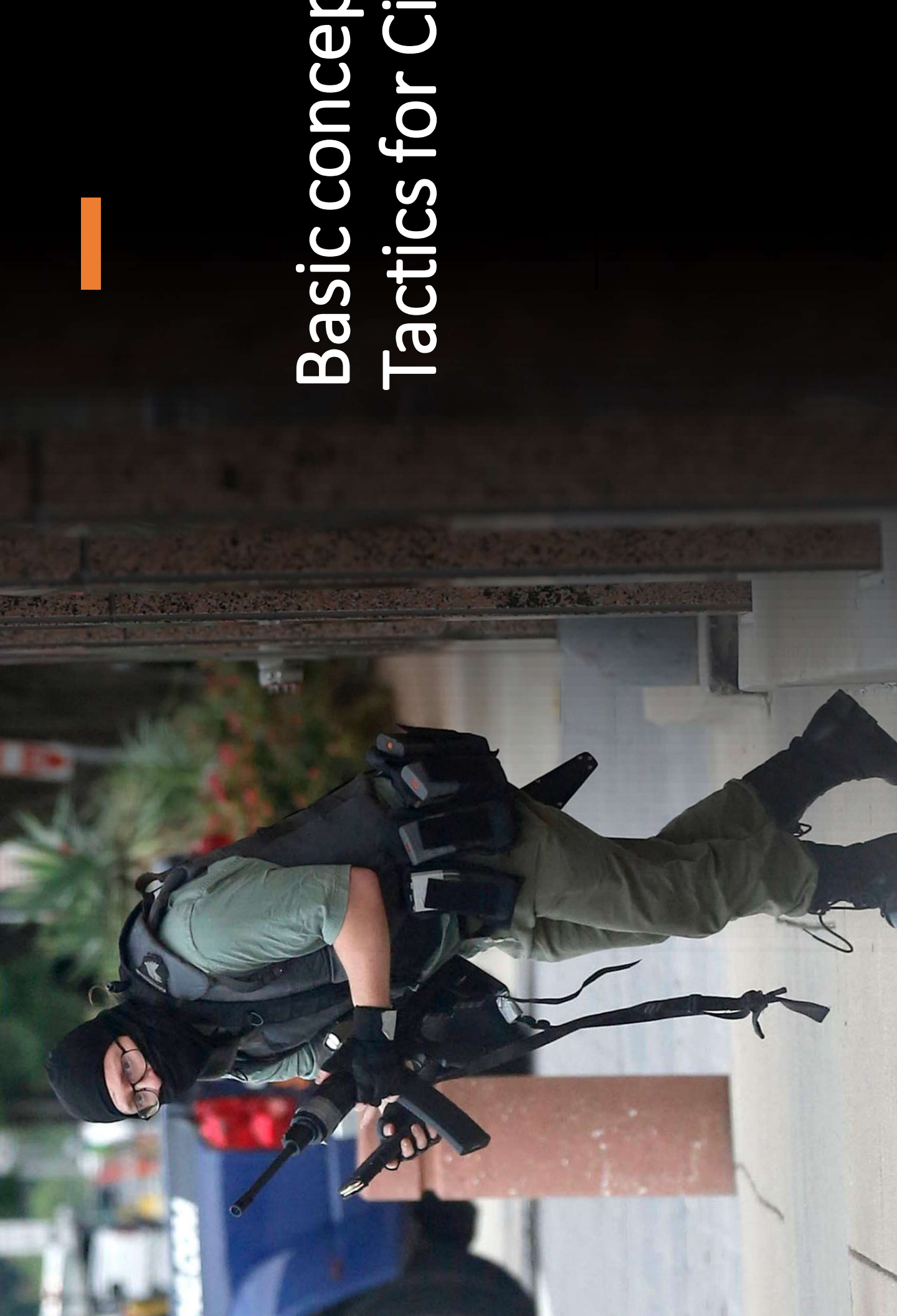




# ACTIVE SHOOTER TRAINING

Division Chief VanderVeen,  
SGT Heckman, SGT Godwin,  
SGT Craig & SGT Murphy

# Basic concepts Tactics for Ci



# Cover Versus Concealment





According to the USMC “Cover is protection from the fire of hostile weapons”

- What provides cover from one weapon may not be cover from another type of weapon.
- Not all “cover” is consistent, walls can have varying thickness, some parts of a car stop bullets better than others
- Do your best to conform to cover.
- Keep cover between you and the threat, threats move so should you.



According to the USMC  
“Concealment is protection from  
observation or surveillance.”

- Concealment is not an adequate substitute for cover
- Utilize concealment as much as possible when trying to escape.



CONCEALMENT



### Discussion:

- What are some things that provide cover
- Name some things that provide concealment





**Movement Under Fire**

# **OODA LOOP**

- Observe**
- Orient**
- Decide**
- Act**







## **OBSERVE**

- Gain situational awareness
- Use your senses, look listen and smell.
- Gather as much information as possible in short amount of time.
- Hurry but do not rush!

The background image is a blurred photograph of a park. In the foreground, a person is walking away from the camera. In the middle ground, a group of people is sitting on a park bench. The background shows trees and a clear sky.

## **ORIENT**

- Contextualize what you have observed based on everything you know.
- **DO NOT** try to rationalize away your observations.

The background image is a soft-focus photograph of a park scene. In the foreground, a person is walking away from the camera. In the middle ground, a group of people is sitting on a wooden bench. The background features lush green trees and a clear blue sky. The overall tone is bright and sunny.

## DECIDE

- Formulate a course of action, be decisive.
- This must be done swiftly, a good plan executed now is infinitely better than a plan implemented too late.





## ACT

- Execute the plan.
- Avoid hesitation but do not act rashly
- Be prepared to start the OODA Loop again as the situation changes.



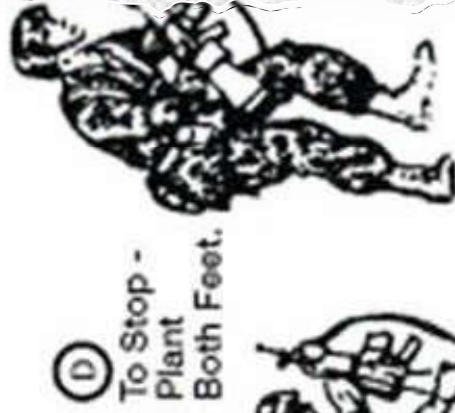
**RUN**



**HIDE**



**FIGHT**



- Move from position to position in short 3 rushes if running.
- Zig zag, change directions and speeds if you run for a longer distance and you think the enemy may see you.
- Avoid running blindly away from a perceived threat into the unknown.
- Place cover, concealment and obstacles between you and the threat whenever possible.
- Pause briefly behind cover to assess the situation occasionally.
- Be prepared to cease movement if it is not safe to do so.
- Use different movement techniques, such as crawl or even roll.



# Communicating with 911 Dispatch

- Speak clearly
- Provide as much accurate information as you can such as:
- Location of incident
- Type of incident
- Suspect(s) description (race, sex, height, weight, clothing, weapons, scars marks tattoos, associated vehicles.
- Casualties to include type of injury, sex and age of victim, conscious or unconscious, breathing or not breathing.
- Location of suspect(s) and victim(s) within the building or scene.
- Stay on the phone unless it compromises your safety, or you are told to hang up.
- Silence your cell phone.

## HIDING VS SHELTERING IN PLACE

- If escape is not feasible hide or shelter in place.
- Hiding implies you are in an area that cannot be secured or there is no time to secure it.
- Make yourself hard to see, break up your silhouette.
- Turn off lights.
- Be quiet.
- Reduce movement, movement attracts attention.
- Stay low to the ground or get up above the line of sight.



## HIDING VS SHELTERING IN PLACE

- Shelter in place when you cannot get out of the area.
- Sheltering implies that you have the ability to reduce the suspects access to you.
- Barricade the entry.
- Place obstacles around the entry to reinforce the barricade and to slow an attackers' entry into the room.
- Be prepared to escape out another door or window should the attacker force entry.
- Be prepared to fight the attacker at the point of entry.





# FIGHT!

- **Improvise weapons**
- **Attack the suspect at the entry point to the room.**
- **Understand this is a life or death struggle you cannot surrender or negotiate!**
- **Accept that you will probably be hurt. (over 80% of individuals with a GSW or other severe trauma will survive if they make it to a trauma center within an hour.)**
- **There are no rules, do not try to restrain the attacker, act to decisively incapacitate the suspect.**
- **Be prepared to flee if the opportunity presents itself.**



# TCCC

Tactical  
Combat  
Casualty  
Care



# SFD Tourniquet Practical Exercise







# FIREARMS SAFETY



# Firearms Safety Rules

1. Treat all firearms as if they are loaded.
2. Never point a firearm at anything you are not willing to kill or destroy.
3. Keep your finger off the trigger until you are ready to shoot.
4. Be sure of your target, backstop and beyond.





**IT'S OVER**

**IT'S FINALLY OVER**