

Firearms Tactical Operations Test by Element

SHOOTER

RATER:

Glock Pistol - Non-range Version

Clear the Pistol

Condition of Weapon / Equipment

Cleared by instructor , slide forward
2 magazines
13 dummy rounds
Holster

Command

“Holster the pistol
Put one round in a shooting side pocket
Load 2 empty magazines with 6 dummy rounds each
Place the magazines in your pouch
Draw the pistol
Insert a magazine
Cycle the slide
Holster
Clear the Pistol”

Elements

- Always Points Pistol at Least Risk Location
- Finger Is Off Trigger - Along Slide
- Removes Magazine
Magazine in ring and little fingers - shooting hand
- Cycles Slide
Does Not “Ride” Slide Forward
- Checks Chamber and Magazine Well
Checks a Second Time
Does Not Close Slide

Pass Fail

Load the Pistol

Condition of Weapon

Cleared
In Hand
Magazine Loaded with 5 Dummy Rounds
Slide Closed or Open

Command

“Fully Load and Holster the Pistol”

Elements

- Always Points Pistol in Least Risk Location
- Finger Is Off Trigger - Along Slide
(Press) Checks Chamber and Magazine Well
- Inserts Magazine
Uses Heel of Hand to Insert Magazine
- Pulls on Magazine
- Cycles Slide
- Press Check for Round in Chamber
- Holsters Pistol
- Removes Magazine from Pistol
- Adds One Dummy Round to the Magazine
Loads Without Removing Pistol from Holster
- Reinserts Magazine into Pistol

Pass Fail

Clear Failure to Fire Malfunction

Condition of Weapon

Loaded with 5 dummy rounds
Holstered

Command

“Draw and Fire. Clear One Malfunction, then Holster”

Elements

- Points at Least Risk Location When Not Firing
- Finger Along Slide Until Pistol Pointed at Target
- Pulls Trigger

Note: Weapon Does Not Fire

- Taps Bottom of Magazine
- Cycles Slide
Cycles Slide Forcefully
Ends in Shooting Position

Pass Fail

Clear Stovepipe Malfunction

Condition of Weapon / Equipment 1

Loaded with 5 dummy rounds
Holstered

Command

“Unload
Remove a Round from the magazine
Place the round in the Ejection Port and Ease the
Slide Forward on it
Replace the magazine in the pistol”
(or “Prepare Stove pipe”)
“Fire and Clear One Malfunction,
Then Holster”

Elements

- Pulls Trigger
- **Note: Weapon Does Not Fire**
- Maintains Shooting Position
- Points at Least Risk Location When Not Firing
- Finger Along Slide Until Pistol Pointed at Target
- Taps Bottom of Magazine
- Cycles Slide
Cycles Slide Forcefully
- Repeats if Necessary
Ends in Shooting Position

Pass Fail

Clear Double Feed Malfunction

Condition of Weapon / Equipment

Loaded with 5 dummy rounds
Holstered

Command

“Unload
Remove a round from the magazine
Place the round in the chamber
Replace the magazine in the pistol
Ease the slide forward”
(or “Prepare double feed”)
“Fire and Clear One Malfunction, Fire Again
Clear the pistol, slide forward
Put it on the table
empty the magazines
place magazines and 13 Dummy rounds on the table”

Elements

- Points at Least Risk Location When Not Firing
- Finger Along Slide Until Pistol Pointed at Target
- Pulls Trigger

Note: Weapon Does Not Fire

- Removes Magazine
- Drops Magazine
- Cycles Slide
Cycles Slide Repeatedly
Cycles Slide Forcefully
- Loads Spare Magazine
- Cycles Slide
Ends in Shooting Position

Pass Fail

Clear the Shotgun

Condition of Weapon / Equipment

8 Dummy Rounds
Shotgun cleared by instructor, slide to the rear

Command

- Place 4 dummy rounds in a support side pocket
- Place 4 dummy rounds in the butt cuff or support side pocket
- Pick up the shotgun with shooting hand
- Assume low ready position
- Load 1 round in chamber
- Load 3 rounds in magazine
- Assume low ready
- Clear the shotgun

Elements

- Does Not Point Weapon at Others
- Finger Is off Trigger
- Depresses Action Bar Lock
- Opens Action
- Removes 1 Round from Chamber
- Does **Not** Pull Trigger
- Removes 3 Rounds from Magazine by Activating Shell Stop
- Checks Chamber and Magazine
- Checks a Second Time
- Lowers the carrier

Pass Fail

OpsReady the Shotgun

Condition of Weapon

Empty, Action Open
Off Safe

Command

“OpsReady the shotgun with 4 rounds
Assume low ready”

Element

- Always Points Shotgun in Least Risk Location
- Checks chamber
- Checks Again
- Watches the action Close on Empty Chamber
- Pulls Trigger
- Loads 4 Rounds in Magazine
- Safety On

Pass Fail

Clear Failure to Fire Malfunction

Condition of Weapon

Loaded with Four Dummy Rounds

Command

“From the OpsReady Condition, Fire the Shotgun,
Clear One Malfunction, and continue to fire”

Elements

- Points at Least Risk Location when not firing
- Middle of Trigger finger on on safety prior to firing
- Cycles Action
- Safety off
- Fires
- Cycles Action
- Cycles Forcefully
- Ready to Fire

Pass Fail

Clear Stovepipe Malfunction

Condition of Weapon

Loaded with 4 Dummy Rounds

Command

“Unload
Load 3 dummy rounds in the magazine
Open the action enough to place a dummy round in the ejection port
Fire and Clear One Malfunction
Assume low ready position”

Elements

- Points at Least Risk Location When Not Firing
- Pulls Trigger
- Note: Shotgun Does Not Fire
- Removes Shell with Support Hand
- Cycles Action
- Pulls Trigger
- Ends in Shooting Position

Pass Fail

Clear Double Feed Malfunction

Condition of Weapon

Loaded with 2 Dummy Rounds in magazine and 1 dummy rounds in chamber

Command

“With your support hand, work the action slowly to the rear, covering the ejection port
Work the action forward as far as it will go
Attempt to Fire the Shotgun and Clear 1 Malfunction
Unload the shotgun
Place the shotgun and 8 dummy rounds on the table”

Elements

- Points at Least Risk Location when not firing
- Cycles Action
- Cycles Forcefully
- Ready to Fire
- Repeats if Necessary
- If Unable to Cycle, Forces Butt Against Hard Surface
- Ends in Shooting Position
- Safety On

Pass Fail