Be sure of your target (NM DPS).**
 - This is the fourth “Cardinal Rule.” This you means that you must be **absolutely** sure you have identified your target **beyond any doubt**. Equally important, be aware of the area beyond your target. This means you must be observing your prospective area of fire before you shoot. **Never** fire in a direction in which there are people or any other potential for mishaps. Simply put—**Think first: Shoot Second**. Know what it is, what is in line with it, what is beside it, and what is behind it. Never shoot at anything you have not positively identified.
- Always keep the gun unloaded until ready to use (The NRA’s off-duty/home safety recommendation).
 - Whenever you pick up a gun, immediately engage the safety device, if possible; and if the gun has a magazine, remove it before opening the action and looking into the chamber(s)... which should be clear of ammunition. **If you do not know**



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how to open the action or inspect the chamber(s), **leave the gun alone** and get help from someone who does.

- **Specific Range Safety Rules**

- These are the specific range firearms rules, as outlined by the New Mexico Law Enforcement Academy and adopted by the New Mexico Regulations and Licensing Department:
 - While on the range, it is mandatory to use approved eye and sound barrier-type ear protection equipment, as required by the range master.
 - Unsafe conditions shall be immediately reported to the Firearms Instructor.
 - Other than duty equipment, only firearms and ammunition scheduled for the use on the firing line shall be brought to the line. Any exceptions must be approved by the Firearms Instructor.
 - A firearm shall only be exchanged with another shooter at the direction of the Instructor who, prior to the exchange, shall verify that the cylinder or the action of the firearm is open and that the chamber is empty. If a firearm is exchanged, both parties shall check it for safety (i.e., verify that the chamber is empty and, depending on the type of firearm, that either (a) safety is on or (b) the selector lever is on safe.
 - All firearms shall be carried in the manner specified in the appropriate instruction manual.
 - Firearms shall not be left unattended or unsecured.
 - Fingers shall not be placed on the firearm's trigger or in the trigger guard until the firearm is pointed at the target and the authorization/decision to fire has been made.
 - Firearm loading and firing shall commence only on command from the Instructor.
 - Shooters shall not be permitted to talk while on the firing line during a firing exercise, except in reply to an Instructor as a part of the exercise or to shout "cease fire" in an unsafe situation.
 - Until the firing line has been declared safe by the Firearms Instructor, shooters shall not bend over or move over the line.
 - All shooters shall be trained and instructed on what constitutes an unsafe condition and to shout "cease fire" when such a condition is observed.
 - Smoking, tobacco use, eating, or drinking shall be prohibited while on the shooting line.
 - Alcoholic beverages and drugs are prohibited on the firing range. If the firearms staff detects the presence of alcohol or drugs on a shooter or if a shooter is believed to be under the influence of either, the firearms staff shall remove the shooter from the range and report the incident to the appropriate officials; appropriate follow-up action shall be taken in accordance with pre-established directives. Shooters taking medication shall report this fact to the staff before reporting to the firing line. The staff shall be responsible for determining whether a shooter is safe to use the range. A medical doctor shall be consulted by the staff, if necessary.



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- When automatic or semiautomatic firearms are being fired, shooters shall take precautions to prevent hot spent cartridge and gunshot residues from getting inside their clothing. Spent cartridge defectors, when available and practical, shall be required for all shooters.
- When a training session is completed, each firearm shall be physically examined by the shooter and by a qualified firearms Instructor to ensure that it is unloaded and in a safe (clear) condition before leaving the range.
- Shooters shall ensure that their firearms are properly cleaned, stored, and secured after firing. Cleaning materials shall be properly stored or disposed.
- While a firearm is being cleaned, live ammunition for the weapon shall not be allowed in the cleaning area.

Lead Particles Ingestion Hazards

- Lead is a toxic substance. Many trace metals are utilized by the human body in its day-to-day metabolism, but lead IS NOT one of them. Many things can happen when you have ingested too much lead, to include:
 - Loss of memory and difficulty in concentration;
 - Fatigue;
 - Irritability and aggression;
 - Loss of sexual interest;
 - Insomnia;
 - Depression; and
 - Headaches.
- A primary source of lead ingestion on the range occurs when the shooter inhales particles saturating the surrounding air.
- Brass call is an inevitable part of shooting. DO NOT use your hat as a container to pick up the brass. The lead left behind in the hat can be absorbed directly into the pores of the skin on your head. When you leave the range, blow your nose, and wash your hands immediately in cold, soapy water.
- Try and dedicate a specific set of clothing for range clothing. The clothing you wear on the range will collect lead particles and whatever that clothing touches becomes contaminated with the particles. Pregnant females should not go near a shooting range. If lead becomes absorbed into and through a pregnant woman's skin, the unborn baby is at risk of getting the lead in its system.
- If any other shooter has someone pregnant in their home, they should change clothing before entering into that home. The range clothing should not be washed with any other clothing in the home. Take the range clothing to a commercial laundry and wash it there before returning it home.



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• Types of Firearms, Firearms Manipulation

○ Types of Firearms

• Semi-automatic pistol

- A firearm that, each time the trigger is pulled, fires a single cartridge, automatically extracts and ejects the empty case, and inserts a new cartridge into a chamber
- Consists of three main parts:
 - Frame
 - Backbone to which all other parts are attached
 - Grip Panels (Wood, Rubber, or plastic)
 - Trigger guard (protects the trigger)
 - Back strap (rear vertical portion of the frame the lies between the grip panels)
 - Slide stop (locks slide in an open position)
 - Magazine release (device that releases the magazine)
 - Front strap (front vertical portion of the frame the lies between the grip panels)
 - Safety (Mechanical device that prevents firing of the handgun)
 - Sometimes mounted on the slide

NOTE: The safety is a mechanical device, and can fail

○ Barrel

- Metal tube through which the bullet passes
 - Bore (hole inside the barrel)
 - Chamber (single chamber, located at the rear of the barrel)
 - Rifling (spiral lands and grooves cut into the bore)
 - Imparts a spin to the bullet, which stabilizes its flight
 - Muzzle (front end of the barrel where the bullet exists)
 - Front sight (used with the rear sight)
 - Locking lugs/Locking surfaces (in locked-breech actions, areas of the barrel that lock it to the slide)
 - Caliber (diameter of the bore, measured across the lands or, sometimes, across the grooves, in decimal fractions of an inch or millimeters)



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- Action
 - Group of moving parts used to load, fire, and unload a pistol
 - Trigger (Activates the hammer)
 - Hammer (causes the firing pin to strike and fire the cartridge)
 - Hammer spur (projection on the hammer that may be gripped by the thumb)
 - Some semi-automatic pistols do not have a visible or external hammer even through there may be an internal hammer or striker
 - Hammerless
 - Slide (component that slides on rails in the frame)
 - Three primary functions
 - Extracts the cartridge
 - Cocks the hammer or firing pin
 - Moves the top of the cartridge from the magazine into the chamber
 - Slide Stop (lever on the frame that when engaged, holds the slide rearward)
 - Safety (mechanical device designed to prevent firing of the handgun)
 - De-cocking lever (Device that is designed to safely lower the cocked hammer of a semi-automatic pistol)
 - Takedown lever (lever or other device on the frame that, when activated, allows the slide and barrel to be separated from the frame)
 - Magazine (detachable storage device)
 - Magazine release (button, or lever or catch that releases the magazine)
- Disassembly
- The following guidelines are based on common disassemble procedures
NOTE: Follow manufactures recommendations for disassembly
 - Before disassembling, ensure that the pistol is clear by removing the magazine and locking the slide to the rear
 - Ease the slide forward until the slide stops
 - Pull the slide slightly to the rear, relieving tension on any slide release levers or aligning any slide release pins and notches. Push any slide



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stops, pins, or catches out of the frame. (REMEMBER THE SAFETY RULES)

- Remove the slide forward from the frame, paying attention to the guide rod spring so that it does not fly out. (EYE PROTECTION SHOULD BE WORN WHEN PERFORMING ANY MAINTENANCE ON A FIREARM)
- Turn the slide upside down, compress the recoil spring, and lift out the recoil spring and guide rod assembly
- Lift up the barrel and pull back, removing it from the slide
- Assembly is a reversal of the disassembly steps
 - Insert the barrel back into the slide
 - Install the guide rod and guide rod spring assembly, along with any retaining devices the Firearm may have
 - The hammer should be forward when replacing the slide. Use your finger to depress the ejector, sear release, and firing pin levers at the rear of the frame (when required) to properly align the slide with the frame. On other weapons use your index finger and thumb to provide a proper alignment guide so as not to round off the ends of the slides channels
- Function Check
 - Check to make sure that the weapon is not loaded
 - If the weapon requires a magazine inserted in order to fire, make sure that the magazine is unloaded and then insert it into the magazine well of the weapon
 - Make sure the weapon is pointed in a safe direction and rack the slide to the rear, charging the weapon
 - Pull the trigger and listen to and/or observe the hammer fall; hold the trigger to the rear. (DO NOT LET IT GO FORWARD AT THIS TIME.)
 - With the trigger being held to the rear, again, rack the slide to the rear. The hammer should not fall forward
 - This time, very gently allow the trigger to go forward, paying close attention and listening for a light click, assuring the hammer has reset
 - Pull the trigger completely to the rear, observing that you should hear and/or see the hammer fall forward
 - Rack the slide again and check that the weapon will properly de-cock and remain on safety
- Care and Cleaning
 - Clean barrel from the breech end with a properly sized caliber brush and solvent
 - Scrub the slide and bolt face with solvent and brush, cleaning away any fouling
 - Scrub the frame with a brush and solvent, cleaning away its fouling



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- Wipe or blow the pieces dry
- Lubrication
 - Place a drop of oil on the recoil guide rod and rub evenly
 - Place a drop of oil on each side of the slide rails of the frame
 - Wipe the exterior of the frame and slide with a lightly oiled cloth
 - Wipe the barrel, hammer, and outer magazines with a lightly oiled cloth
- Magazines need to be cleaned periodically. Clean the exterior of the magazine with solvent and brush. Clean the follower and spring, but do not oil either one
- Types of Semi-automatic Firearms
 - Single-action (each pull the trigger only preforms one function—releasing the cocked hammer
 - Hammer must be manually cocked for the first shot
 - Traditional Double-action (Initial long, heavy trigger pull both cocks and releases the hammer; each subsequent shot is fired in the single action mode)
 - Double-action-only (each trigger pull first cocks then releases the hammer)
- Revolver
 - Single-action revolver
 - The trigger performs one action: releasing the hammer
 - Hammer must be manually cocked with the thumb
 - Double-action revolver
 - The trigger performs two tasks:
 - It cocks and then releases the hammer
 - A revolver is a pistol that has a rotating cylinder containing a number of firing chambers
 - Three main parts:
 - Frame
 - Grip panels (Wood, rubber, or plastic)
 - Attached to the lower frame
 - Trigger guard (protects the trigger)
 - Rear sight (used with the front sight when aiming)
 - Back strap (rear vertical portion of the frame that lies between the grip panels)
 - Barrel
 - Bore (hole inside the barrel)
 - Rifling (Spiral lands and grooves cut into the bore)



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- Imparts a spin to the bullet, which stabilizes its flight
- Muzzle (front end of the barrel where the bullet exits)
- Front sight (used with the rear sight)
- Caliber (diameter of the bore, measured across the lands or, sometimes, across the grooves, in decimal fractions of an inch or millimeters)
- Action
 - Group of moving parts used to load, fire, and unload a pistol
 - Trigger (Activates the hammer)
 - Hammer (causes the firing pin to strike and fire the cartridge)
 - Hammer spur (projection on the hammer that may be gripped by the thumb)
 - Cylinder release latch (on double action revolvers, releases the cylinder to swing out for loading and unloading)
 - Ejector (removes cartridges from the cylinder when activated by the ejector rod)
 - Ejector rod (activates the ejector)

NOTE: Demonstration on the functions of the action parts, using sample revolvers.

- Cleaning, lubrication, and function
 - Cleaning:
 - Wipe any fouling off the exterior of the frame. Brush fouling off the thumb piece, trigger, and hammer spur
 - Brush the inside of the frame to remove the lead, powder, and carbon from the recoil plate. Brush around the forcing cone and top strap
 - When brushing is complete, moisten a patch with solvent and clean interior and exterior of the frame
 - Cock the hammer and clean around it.
 - Using a rod and brush, clean the bore. After brushing the bore, use patches until they come through the bore clean
 - Brush all fouling from the face and rear of the cylinder
 - Give special attention to the cleaning of the underside of the exterior
 - CAUTION: Be sure the underside of the extractor is dry (NO OIL)
 - Clean the chambers as you did the bore
 - Wipe the exterior of the revolver with a cloth lightly dampened with oil



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- Run a lightly oiled patch through the bore and chambers. Follow with a dry patch
- Function Check:
 - After each cleaning, perform a function check (These procedures will help you evaluate the condition of the revolver) Before inspecting the weapon, open the cylinder to ensure that the chambers are empty Follow these steps when inspecting all revolvers:
 - Check for loose screws. If found, turn the revolver over to an armorer for further inspection and/or repair
 - Check cylinder assembly to ensure that
 - Cylinder stop engages in each cylinder notch
 - Cylinder rotates freely in frame
 - Cylinder opens and closes readily under finger pressure
 - Cylinder does NOT open when the hammer is cocked
 - Hammer does NOT cock with the cylinder open
 - Check the ejector rod (With cylinder open and held from rotating, check for a tight extractor rod by twisting it in both directions)
 - Check the extractor
 - All cartridges should eject when the barrel is pointed upward and the extractor is operated
- Check the bolt: with the cylinder closed, push thumb piece forward, it must easily move forward and cylinder must open
- Firearms Manipulation

NO LIVE AMMUNITION IS TO BE USED DURING THIS PART OF THE LESSON. ONLY VERIFIED DUMMY AMMUNITION IS TO BE USED TO DEMONSTRATE LOADING AND UNLOADING PROCEDURES.

- A security guard armed with a revolver must consistently use the same correct techniques each time the revolver requires manipulation; however simple the revolver appears to be with regard to manipulation, this consistency will help ensure that the revolver is fully operational when its use is required
- During any manipulation of the revolver, it is imperative that the shooter be conscious of the direction of the muzzle, and that the trigger finger does not touch the trigger unless the revolver is intended to be fired and is on target Shooters should also keep their eyes up and searching for other threats (even during training) when the revolver requires manipulation
- Double-action revolver
 - Loading - Technique used for loading the revolver:
 - Speed Load
 - Chamber Check - A chamber check is used to verify the condition of the cylinder. The shooter looks to see if the chambers are loaded or not, depending on the circumstances
 - Uncocking—Used to take a Firearm that is cocked and returning it to a double action position.



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- Unloading—when unloading, avoid catching either live rounds or brass in the hand. This is a range-oriented “BAD” habit and is not practical in the tactical environment. (Remember when under stress, you will perform as you train)
- Semi-automatic
 - Loading/Reloading - Three types
 - Administrative - While the firearm is in the holster, without unholstering, release the magazine from the magazine well and remove the magazine (manage your ammunition as required)
 - Tactical—used when there is a lull in the action or after the situation has been resolved
 - Used when ammunition must be conserved, i.e., the shooter fires only two rounds and wants to “top-off” the pistol without dumping the partially expended magazine. This is true whether the pistol has a small magazine capacity (.45 ACP pistol with 7-8 rounds in the magazine) or a large magazine capacity (9mm pistol with 15+ rounds in the magazine)
 - The tactical load should be accomplished from behind cover/concealment because it is the slowest loading technique for the pistol. Remain alert of any threats
 - Speed—In a confrontation, rapid reloading usually becomes necessary because the pistol has been fired until it is empty (Lock Back). The speed load should therefore be reserved for emergency use, such as when the pistol has been run dry in the fight, during malfunction clearing or any other time the pistol needs to be immediately and fully reloaded
 - Chamber/Press Check—used to verify the condition of the pistol chamber; some handguns have a view port or device on the slide that allows for immediate confirmation of round chambering without the need for a press check
 - Two methods
 - Press Method - used on all pistol action types
 - Claw Method - This method is used for those pistols with slide mounted de-cocking/safety levers, such as Smith & Wesson and Beretta pistols
 - Magazine Check - used to see if there is ammunition in it. This is done when time permits.
 - De-cocking Lever - used to take a Firearm that is cocked and returning it to a double action position.



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- Unloading - when unloading, avoid catching live rounds in the hand. This is a range-oriented BAD habit and is not practical in the tactical environment
- Semi-automatic pistols vary in their uncocking procedures
- Safe gun handling
 - Causes of firearm accidents
 - “Ignorance is no excuse.”
 - Rules of safe gun handling
 - Proper and safe way to operate
 - Carelessness
 - **Safe gun handling rules reminder (NRA)**
 - **ALWAYS - KEEP GUN POINTED IN A SAFE DIRECTION**
 - **ALWAYS - KEEP FINGER OFF THE TRIGGER UNTIL READY TO SHOOT**
 - **ALWAYS - KEEP GUN UNLOADED UNTIL READY TO USE**

Instructor Note: Set up Practical Exercise to show how to load and unload

- Fundamentals of pistol shooting
 - Establishing Eye Dominance
 - Dominant eye is the eye that looks directly at an object. The non-dominant eye is the eye that looks at the same object at a slight angle. This small difference provides depth perception
 - Being right- or left-handed will not necessarily determine if you are right or left eye dominant
 - Aim with dominant eye
 - Establish the dominant eye
 - Here is one way (there are many others) to determine a shooter’s dominant eye: Draw a small (*) star on a white board, have them hold their hands in front of them, laying one thumb onto top of the other, begin to move their index fingers together to form a very small triangle-shaped hole to look through, and with their arms stretched out in front of them, have them look through the triangle-shaped hole with both eyes open and concentrate on the * you have drawn on the board; and as they do this, have the student slowly bring their hands closer to their face; then, as their hands are just touching their face, determine with which eye they are looking through the hole.



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- Position
 - Should be consistent, balanced, supported, naturally aligned with the target, and comfortable.
 - The position a shooter uses will be determined in part by eye dominance, range of motion of shoulder and elbow joints, and a shooter's natural point of aim or index. If a shooter is strong side eye dominant with a reasonable range of motion, the modified weaver position would be a solid foundation with which to begin.
 - If a shooter is cross eye dominant, or lacks range of motion, you may choose to begin with the isosceles position.
 - Positions will be referred to as a “defensive stance” during the remainder of the text; it is inclusive of either the modified weaver or isosceles stances.
 - Two-handed shooting positions
 - Isosceles position—The isosceles stance is a forward facing, “straight on” stance. This position also allows the security guard to shift from one target to the next, should it become necessary
 - Legs about shoulder width apart and knees relaxed, not locked with the feet pointed in the same direction, straight toward target; standing on railroad tracks straight
 - Equal weight distribution for balance and ease of movement if it becomes necessary
 - Natural point of aim
 - Allows the cross-eye dominant shooter to pick up the sights with their dominate eye with greater ease and less head manipulation
 - Modified Weaver—The security guard's strong side is angled away from subject to protect your weapon and groin; his position allows to shift from one target to the next, should it become necessary.
 - Legs about shoulder width apart and knees relaxed, not locked, with the feet pointed in the same direction—standing on railroad tracks.
 - Equal weight distribution for balance and ease of movement if it becomes necessary
 - Natural point of aim.



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- The Seven Fundamentals of Marksmanship
 - Stance
 - A constant, stable shooting platform is essential, utilizing the “natural point of aim,” from a defensive shooting stance
 - Grip
 - Manner in which the pistol is held in the hand
 - A consistent and stable grip is mandatory to afford proper shooting
 - Assuming the proper grip (Firm Final Firing Grip)
 - Fit the “V” formed by the thumb and index finger of the shooting hand as high as possible on the pistol backstrap;
 - Grip the pistol using the base of the thumb and the lower three fingers of the shooting hand;
 - Pressure is directed straight to the rear;
 - Hold pistol firmly, but without exerting so much pressure the handshakes; and
 - Keep your finger off the trigger.
 - Lie high along the frame, outside the trigger guard.
 - The thumb should lie relaxed on the other side of the frame.
 - The strong hand must be as high on the stocks as possible, allowing recoil to be absorbed straight back rather than the weapon rocking excessively in the hands.
 - Wrap the fingers of the support hand around the fingers of the shooting hand such that the corresponding knuckles of both hands meet.
 - Place the heel of the support hand against the heel of the shooting hand:
 - Revolver—place the thumb of the support hand crossing over on top of the thumb of the shooting hand.
 - Semi-automated—place the support-hand thumb forward of and below the shooting hand thumb. The support hand fingers wrap around the strong hand fingers, the meaty part of the thumbs touching.

Warning: if students are using semi-automatic pistols, be sure their thumbs are out of the path of the recoiling slide.

- A push-pull isometric tension effect occurs with the weak hand pulling back, and the strong hand pushing forward in the modified weaver position; a pull-pull effect will occur with the



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isosceles stance You must have “power in the hands” to control recoil.

- In the modified weaver stance, the strong-arm should be as straight as possible and the support arm should be bent down and in—a “gooseneck” is formed in the support hand.
- In the isosceles stance, both arms will be straight and extended out with a slight forward roll of the shoulders to lock them in, both hands pulling to the rear.
- Emphasize that uniformity is the most important aspect of the grip:
 - Grip the pistol the same every time
- Aiming
 - Process of achieving the proper relationship between the target, the front sight, and the rear sight:
 - Sight alignment—the proper relationship of the pistols front and rear sight:
 - When looking through the rear sight, the front and rear sights are aligned so that the tops of the two sights are flush and there is an equal amount of daylight (space) on either side of the front sight
“Equal Height, Equal Light.”
 - Sight Picture—the proper positioning of the aligned sights on the target:
 - The eye can only focus on one object at a time. The pistol shooter should concentrate on the front sight, which will appear sharp and clear, while the rear sight and the target will appear less sharp or blurred
 - Best to keep both eyes open while aiming
 - More light: depth perception is better, and facial contortions and muscle tension are eliminated.
 - Placing the sights on the target is called sight picture. Correct placement of the sights is between the shoulders of the intended target. This is known as a “high center mass” hold.
 - As the weapon is brought on target, the focus moves from the target to the front sight as the decision to fire is made: this is known as “Flash Sight Picture.”
- Breath control
 - Proper breathing allows the shooter to fire more accurately; this becomes critical as the range to the target increases, or the precision of the shot becomes more important (head shot, hostage situation).



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- To minimize body movement, the shooter should take a breath before each shot, let air out to be comfortable, and stop breathing while firing the shot:
 - Holding breath too long can result in muscle tremors.
- If possible, the shooter should attempt to fire during the natural respiratory pause between breaths.
- Street conditions: the shooter should try to hold his/her breath while actually pressing the trigger, but do not continue to hold breath; remember, the eyes are the most susceptible organ in the body to the deprivation of oxygen; if the shooter is out of breath after running or something similar, encourage them to flex or bare down on their thoracic muscles while they fire.
- Hold control
 - Allows the shooter to maintain the proper sight picture and sight alignment during the process of firing the shot:
 - Grip—proper firing grip.
 - Arc of movement—it is impossible to hold the pistol in a shooting position without some motion; this is called arc of movement. Maintain the proper sight alignment and sight picture while minimizing the arc of movement.
- Trigger control
 - The proper method of activating the trigger to minimize the movement that can be misalign the sights
 - Index finger is placed so that the trigger is halfway between the tip of the finger and the first joint.
 - Squeeze straight to the rear in a smooth, continuous manner without disturbing sight alignment. The actual firing of the weapon should be a surprise:
 - Pressure should be applied evenly, not in a start and stop manner.
 - Should not be able to predict when the gun will fire.
 - Trigger squeeze and sight alignment must be done simultaneously while maintaining a minimum arc of movement.
 - Trigger control is a critical fundamental of marksmanship. The best sight alignment and picture will be wasted if the shooter slaps the trigger.
 - This “compressed surprise break” occurs whenever increasing rearward pressure is applied to the trigger; the time frame is short, a fraction of a second, but the firing of the weapon is still a “surprise” as the shooter allows the gun to comply with the firing command.



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- The finger should be placed on the trigger to allow a straight press to the rear; for revolvers and dual action autos that is actually the first joint; for single action autos the first pad.
- Follow-through
 - Continuation of the application of the shooting fundamentals through and immediately after the shot.
 - After the weapon fires, the front sight is placed back directly over the original point of aim. This helps alleviate the muzzle moving during dwell time (the time after detonation but before the bullet leaves the barrel) as well as prepares the shooter for a second shot.
 - For one shot, the shooter should have two sight pictures. For three shots, the shooter should have four sight pictures, etc.
 - Trigger reset to the breakpoint; to save time and prevent “slapping” the trigger; do not remove tension from the trigger unless firing is no longer necessary.
- Firearms Presentation
 - Position No. 1—Grip—without moving the rest of the body
 - Firm Final Firing Grip—the web of the hand riding high on the back strap.
 - Strong elbow behind shooter,
 - Not out to the side
 - Retention device(s) are released.
 - Support hand moves to the body’s high midline.
 - Position No. 2—Rock and Lock—
 - Firearm is drawn from holster,
 - Muzzle is rotated forward toward threat,
 - As soon as it clears the holster.
 - Wrist is locked against the body, strong elbow is lowered,
 - Directly below the pectoral muscle along ribcage.
 - The handgun will usually have a slight outward cant that allows the slide to run without interference with clothing or body armor.

NOTE: Single action semi-automatics should disengage their safeties at this point, allowing the shooter to fire from the firearm retention position if necessary.

- Positions No. 3 and No. 4 concurrently—Presentation to a fully extended two-handed grip:
 - The strong hand punches the firearm straight toward the target;
 - Support hand moves forward from the center of the body and meets the strong hand for stable two-handed grip;
 - Modified weaver: pulling against the outward pressure of the strong hand;
 - Isosceles: both arms will build power at the same time;



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- Helps muzzle stop immediately when brought up to sights ;and
- Elbows remain close in for support.

NOTE: SHOOT OR CHALLENGE: At this point you may have to fire your sidearm, or may be drawing the firearm to challenge a suspect (low ready position), or simply have it out of the holster in anticipation of an imminent deadly threat (compressed, low, hard low ready positions, etc.)

- Should the guard be drawing to challenge or prepare for an imminent threat, the guard will draw to the low ready position appropriate to his/her distance from the threat
- “Shoot/Challenge Drills”—Conditioning a guard to draw and fire all the time is not realistic to what occurs on the street
- If you will fire continue to the next steps
- Lock out
 - Sights
 - The gun continues towards the target
 - In line between the shooter’s eye and the target
 - Brought to eye level
 - Do not tilt head down
 - Dominant eye
 - Press
 - Trigger finger is placed on the trigger
 - Control the trigger in both directions (follow through)
 - Break and search
 - After firing and the follow through has been completed
 - No need to re-engage
 - Break to a low ready
 - Muzzle below the level of the feet or visible part of threat
 - Search for other threats



Standardized Level Three Security Guard Training

Firearms Storage Devices, Locking Devices, Ammunition, Ballistics and Storage

- Firearms Storage Devices
 - In October 2005, as part of the Protection of Lawful Commerce in Arms Act, Congress passed and the President signed into law legislation making it unlawful for any licensed importer, manufacturer or dealer to sell or transfer any handgun unless the transferee is provided with a secure gun storage or safety device.¹ A “secure gun storage or safety device” is defined in 18 U.S.C. Section 921(a)(34) as:
 - (A) a device that, when installed on a firearm, is designed to prevent the firearm from being operated without first deactivating the device;
 - (B) a device incorporated into the design of the firearm that is designed to prevent the operation of the firearm by anyone not having access to the device; or
 - (C) a safe, gun safe, gun case, lock box, or other device that is designed to be or can be used to store a firearm and that is designed to be unlocked only by means of a key, a combination, or other similar means
- Locking Devices
 - Firearm locking devices include disabling devices designed to keep unauthorized users from gaining access to guns
 - These mechanisms include:
 - Internal locks, which are normally mounted in the grip of the gun, and either lock the manual thumb safety into place or internally secure the hammer
 - External trigger locks, the most common of which cover the trigger mechanism on either side with two metal or plastic pieces that clamp around the trigger guard and completely cover the trigger
- Ammunition, Ballistics and Storage
 - Pistol ammunition
 - Four components:
 - Case—metal cylinder usually made of brass, closed at one end, which contains the other three components
 - Priming compound—an impact-sensitive chemical compound used for ignition
 - Powder charge—fast burning chemical compound used as a propellant
 - Bullet—the projectile
 - Center-fire cartridge—priming compound is contained in a metal cup, called the primer
 - Firing sequence of a cartridge



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- Firing pin strikes the primer or case rim and ignites the priming compound
- The flame generated by the priming compound ignites the power charge
- Powder burns rapidly and generates a large volume of hot, high gas pressure
- High-pressure gas propels the bullet out of the barrel at a high velocity
- Cartridge designation and identification
 - Marked on the pistol
 - Stamped on the head of the case
 - Printed on the factory ammunition box
 - +P and +P+ cartridges
 - loaded to higher pressure than standard pressure
- Ballistics—study of projectiles in motion. With the advent of modern technology, it is an all-encompassing science that studies the interaction between firearms and ammunition.
- There are three types of ballistics: internal, external, and terminal
 - **Internal Ballistics**
 - Internal ballistics involves the aspects that occur from the detonation of the primer by the firing pin to the exit of the projectiles from the muzzle; cartridge consists of a case, primer, powder, and bullet; primer is detonated by the impact of a firing pin; detonation ignites the powder, which burns, generating the pressure that forces the bullet down and out of the barrel
 - Recoil:
 - Every action has an equal and opposite reaction. In ballistics, this is called recoil (Newton)
 - As the bullet travels down the bore, the pressure is sustained for only ten thousandths of a second.
 - Rifling:
 - Spin imparted to the bullet by the rifling as the bullet travels down the barrel
 - Spin stabilizes the bullet
 - **External Ballistics**
 - External ballistics involves those aspects of the bullet's flight from its exit at the muzzle to the target—sometimes referred to as trajectory
 - Trajectory can be described as the relationship between the bullet's path and the line of sight
 - Line of departure and the line of sight are NOT the same: line of departure is an imaginary line running through center of the



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bore, continuing straight into space; line of sight is a straight line from the eye, through the sights, to the target—swift

- Bullet begins to drop as soon as it exits the muzzle—not a rainbow curve, but an elliptical curve that drops more sharply downward as range increases
- Bullet is never above the line of departure, and it drops until it crosses line of sight for a second time and hits target, as in corrected trajectory.
- Factors that affect trajectory:
 - Gravity
 - Atmospheric Resistance or Drag
 - Altitude
 - Temperature
 - Wind
- Terminal Ballistics
 - Terminal ballistics involves the projectile's performance from the moment it strikes the target; in the case of the defensive or offensive use of firearms in deadly force scenarios, the concern is how well the projectile(s) stop or incapacitate the offender.
 - Incapacitation results from damage inflicted on a body by a projectile's impact, and the most basic way to incapacitate is to interrupt vital life process.
 - A hole in the heart halts or impairs the organ's function of supplying blood, resulting in fairly rapid incapacitation.
 - A hole in the lungs causes bleeding that floods the air passages, causing simple drowning.
 - A projectile to the brain usually stops all vital functions instantly; a hit that severs spinal column instantly stops all bodily functions below the hit and can cause quick death—speed of incapacitation or death depending on severity of the wound
 - There are four aspects of incapacitation: penetration, permanent wound cavity, temporary wound cavity, and fragmentation.

Storing ammunition: Always store in a cool dry place; store it where children or other unauthorized persons will NOT have access to it; DO NOT EXPOSE ammunition to water or solvents—NOTE: Ammunition should be stored separately from guns; likewise, stored to be inaccessible to unauthorized persons



Standardized Level Three Security Guard Training

Training Household Members, Hazards of Loaded Firearms in the Home

- Home Firearms Safety
 - To prevent firearm-related accidents at home, practice the following precautions:
 - Store all firearms and ammunition separately and out of reach of children
 - Use an acceptable trigger guard lock or locked container
- Training Household Members
 - Instructors should make all candidates aware of firearms safety with regard to all household members
 - Safe Gun Storage
 - Always remove ammunition from guns
 - Assure no unauthorized persons have access to your gun
 - Place ammunition in a locked location, separate from guns
 - Secure unloaded firearms with a gun lock, gun alarm or other type of tamper-proof device.
 - Store unloaded guns in a gun cabinet, safe, or locked gun vault
 - Keep gun storage keys away from the “every day” keys
- Hazards of Loaded Firearms in the Home
 - Firearm Deaths (please research more recent stats as desired)
 - Every seven and a half hours a child or teen is killed by a gun by either accident or suicide
 - From 1995 to 2000 an average of 4 to 5 children died every day in non-homicide firearm incidents
 - From 1995 to 2000, more than 1,790 children were killed in firearm accidents. In each of the last 10 years an average of 1,323 kids committed suicide with a firearm; 155 were under 15 years of age
 - Firearm Injuries (please research more recent stats as desired)
 - In 2001, there were 14,571 kids injured by a firearm
 - In 2001, 13,572 kids were injured by BB/pellet guns



Standardized Level Three Security Guard Training

Mental Conditioning and Tactics

- Note—the guard does not shoot to KILL; firearms are used to STOP THE THREAT of death or serious bodily harm (i.e., when deadly force conditions exist).
- The security guard must condition the mental state of mind to be prepared to survive any lethal encounter.
- Jeff Cooper, founder of the American Pistol Institute, has conducted studies on this subject. In his program of instruction, he details what he describes as, “mental conditioning for combat,” concluding that three phases of the conflict must be addressed, before, during, and after the fact:
- Before the Fact
 - Before the security guard gets involved in an altercation, it must be understood that conflict is an inevitable condition of the job, and to prepare for the inevitable, the guard must attend to the following areas for his best chances of survival
 - Recognition
 - The security guard must recognize the fact that the occupation is inherently hazardous, and must ask the question, “not if it happens, but when it happens, will I be ready?” If the answer is “yes”, then the suddenness of peril is not such a great surprise.
 - The security guard must be prepared to immediately recognize the dangers that may be present; by identifying the problems that will likely be encountered, the security guard will be better prepared to utilize a use of force policy, and a thorough working knowledge of the use of force policy is an essential element in increasing the security guard chance of survival.
 - Problems a guard should address before the fact are:
 - Target
 - Distance
 - Time
 - Target Condition
 - Guard must be prepared for mental and physical challenges target presents
 - Target Response:
 - If the situation involves the use of deadly force, the guard should not be surprised if the target does not stop when shot.
 - Awareness
 - The guard can be further prepared by having full awareness of his surroundings. These conditions have been color-coded as an aid in identifying a particular condition of awareness



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Note: These below color codes are similar to but should not be confused with the Blue, Yellow, Orange and Red color-coded levels of the Use of Force Reaction Control Model (RCM).

- Condition White—a state of total unawareness of the events developing and occurring around you; when something occurs that requires a reaction, you are unprepared and unable to respond in a timely manner; you are way behind the “power curve” and will need extra time to react
 - Condition Yellow—a state of relaxed alertness: you have 360-degree security, and though you may not be expecting a specific hostile act, you are nevertheless aware that aggression is possible and your alertness is the first step toward action
 - Condition Orange— is a state of specific alert: you know there could be trouble, although you may not have identified the exact threat, and you have identified a potential problem or adversary, ready to take action, up to and including deadly force
 - Condition Red—a state of specific alert, action may be required; you see the threat and react to it, being mentally and physically capable of dealing with the situation.
 - A fifth level was used by the U.S. Marine Corps during World War II, “Condition Black,” which occurred when immediate action was required, and the fight conditions that involve the “fog of war,” confusion, and other physiological effects combined with the present environmental factors of the engagement
- During the Fact
 - Tactics
 - Application of Skills, Manipulation, and Marksmanship
 - Equipment
 - Opponents’ Skills—the security guard should not take for granted that he or she is better than the adversary; the guard must also not take for granted that his opponent will fight fairly
 - Luck— stay positive and expect your survival no matter what.
 - After the Fact
 - The security guard should feel relief, gratification, and pride. The moral and legal issues of deadly force should be addressed in one’s mind far before any conflict arrives. If the guard has mentally prepared before a lethal confrontation, then there should be a tacit feeling of those items above.



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- Mental Conditioning and Tactics
 - Target Engagement
 - Firing at the target/threat when the decision has been made to implement the use of deadly force.
 - Guards are responsible for the terminal resting place of every round fired.
 - Firing uncontrolled rounds downrange is UNACCEPTABLE and usually results in missing the intended target.
 - The shooting response of a guard reacting to an unexpected attack from an adversary should be planned to an extent (Play the “what if” game)
 - Without a plan (defensive response), the guard is at a disadvantage.
 - Standard Defensive Response
 - Used in the plan of action that the guard implements as his or her response in a deadly force situation.
 - Delivered to the target with two presses of the trigger fired at the center-of-mass of the target: “center-of-mass” is defined as the center of the available target.
 - Two rounds are fired on the target because:
 - Increases the potential for a vital organ hit, thereby stopping the adversary’s undesired actions.
 - Upon being struck by a bullet, an adversary will invariably have a “body alarm reaction,” a disruption to the nervous system, and an unconscious release of adrenaline and steroids into the blood, causing an increase in blood pressure, heart and respiratory rates: physical changes mobilize all the body’s resources for the “fight or flight” syndrome.
 - Because the human body has the apparent ability to resist shock after an initial traumatic injury, multiple torso shots after the first two hits are usually less effective, particularly with handgun calibers.
 - The term “standard defensive response” is used to describe how the two presses are fired in a standard defensive response to a deadly force threat, so using sighted fire, allows the shooter to see the front sight before and after each press of the trigger, i.e., front sight, press, front sight, press, front sight, with standard defensive response delivered as quickly as possible but as slowly as necessary to achieve accurate center-of-mass hits: “You can only shoot as fast as you can accurately hit.”
 - If it is known that the target was missed and the suspect is still a threat, fire a second pair of rounds to the center-of-mass. If you have correctly



Standardized Level Three Security Guard Training

applied the marksmanship basics and the suspect is still a threat, fire a failure drill.

- Failure Drill
 - When the standard defensive response fails to stop an adversary's attack, a shot directed to the head (brain) may be required to incapacitate the adversary—a center head shot should stop a suspect's actions, if the central nervous system is disrupted
 - The center of the head (brain) is small and is a difficult target to hit under stress: a competent shooter who maintains self-control can accomplish this shot, as evidenced by the fact that this shot has been made on a number of field shootings.
 - Focus should be in the depressed area of the skull created by the eyes and sinus cavities.
 - If a failure drill is necessary, the shooter must take into account the size of the target and reduce the speed of the shooting to get an accurate hit. If the controlled pair to the body did not stop the suspect's actions, a missed head shot won't, either. It should only take one shot to the brain to get the result. Accuracy is essential and, as always, the backstop (beyond the threat) should be considered before firing the failure drill technique.
 - If the center-of-mass torso shots have failed to stop the suspect, immediately adjust the sight picture to the head and fire a third round to the center of the head
- Multiple Target Engagement
 - According to the FBI on law enforcement shootings, there will be multiple suspects at least 45% of the time
 - More than one subject at a time
 - Critical decision: who to stop first?
 - If only one suspect is making overt assault, then decision is easy
 - Determine greatest threat
 - Two targets—engage that which poses greatest threat first
 - Consider these factors first:
 - Weaponry—type of weapon (rifle, shotgun, handgun,)
 - Proximity—distance between you and suspects
 - Can the target that is closer pose a greater threat than the farther target?



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- Posture or Intent—what are the adversaries' actions or threats against you?
 - Adversary pointing a handgun directly at you a greater threat than the one with a rifle at port arms?
- Multiple target techniques
 - Determine how to engage the threats
 - Two targets
 - Once greatest threat has been established
 - Engage with a standard defensive response to each target
 - Evaluate the situation and fire a failure drill to any remaining threats
 - Three or more targets
 - May not be time to use a standard defensive response
 - Engage with one shot each, beginning with the greatest threat
 - Then identify and fire at the second threat
 - Then identify and fire at the third threat
 - Evaluate the situation and fire a failure drill to any remaining threats.
- Conclusion to target engagement:
 - These techniques may not be applicable to all shootings situations, but they are offered as a plan of action for the guard
 - Diligentia, Vis, Celeritas (D.V.C.); Latin for Accuracy, Power, Speed, best describes how a guard involved in a shooting should react:
 - Balance of accuracy, power, and speed is essential to winning the fight;
 - None are more important than the other;
 - Shoot only as fast as the targets can be accurately hit; you cannot shoot fast enough to make up for misses.
- **Bottom line:** Guard should shoot only at what can be **identified** as a threat for as long as it **remains** a threat until it is no longer a threat; then, once **the threat is stopped, you stop**. Remember to remain vigilant for any additional threats and prepare to secure the scene of any deadly use of force incident until law enforcement arrives.



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Firearms Manipulation and Marksmanship

- The Low Ready Position
 - If the guard is drawing to challenge, or responding to an imminent threat, the handgun should be presented to a “Low Ready” position (in this presentation, steps 1-3 remain the same).
 - At step four, instead of punching the handgun toward target, the handgun is driven forward and downward at an approximate 45-degree angle (just below the level of the feet of target, or so muzzle does not cover anything you do not want to destroy), depending on proximity to suspect being challenged, or terrain being searched.
- Re-Holstering
 - Once it has been determined it is safe, the weapon can be re-holstered in direct reversal of the presentation: action of holstering and snapping restraining device should be done with the strong hand only:
 - Lock Out
 - Guard should search for additional threats by breaking to a hard low ready and searching for additional threats
 - The Grab
 - Handgun comes back into the torso in a two-hand hold (assure the condition of the handgun)
 - Rock and Lock
 - Support hand releases the handgun and remains at the mid body line as the strong hand brings the weapon into the Rock and Lock position along the strong side ribs
 - Muzzle is angled downward toward the holster
 - Safety is applied or the hammer de-cocked as applicable
 - Grip
 - Handgun comes over the top of holster and barrel is started into holster
 - As handgun is lowered into holster, trigger finger seeks out the upper retention device on the holster, if applicable, pushing it out of the way to ensure it does not enter trigger guard
 - As handgun moves downward into its resting place, thumb is placed on the hammer or back of the slide to ensure it remains in battery as the weapon is seated; and then,
 - Retaining devices are then reapplied
- Make Ready/Make Empty
 - Make Ready (or similar language)
 - Is the terminology used on the range, to make your firearm ready to engage the threat. (i.e. Loading the magazine and racking the slide)
 - Make Safe and Clear (or similar language)



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- Is the terminology used on the range, to make your firearm safe and clear (i.e., un-loading magazine, locking the slide to the rear, inspecting the chamber to ensure there is no ammunition/casing present)
- REVOLVER MALFUNCTIONS
 - Class 1 - Failure to Fire
 - Causes:
 - Empty weapon
 - Defective ammo
 - Double-stroking trigger
 - Indicators:
 - Cylinder rotation
 - Hammer falls and you hear a click
 - Clearance/Recovery:
 - After releasing the trigger all the way forward
 - Attempt to fire again
 - Speed load; attempt to fire again
 - Cylinder Won't Rotate:
 - Causes
 - Ejector rod loose
 - Dirt or unburned powder buildup under the extractor
 - An alternative to clearing this malfunction is to cock the hammer back to fire single-action, so Hammer provides more leverage than trigger does, thus helping to rotate the cylinder
 - Indicators
 - Unusually heavy trigger press when shooting the weapon in the double action mode
 - Cylinder Won't Open
 - Causes:
 - Ejector rod loose
 - Dirt or unburned powder buildup under the extractor
 - Firing an over pressure cartridge in a revolver causing the primer to punch back into the firing pin hole
 - Indicators:
 - Cylinder does not swing open
 - Clearance/Recovery:
 - When on firing range
 - Hold knurled end of the ejector rod and use a piece of paper or feeler gauge to depress the cylinder stop while rotating cylinder
 - When cylinder is opened, clean under the extractor
 - When in a confrontation



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- It may be necessary to depress thumb piece and bang cylinder against a hard surface
- Cylinder Will Not Close
 - Causea:
 - Ejector rod loose
 - Dirt or unburned powder buildup under extractor
 - High primers
 - Brass under extractor
 - Indicators
 - Cylinder will not swing closed
 - Clearance/Recovery
 - Tighten ejector rod
 - Clean Dirt/unburned powder from under extractor
 - Raise ejector rod and dig brass out
 - Speed load
- Ammunition Will Not Feed
 - Causes:
 - Defective ammo
 - Buildup of lead or carbon inside charge holes
 - Indicators:
 - Rounds don't go into chamber
 - Clearance/Recovery:
 - Speed load
 - With thumb, force ammunition to seat
- Squib Round
 - Causes
 - Defective ammunition
 - Insufficient powder charge in cartridge case
 - Indicators
 - Hammer falls and round goes off, only making a popping sound
 - There may be a noticeable difference in felt recoil
 - Clearance/Recovery
 - STOP FIRING IMMEDIATELY
 - Squib round generally leaves a bullet obstructing the barrel, and it must be cleared before firing again
 - Take revolver to an armorer if this occurs on firing range
 - Lethal encounter possible: shooter must decide whether to attempt to fire again or make transition to another weapon



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- Possibility that revolver may be damaged and shooter injured if another round is fired while barrel is obstructed.
- SEMI-AUTO Malfunctions
 - Class 1 - Failure to Fire
 - Causes
 - Failing to seat magazine
 - Defective ammo
 - Failure to chamber a live round
 - Indicators
 - Hammer falls and you hear a click
 - Pistols with a magazine disconnect feature may have slack in the trigger, so hammer won't fall
 - Clearance/Recovery
 - Tap - firmly strike magazine bottom with heel of support hand
 - Rack/Roll—operate slide with support hand
 - Do not ride the slide forward
 - Roll firearm ejection port down to allow gravity to assist in letting any rounds fall out
 - Assess—If it is still necessary—press trigger and fire.
 - Class 2 - Failure to Eject, or “stove pipe” (brass of spent cartridge unable to escape before being caught in moving slide)
 - Causes
 - Defective ammunition
 - Carbon or dirt buildup
 - Faulty ejector
 - Incorrect recoil spring
 - Poor grip on the handgun
 - Failure to lock out the strong arm elbow
 - Indications
 - Slack in the trigger
 - Brass obscuring the sights or partially ejected from ejection port
 - Clearance
 - Same as a class 1- Tap, Rack/Roll, Assess
 - Class 3 - Failure to Extract, or “double feed” (brass not extracted or ejected before another round has been fed from the magazine)
 - Causes
 - Broken extractor
 - Ruptured or separated case
 - Carbon or dirt buildup
 - Faulty magazine



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- Indicators
 - Slack in the trigger
 - Out of battery
 - Slide mounted de-cocking levers will give a partial indicator of a class 3 malfunction
 - Clearance (unload then reload)
 - Lock - lock the slide to the rear
 - Strip - strip the magazine well
 - Work - cycle the slide repeatedly to clear chambered round
 - Tap - perform a speed load
 - Rack - cycle the action to chamber the cartridge
 - Assess
 - See if threat has changed
 - Press/Bang—fire if necessary
- Class 4 - Out of battery
 - Causes
 - Dirty or dry firearm
 - Low power loads
 - Weak recoil spring
 - Indicators
 - Slack in the trigger
 - Slide not fully seated
 - Clearance
 - The same as class 1 & 2, tap, rack/roll, assess
 - If doesn't work, return firearm to operational condition; transition to an alternate system as the gun may be broken
- Squib Round
 - Causes
 - Defective ammunition
 - An insufficient powder charge in the cartridge case
 - Indicators
 - The hammer falls and the round goes off, but only makes a popping sound
 - There may be a noticeable difference in felt recoil
 - Clearance/Recovery
 - STOP FIRING IMMEDIATELY
 - Squib round generally leaves a bullet obstructing the barrel, and it must be cleared before firing again



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- Take the revolver to an armorer if this occurs while on the firing range
 - Lethal encounter, the shooter must decide whether to attempt to fire again
 - There is a possibility that the revolver may be damaged and the shooter injured if another round is fired while barrel is obstructed
- Reloading
 - Speed loading
 - Purpose is to get sidearm reloaded with fresh ammo as quickly as possible
 - With the support hand, retrieve a full magazine from the magazine pouch closest to the front
 - Magazine is held with the index finger extended along the front of the magazine, tip of the index finger touching the top round, and bottom of magazine in the center of the palm
 - Place thumb (right-handed shooters) or index finger (left-handed shooters) on the magazine release lever
 - Bring the full magazine up to the pistol and depress the magazine release lever to let the empty magazine drop free
 - Fails to fall free—hook the toe/base plate with the index finger of the support hand and quickly pull it out
 - Insert full magazine into the bottom of the magazine well and seat
 - Chamber in cartridge
 - Tactical Reloading
 - Purpose is to conserve ammunition left in a partially expended magazine
 - Three primary options
 - First: obtain a high index finger on the fresh magazine with your support hand and draw it from the magazine pouch, moving toward the magazine well of the handgun. Cup the magazine to be removed in the remaining palm of the hand, depress the magazine release straight in with the strong side thumb, as the magazine releases, rotate the support hand and trap the magazine coming out of the handgun between the ring finger and third finger (rounds facing forward) and remove it from the handgun. Place flat back of the fresh magazine on the surface of the magazine well, open the fingers holding the fresh magazine and drive it into the well.
 - Place magazine which is down on rounds into another pocket



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- Shooters always know that magazines drawn from the mag-pouch are full
- Second—Finger off the trigger, withdraw magazine from pouch with high index. While support hand is in route to pistol, lock fresh magazine between index and middle fingers leaving base of magazine in palm. Ring and little fingers can be used to secure bottom of magazine.
 - Position support hand beneath magazine well with fresh magazine between support thumb and index finger. Insert fresh magazine and lock in with heel of support hand. Securely place partial magazine in a pocket or waistband, NOT back in the magazine pouch.
- Third—Small-handed shooters: bring your small support hand under the magazine well of the handgun, depress the magazine release, remove the magazine and place it in a pocket.
 - Then reload as described before.
- One-handed shooting techniques;
 - Many guards are shot in the weapon hand or arm during deadly force situations
 - Shooting Strong hand only
 - Draws firearm in the normal manner
 - Support hand does not come over to assist
 - Support hand is bent and placed across torso (example, to prevent blood loss, reinforces shooter's stability)
 - Firearm is punched straight out to address threat
 - Step forward with strong foot, slightly bend at knee
 - Reversed footing position than with normal shooting stance
 - Firearm is naturally canted (point reflex) in slightly toward the shooter's centerline slightly
 - Support hand only
 - Shooter reaches across in front and releases the retention device
 - Pull gun belt or pants towards support hand to accomplish.
 - Threat level 3 or higher security level holster, the shooter may need to reach across from behind to release the bottom retention device, then move around to the front and release the remaining devices.
 - Once all retention devices are released, the hand gun can be drawn straight up, clearing the trigger guard, rotating the gun 180 degrees, and set back into the holster (backwards).
 - A support hand grip can now be obtained to present handgun to the target.



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NOTE: High security holsters are difficult to draw from support hand, so shooter should practice to maintain proficiency:

- Once the firearm is in the support hand, the shooter punches it straight to the target
 - No step required because support foot is already the “leading foot”; add slight bend in knee and lean forward in more aggressive stance
- Firearm is naturally canted slightly in toward shooter’s centerline.

NOTE: Critical skill: The drill must be conducted “dry”

- Reloading
 - Strong hand only—engages magazine release in the normal manner
 - Places firearm back in holster
 - Takes magazine out from the carrier, slaps it into position
 - Draws in a normal fashion
 - Slide locked to the rear—manipulate slide stop or hook the sights on holster or belt and rack the slide
 - Support hand only—manipulate magazine release with thumb or index finger
 - Place firearm back into holster (backwards)
 - Take a magazine out from the carrier; slap it into position
 - Draws in a normal fashion; so,
 - Slide locked to the rear—manipulate the slide stop or hook the sights on the holster or belt and rack the slide
- One-handed malfunction clearances
 - Class 1
 - Tap base of magazine on the leg
 - Hook rear sight on something firm
 - Rack slide forcibly
 - Attempt to fire
 - Class 2
 - Same as Class 1
 - Class 3 (see below)

NOTE: EXPERIENCED SHOOTERS ONLY—while keeping barrel pointed down range, depress the magazine release with your strong thumb, in one motion bringing your knee up



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toward your strong arm, and your strong arm down toward your knee. While depressing in on the magazine release, strike your forearm on your knee, causing the magazine to drop from your handgun, work the action several times and speed load.

- Identify you do have a Class 3 with barrel pointed down range
- Option 1: Depress magazine release with strong thumb, in one motion bring your knee up toward your strong arm and bring your strong arm down toward your knee.
 - While depressing in on the magazine release, strike your forearm on your knee, which will cause the magazine to drop from your handgun.
- Option 2: Hook leading edge of the magazine floor plate on a firm object and strip the magazine out of the firearm.
 - Hook rear sights on the belt or holster and work the action repeatedly
 - One handed reload
 - Charge firearm by hooking the rear sight on the belt or holster and manipulating the slide
- Work the action repeatedly—yes, again
- Speed load
- Class 4
 - Same as class one
 - If still can't be fixed, transition: firearm is probably broken
- Handgun Shooting positions
 - Not all shooting problems arise during times when you are standing out in the middle of an open area. There may come a time when a different position is advisable or when cover/concealment is available. The presentation will remain the same, but additional movements necessary for the position will be added.
 - Three Kinds of Kneeling:
 - Braced Kneeling
 - Braced kneeling is a low-profile, supported position. The shooting platform is stable, and accuracy is increased at distances.
 - Disadvantage of braced kneeling: restricts the shooter's ability to track moving targets.
 - Strong side knee on ground, buttocks resting on strong side foot.
 - Support side arm just above elbow resting on front of support knee (avoid bone on bone).



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- Speed Kneeling (Un-Braced)
 - Speed or un-braced kneeling: slightly faster to assume than braced.
 - It is not as steady.
 - Should not be used for shooting at long distance.
 - Assuming un-braced kneeling is a three-count procedure.
 - Strong side knee on ground
 - California Kneeling
 - Both knees on ground

Firearms Retention and Equipment

- Firearms Retention

NOTE: ALL PRACTICE WILL BE DONE AT HALF SPEED TO ENSURE NO INJURIES

- There are shootings that occur at “muzzle contact” distance. If a true contact shot is going to be used, be sure the students are taught to make contact with the muzzle and then pull back slightly as the trigger is pressed, to avoid causing an “out of battery” condition which will cause a failure to fire. The very nature of these shootings requires that guards be trained in close-combat situations. The handgun retention technique is based on maximum protection of the security guard’s handgun, while still allowing reasonable close-range accuracy
- When confronted by a life-threatening situation from contact to one yard (approximately one arm’s length), attempt to increase the distance if possible. If it is not possible to increase the guard-to-adversary distance, maintain the “Weaver Stance.”
- Handgun retention is a close-quarters technique that allows maximum protection of the handgun while providing reasonable accuracy and guard defense .
- These techniques are options designed to stop a suspect who is attempting to take your weapon away from you.
- These techniques should be executed quickly and with sufficient force to ensure the suspect will fail:
 - Lower Forearm Block
 - STEP 1: As the suspect approaches from rear and attempts to reach for your weapon with either or both hands, make a tight fist with your weapon hand and swing it down and to the rear at a 45 degree angle, striking suspect’s extended arm(s) with forearm
 - STEP 2: Simultaneously pivot on the ball of your weak foot and swing your strong leg to your rear 180 degrees following the direction of the swinging arm. You are now facing the assailant
 - Using authoritative tone of voice, talk the suspect into a ground

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handcuffing position while continuing to observe the suspect until such time as your backup can secure the suspect with handcuffs

- Rear Wrist Lock (Strong Hand grab) This technique is designed to prevent a suspect from removing your weapon from the rear. The assumption is that the suspect will grab your weapon with the same hand as your shooting hand
 - STEP 1: As the suspect grabs the butt of the weapon, place your weapon hand palm down on top of the grabbing hand as though you were going to draw the weapon. Push down hard to prevent the assailant from lifting the weapon
 - STEP 2: At the same time, place your weak hand (palm down) over the holster. At this point you should be pressing down with both hands to prevent removal of the weapon from the holster
 - STEP 3: Continue pushing down with the weak hand as you curl the fingers of your weapon hand into the palm of the assailant's gripping hand, weapon thumb pressing into the webbing between the thumb and index finger of the suspect's hand
 - STEP 4: Continue pushing down with the weak hand as you twist assailant's palm outward (as in IKKYO) to your side, causing that wrist to turn, releasing his/her grip from the butt of the weapon
 - STEP 5: As that wrist is turned, take a short sliding step forward with your weak foot then pivot on the ball of your weak foot and swing your strong leg to your rear 180 degrees as you face the assailant and withdraw your weapon side away from the assailant
 - STEP 6: At this point your weak hand can be released from the weapon and placed alongside the weapon hand to increase pressure on the assailant's wrist by pushing hard against the back of the hand with your thumbs. The fingers of the weak hand will grab the palm of the assailant, and the thumb of the weak hand will be on the back of the assailant's hand alongside your strong thumb. **NOTE: At this point the fingers on the suspect's locked hand will point straight up.**
 - STEP 7: As you grip the assailant's hand with both your hands, apply extreme pressure against his/her wrist with both of your thumbs. Increase pressure on the wrist until the suspect's shoulder is below your hand level
 - STEP 8: At this point push off from the suspect
 - Repeat step 3 for lower forearm block
- Rear Wrist Lock (Weak hand grab) This technique is to be used if an assailant grabs the butt of your weapon from the rear with the hand opposite your shooting hand
 - Repeat steps 1-3 for the wrist lock, strong hand grab:
 - Grasping thumb and twisting the assailant's hand palm up and rearward at a 45-degree angle from his/her shoulder. Bring the



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- weak hand up to mirror the strong hand, pushing down hard on the suspect's hand. At the same time step back with your strong foot, pivot on your weak foot, and force assailant to the ground
- STEP 5. After assailant is taken to the ground, push off.
- Repeat step 3 for lower forearm block as in rear wrist lock (strong hand grab)
- Life threatening situation exists from contact to one yard (approximately one arm's length)
 - Attempt to increase the distance
 - If not possible maintain "weaver stance"
- Raise the support hand above shoulder (training only)
 - Actual situation—parrying off blows or thrusting toward the adversary's face
- Strong hand—Acquire a firm firing grip, breaking loose the retention devices
- Rock and lock position
 - Wrist is locked against the ribs just below the pectoral muscle
 - Heavily muscled/small statured guards will need to cant firearm slightly outward to ensure clothing doesn't get caught or interfere
 - Revolvers—must have a cylinder gap in front of the clothing
 - Gun must be parallel or slightly angled upward to ensure the rounds hit the center mass
- Fire two shots towards center mass of the target
- Straighten the trigger finger
- Take a large step backward with strong foot and a small step back with support foot
 - Assume "Weaver Stance"
 - Support hand is brought down, palm close to chest, and two-handed grip is established on handgun.
 - ENSURE SUPPORT HAND STAYS BEHIND MUZZLE
 - Field conditions permitting, take more than one step to the strong side to move out of the adversary's path
- Assess situation and perform a failure drill, if necessary

Threat Recognition and Judgmental Shooting

- Judgmental shooting is Decisional Shooting
 - Use "Shoot /No Shoot" training: continue to reinforce need for a guard to first identify the threat; identify that the threat poses an immediate risk of causing great bodily injury or death to yourself or others, prior to using deadly force

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- Ability – Are other unknown threats present, or are innocent bystanders in between the guard and threat that prevents engagement?
- Opportunity – Does engaging the threat require moving to a more advantageous position?
- Jeopardy – Does the need to engage the threat outweigh the safety to the public; is it reasonable and necessary? Have less lethal use of force options been considered?
- No warning shots are authorized

Laws pertaining to Firearms, Deadly Physical Force, and Exercise of the Powers of Arrest

- Laws pertaining to firearms
 - POSSESSION
 - No state permit is required to possess a rifle, shotgun or handgun
 - NM is an Open Carry state (restrictions apply to specific locations)
 - NM Concealed Handgun Carry Act applies for carrying a concealed and loaded firearm
 - Not applicable for properly registered level three security guards, private investigators, or private patrol operators—but ONLY during lawful discharge of duties.
 - CARRYING
 - It is lawful to carry a loaded firearm anywhere when in the lawful discharge of your duties.
 - MISCELLANEOUS
 - It is unlawful to endanger the safety of another by handling or using a firearm in a negligent manner (on or off duty).
- Deadly physical force
 - A guard is authorized to use deadly force only when the guard perceives it is necessary given the circumstances known to the guard at the time in order to:
 - Protect the guard or another from apparent death or great bodily harm
 - **Deadly Force:** force used by a guard that the guard knows, or reasonably should know, creates a substantial risk of causing death or great bodily harm. The intentional discharge of a firearm in the direction of another person, or at a vehicle or structure in which another person is believed or likely to be present, constitutes deadly force.
 - Police officers may use deadly force in specific circumstances when they are trying to enforce the law. Private citizens may use deadly force in certain circumstances in self-defense. Security guards are considered to be in the private citizen category for the purposes of any licensed security guard



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functions in the State of New Mexico; however, review of the security guard's use of deadly force will be handled similarly to standard to which police officers are subjected.

- The Supreme Court has ruled that, depending on the circumstances, if an offender resists arrest, police officers may use as much force as is reasonably required to overcome the resistance. Whether force used is reasonable will be determined by the perception and judgment of a reasonable guard at the scene, rather than by reviewers in hindsight (after the fact).
- **Exercise of the powers of arrest**
 - **ARREST DEFINED**
 - The taking of a person into custody to answer for a crime. Definition: To arrest is to “deprive a person of his or her liberty by legal authority”
 - Security guards are private citizens and are NOT authorized to arrest; they may only DETAIN.
 - Law enforcement officers are the only authorized officials able to execute an arrest.
 - “Citizen Arrest” is the term used for a private citizen’s detention of a person who was witnessed committing a felony crime. A citizen may detain someone if a felony crime was committed in their presence and immediate action is necessary to prevent furtherance of the criminal act
 - Section 31-4-14 NMSA 1978, Arrest without a warrant.
The arrest of a person may be lawfully made also by any peace officer or a private person without a warrant upon reasonable information that the accused stands charged in the courts of a state with a crime punishable by death or imprisonment for a term exceeding one year, but when so arrested the accused must be taken before a judge or magistrate with all practicable speed and complaint must be made against him under oath, setting forth grounds for arrest, as in preceding section [31-4-13 NMSA 1978]; and thereafter his answer shall be heard as if he had been arrested on a warrant. [History: Laws 1937, Ch. 65, Section 14; 1941 Comp., Section 42-1914; 1953 Comp., Section 41-19-14].
 - **CONSTITUTIONAL FOUNDATIONS OF ARREST**
 - The primary amendment is the Fourth Amendment. It is the search and seizure amendment which also refers to “seizing” people. The right of the people to be secure in their persons . . . shall not be violated. The word “persons” refers to stops, detention, and arrests
 - We need to remember and understand legal terms such as **reasonable suspicion** and **probable cause** as also covered in case law components of level one and level two security guard curriculums.
 - **REASONABLE SUSPICION AND PROBABLE CAUSE—DISCUSSION**
 - What is reasonable suspicion?



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- What is probable cause?
- What is the difference between the two?
 - REASONABLE SUSPICION—is specific, articulable suspicion based upon facts and inferences that criminal activity is afoot; a mere hunch does not meet this standard
 - Would another reasonable person come to the same conclusion if exposed to the same set of facts and inferences?
 - PROBABLE CAUSE—DEFINITION: a higher standard than reasonable suspicion, in which sufficient reason, based upon known articulable facts, to believe a crime has been, is being or will be committed
 - Specific elements of criminal statutes are referenced as articulable components of the alleged criminal activity
 - Law enforcement requires a level of probable cause to complete an arrest and charge someone with a crime
 - PREPONDERANCE OF THE EVIDENCE—DEFINITION; similar to probable cause but is applicable in civil cases
 - Burden of proof requires that there is more than a 50% chance that the allegation is true
 - BEYOND A REASONABLE DOUBT—DEFINITION: a legal burden of proof required to find a person guilty of a crime
 - There is no other reasonable explanation that can be derived from the evidence present
 - Used in court proceedings (jury trial for example) as a standard of convicting
- Law enforcement officers work within the above realms of reasonable suspicion and probable cause while
 - Performing investigative detentions
 - Making arrests, or
 - Conducting other criminal investigation processes
- Security guards must have a “beyond a reasonable doubt” standard, as they have no investigative or arrest authority beyond the private citizenry
 - Examples:
 - The guard directly observes the crime
 - The owner and/or representative of the area within the guard’s responsibility identifies to the guard that they directly observed the crime and have maintained visual contact with the violator.