



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

This lesson plan was developed by the DPS Security Guard Licensing Unit and is the only authorized training program for the purposes of licensing armed security guards.

This 16-hour armed security guard lesson plan is a firearms safety course, designed to teach the novice armed security guard the basics of gun safety, marksmanship, maintenance and familiarization, as well as legal issues related to the use of deadly physical force. It is also intended to provide training on issues likely to be encountered by armed security guards while on duty. This course is not designed to teach security guard fundamentals. **Instructors and organizations teaching the 16-hour armed security guard course must be approved by the Security Guard Licensing Unit prior to conducting training.** Once approved, the organization will be sent a copy of the current AZ DPS lesson plan, four versions of the AZ DPS standardized test, an answer key and an answer sheet. The organization may use one or all test versions, at its discretion.

It is mandatory that instructors spend at least 4 hours on the law and legal portion of this lesson plan. Instructors are required to thoroughly cover this topic. Do not read from the statutes, but know them well enough to discuss them in class. You may use the "Legal Issues Relating to the Use of Deadly Force" text and ARS statutes. Other references pertaining to firearms safety, use of deadly force or armed security guards may also be used.

Any information taught which is not listed in this lesson plan will be taught after this course of instruction and will require additional hours of training time beyond the mandatory 16 hours. For instance, if you wish to teach a one-hour block of instruction on tactical shooting techniques, your class will be 17 hours in length. Additionally, administrative time, such as driving to the range, completing fingerprint cards, etc., will not count as training time. The only exception is the use of short videos or other audio/visual aids, provided they are related to the required topics. **All training must be conducted by an authorized instructor – Training may not be performed using videos alone.** Significant deviation from this or any other approved lesson plan is unacceptable and may result in the suspension of the instructor and organization. Gross deviations can result in criminal prosecution. Additionally, deviations can also result in your students having their applications rejected for unauthorized training. A 10 minute break taken after every 50 minutes of instruction is acceptable and does not require special scheduling or permission. **It is permissible to teach both the 16-hour armed security guard class and the related portions of the 8-hour firearms continuing training refresher class simultaneously.**

IMPORTANT - This lesson plan consists of nine sections. Section 1 will be covered first. Section 2 will be taught before students handle firearms or qualify on the range. The remaining sections may be taught in different order, based upon the needs of the instructor. Instructors teaching this material must have training and/or experience with all topics in this lesson plan.

Security guards carrying shotguns must be trained with these firearms. Completion of the appropriate NRA course (shotgun) by the individual security guard OR instruction conducted by a NRA firearms instructor certified in shotgun is acceptable. AZPOST firearms instructors may also teach these courses provided they have registered with the Licensing Unit. Shotgun training will be a minimum of 8 hours in duration. The DPS initial 16 hour or 8 hour renewal class (as appropriate) will be taught PRIOR to shotgun training.

Proprietary armed security guards must also comply with firearms training requirements (ARS 32-2606.3(a)).



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

I. Introduction (Suggested)

- Welcome
- Introductions (Instructors/Students)
- Armed Guard course and materials (general information, i.e., basic firearms-safety and armed guard course, taught to the lowest level of experience, includes legal issues, etc.)
- Schedule
- Facilities
- Breaks
- Cell phones, pagers, etc.
- Other

Class Safety Briefing (to be repeated as necessary throughout the class): The safety briefing below is a guide to assist the instructor with pertinent instructions and should be used as needed. Some instructions may not be applicable to the training and may be left out. Other instructions may be added at the instructor's discretion.

- No loaded firearms are permitted in any training area unless specifically required by the instructor
- Firearms shall be inspected by the instructor before qualification and remain unloaded until told otherwise
- Eye and ear protection will be worn while on the firing line
- Firearms used for training purposes other than qualification on a range shall be unloaded and inspected by the instructor teaching the class (If available, at least one student knowledgeable of firearms shall also inspect the firearm)
- Students are expressly prohibited from being under the influence to any extent of alcoholic beverages or drugs which may affect judgment or coordination while attending this class
- No "horseplay" while in class or on the range
- Students will follow all commands given by the instructor
- When on the range, all firearms will be benched or holstered, unless told otherwise by the instructor
- The five safety rules shall be strictly adhered to at all times
- At the command of "cease-fire", all shooters will immediately stop firing, keep their weapons pointed downrange and listen for further instructions from the instructor. Anyone may yell cease-fire if they observe an unsafe act
- Violations of these rules may result your dismissal from the class
- Other (Appropriate clothing, drinks, snacks, first aid, etc.)



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

Objectives:

1. To certify armed guards to carry firearms after successfully completing a 16-hour course of instruction.
2. To inform armed guards of escalation and de-escalation of force issues as well as using deadly physical force as justified by law.
3. To display knowledge and proficiency of deadly force issues by passing an approved written test with a minimum score of 100 percent at the conclusion of the class. This requires a score of at least 70 percent on the initial test. Initial test scores below 70 percent fail the class. Students will be retested on the questions they missed until 100% is achieved.
4. To display shooting proficiency by firing a minimum of fifty (50) live rounds for qualification and achieving a score of at least 70 percent.

II. SAFE HANDLING AND STORAGE

A. The Five Firearms Safety Rules (*Stress the importance of knowing and following the safety rules.*)

- All firearms are considered loaded (never assume anything – check it)
- Always point firearms in a safe direction (downrange, the ground, etc.), until on target and ready to fire
- Always keep your trigger finger straight along the frame until on target and ready to fire
- Always know your target and what's behind it (bystanders, traffic, etc.)
- Maintain control of your firearm (if not in possession, lock it up)

There is no such thing as an “accidental discharge” of a firearm, unless the weapon is defective. Weapons fire due to intent or carelessness.

B. Weapon Manipulation

Stress the importance of being able to 1) recognize the different types of handguns and their condition and 2) be able to operate the various functions of that weapon through familiarization.

C. Types of Sidearms

- *Note: The single action revolver is not the preferred handgun for security work. Handguns should be .38 Special or above. Handguns in 380 Auto and below should be avoided. Adapt Section C as needed depending on the types of handguns being used/issued.*

1. Single/Double Action Revolvers

a. Familiarization

- Frame/grip
- Cylinder and cylinder release (as applicable)
- Barrel and muzzle



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

- Sights
 - Hammer/trigger
 - Extractor
 - Difference between single action and double action (manually cocking the hammer vs. using the trigger to cock the weapon)
- b. Accessories
- Speed loaders/speed strips
 - Grips (rubber, wood, plastic)
2. Semiautomatics
- a. Familiarization
- Frame/grip
 - Slide
 - Safety and/or de-cocking lever
 - Magazine well and magazine release
 - Magazine (number multiple magazines with a marker)
 - Barrel and muzzle
 - Sights
 - Hammer and trigger
 - Ejection port and extractor
 - Single action vs. double action
- b. Safeties
- Not 100% reliable
 - Various types
- c. Accessories
- Speed loaders/speed strips
 - Grips (rubber, wood, plastic)
 - Sights
3. Firearm Selection and Power vs. Controllability (*Briefly discuss subsection 3 if the student has a choice of the firearm*).
- Reliability (make, quality, imports)
 - Caliber, recoil and controllability (the larger the caliber, the larger the recoil)



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

- Firearm size vs. hand size
- Concealment
- Hand/arm strength
- Synthetic, wooden and rubber grips
- Weapon purpose
- Revolvers vs. semi-automatics
 - Revolvers: simple, reliable, lower capacity, easier for the novice shooter
 - Semi-automatics: more complicated, smaller, higher capacity, easier to conceal

D. Firearm Retention and Equipment

1. Holsters
 - Belt holsters (General - makes, styles, nylon, lined, etc.)
 - Comfort vs. ability to draw (low, mid, high-ride, etc.)
2. Organization of the gunbelt (Sam Browne) (*As needed*)
 - Location of the holster (other equipment should not interfere with drawing the handgun)
 - Ammunition pouches
 - Handcuffs and cases
 - Radios and holders
 - Batons or other impact weapons
 - Capstun and holders
 - Key holders
 - Belt keepers
3. Handgun retention (*Briefly discuss subsection 3 as needed*)
 - Level 1, 2 and 3 holsters (differences)
 - Thumb snaps
 - Rotating hoods (Safariland)
 - Velcro snaps
 - Open top holsters

E. Firearm storage devices (use training aids)

- Safety vs. accessibility



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

- Lockable boxes, cases and safes

F. Locking devices (use training aids)

- Safety vs. accessibility
- Racks
- Trigger locks – not a preferred safety device
- Barrel locks
- Cable locks

G. Ammunition and storage

1. Ammunition

- Insure the proper caliber is obtained for the firearm and that it is from a reliable source
- Inspect the ammunition for defects (twisted primers, bullets properly seated, etc.)
- Factory ammunition should be used

2. Types (*Briefly discuss subsection 2 as needed*)

- Wadcutter (flat nosed, end even with the end of the case; lead; lower powered; typically used for target shooting)
- Semi-wadcutter (flat nosed, conical, usually lead)
- Round nosed (rounded end, may be lead, jacketed or semi-jacketed)
- Hollow point (may be semi-wadcutter, round nosed or conical; jacketed or semi-jacketed; preferred for self-defense)
- Full metal jacket (copper “jacket” covers lead bullet)
- Semi-jacketed (copper jacket covers approximately half of the bullet)
- Magnum (standard caliber term, more powerful)
- +P (available in many standard calibers; extra powder added to the cartridge)
- Frangible

3. Storage

- Ammunition not in use should be stored in a clean, dry location in its original factory container or a container designed for storing ammunition
- Store ammunition in a location other than where the firearm is stored, unless locked in a safe or other secured container



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

- Extra ammunition for use on duty will be stored in extra magazines or speed loaders – carry at least two full reloads for the particular type of handgun you are carrying, if possible (periodically exchange this ammunition with new ammunition)

H. Training household members

- All family members should be familiar with guns stored in the home and taught basic firearms safety
- Children should be taught to not handle a “found” firearm and to report it to a responsible adult (stop, don’t touch, leave the area, tell an adult)
- If appropriate, visitors should be told of the presence of loaded firearms in the home

I. Hazards of loaded firearms in the home

- Discuss: Family members and visitors who are not familiar with the inherent hazards of firearms are at risk should they encounter a loaded firearm in the home; Persons shot while cleaning firearms or with “unloaded” firearms

III. LAW AND LEGAL (Mandatory 4 hours, minimum)

A. Overview: *The law and legal portion of this course is a vital block of instruction for armed guard applicants. Instructors must cover all topics listed below. References include ARS Title 13 and the AZ DPS website:*

<http://www.azdps.gov/license/default.asp>. The majority of the text "Legal Issues Relating to the Use of Deadly Force" by Michael Anthony is also applicable, however, this text was designed for the CCW course, not armed guards. Edit out specific references to CCW issues. References to specific section numbers (within parenthesis) are for use with the "Legal Issues Relating to the Use of Deadly Force" text, if used.

- Arizona law requires armed guards to receive initial and refresher training in order to obtain and renew an armed guard license
- The legal portion of those training requirements is the most important because violations of the laws pertaining to the use of firearms can lead to imprisonment, fines and civil lawsuits
- An armed guard license is valid for 2 years and then must be renewed
- Armed guards must complete 8 hours of continuing firearms instruction annually for the type of firearm carried while on duty
- Criminal vs. civil law (Sections I & II)

B. Laws pertaining to firearms and deadly physical force *(Reminder, in some chapters only certain statutes must be addressed and they are given in italics.*

1. Briefly discuss ARS Title 13, Chapter 11, Homicide (Section III.A) *13-1102, 1103.*
2. Briefly discuss ARS Title 13, Chapter 12, Assault and Related Offenses (Section III.B) *13-1201, 1202, 1203, 1204.*



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

3. Briefly discuss ARS Title 13, Chapter 15, Criminal Trespass and Burglary (Section III.C) *Cover aspects that pertain to armed guards.*
4. Briefly discuss ARS Title 13, Chapter 29, Offenses Against Public Order – Disorderly Conduct (Section III.D) 2904.A.6 & *discuss how 2911 could affect persons with weapons on school grounds.*
5. Briefly discuss ARS Title 13, Chapter 31 Weapons and Explosives (Section III.E) 13-3101, 3102, 3107, 3112. *Information that does not pertain to carrying deadly weapons may be omitted.*
6. Briefly discuss Civil Laws Impacting the Use of Firearms (Section IV) *Overview of Intentional Acts and Negligence.*
7. **Thoroughly discuss ARS Title 13, Chapter 4, Justification (Section V) *All relevant subsections to include 401, 402.B.2, 403.6, 404, 405, 406, 407, 408, 411, 412, 413 & 417. Subsections that do not pertain to armed guards carrying weapons may be omitted. This chapter is the most crucial section of the law and legal training requirement and all instructors must be thoroughly knowledgeable of this section of the legal text (Section V).***
8. Briefly discuss ARS Title 4, Chapter 2 (4-244.29) (Patrons may not bring firearms into commercial establishments that serve alcohol for consumption on the premises)
9. Briefly discuss other applicable laws (Section VII) 13-3601, 3602 (*only how these sections pertain to possessing firearms*) Section VII.A.4 & 18 USC 922 – *Federal Gun Free School Zone overview (only provide general awareness of this federal law, direct students with in-depth questions to consult an attorney)* (Section VII.J.)
10. Request students visit the AZ DPS Licensing website at:
<http://www.azdps.gov/license/default.asp>.
11. ARS Title 32, Article 4, (Security Guard Regulation) Sections 2632.D, 2633, 2634, 2635, 2637, 2638, and 2642.

C. Contact with law enforcement

- Armed security guards will typically be in uniform and obvious to law enforcement officers. If law enforcement officers arrive at your post (or other area of responsibility), identify yourself and inform them of the situation, or in the event you did not request the police, ask them if they are responding to an incident. Cooperation and information sharing is critical.
- Approaching law enforcement during volatile situations can further aggravate the situation. Do not interfere with or approach officers interacting with the public without first getting their attention and requesting permission.
- Officers are authorized to require armed guards to produce their identification upon request.
- Discuss: Responsibilities of reporting shooting incidents or accidental discharges



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

IV. WEAPON CARE AND MAINTENANCE

- A. Read the owner's manual (Many are available on the internet or by corresponding with the manufacturer)
- B. Safety (unload, no ammunition present)
- C. Field Stripping (as applicable, read owner's manual)
- D. Magazines (cleaning, check for defects, no lubricants)
- E. Cleaning and lubrication (proper equipment, solvents & lubricants, how often)
- F. Function check before loading the firearm to insure the weapon was properly reassembled and operating correctly

V. MENTAL CONDITIONING and TACTICS

A. Modes of Awareness

- White - No perceived threat, completely unaware (watching TV, daydreaming, sleeping)
- Yellow - Functioning in public, aware of surroundings (driving to work, shopping, conversation)
- Orange - Alert, perceived threat or situation (someone or something grabs your attention, possible danger)
- Red - Focused, reacting to actual threat (someone is actually threatening or attacking you and you are responding)

B. Visualization Techniques

- Use "what if" scenarios to prepare an appropriate reaction
- The way you prepare and train will be the way you respond in a high stress situation
- You will not likely have time to create a plan once the attacker engages you

C. Defensive Measures

1. Before the confrontation (Passive defensive measures)
 - a. Ensure your equipment is in good working order (firearm, flashlight, handcuffs, etc.)
 - b. Know the physical layout of your post or area of responsibility
 - c. Professional appearance (studies conducted by the FBI have shown that violent felons have been more reluctant to assault uniformed officers who displayed a professional and neat appearance)
 - d. Projection (Posture, head erect, making eye contact, walking with a purpose, overall confidence)
 - e. Awareness (Always be aware of what is going on around you)



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

- f. Ability to apply deadly force (Do not carry deadly weapons unless you are prepared to use them)
 - g. Verbal commands and de-escalation (Includes verbal communication such as self-identification and challenges - "Security", "Who are you?", "What's the problem?", "Stop!" etc.)
 - h. Confidence – know your responsibilities and authority
2. The Confrontation (The fight is on – active defensive measures)
- a. Appropriate level of force
 - o What is the overall situation?
 - o What is/are the aggressor(s) doing? (Demeanor and actions - watch the hands)
 - o What weapons, if any, does the aggressor possess? (Pipe, knife, gun?)
 - o Non-lethal weapons (If an option – mace, batons, flashlights, stun guns, etc.)
 - o Should you retreat and call for help?
 - o Is threatening deadly physical force justified and the best option?
 - b. Assailants attempting to take the firearm at close quarters
 - 1. Holstered (belt/hip)
 - Obtain firing grip, use support hand over the top (keep handgun in holster)
 - Rapidly turn firing side hip away from assailant, repeat until they release
 - Retreat and regroup
 - Verbal commands ("Stop, let go", etc.)
 - 2. Not holstered and assailant has a grip on the barrel/slide
 - Keep the trigger finger straight along the frame or wrap around grip
 - Use the support hand (as needed) to grip the handgun
 - Violently pull the handgun back towards your body, down or rapidly move the muzzle in a clockwise or counter-clockwise movement or a combination of all three methods
 - Consider using support hand to strike the assailant's face/nose/throat



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

- Keep fighting until assailant lets go
 - Retreat and regroup
 - Verbal commands ("Stop, let go", etc.)
- c. Is deadly physical force justified and the best option?
- d. Do you have the opportunity to draw your handgun?
- How close is the aggressor? (In your face vs. 5-20 feet away)
 - Can they reach your handgun?
 - After drawing, should I keep my handgun in close or extend my arms into a shooting position?
- e. Never give up
- f. Firing (Expectations, hitting the attacker, blood, injury, death)
3. If Deadly Physical Force has been used
- a. Misconceptions (Real life vs. movies)
 - b. Did you make a plan? (What are you going to do now?)
 - c. Injuries (To attacker and/or self, first aid)
 - d. 911 – Call immediately, follow their instructions
 - e. Arrival of the police (Empty hands, secure the handgun, don't disturb the scene)
 - f. Investigation (Crime scene, confiscation of the handgun as evidence, attorney, police interviews)
 - g. Physical reactions
 - Adrenaline rush, excitability, sleeplessness (May last for days)
 - Depression, fatigue (May last for days)
 - h. Psychological reactions
 - Elation
 - Revulsion
 - Remorse
 - Self-Doubt
 - Acceptance
 - i. Post-Traumatic Stress



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

4. Grappling with suspects while holding a handgun
 - a. If an armed guard is only justified in using physical force after drawing a handgun, the handgun must be holstered before grabbing or wrestling with the suspect. This includes handcuffing.
 - b. "Sympathetic grip" can be experienced by a person in a high stress situation. Sympathetic grip can occur when one hand grips an object and the other hand mimics the same movement, even though it is not directly involved with the gripping action. In other words, if a person grabs another person with their support hand while they are holding a handgun in their firing hand, they can unconsciously fire the weapon if their finger is on the trigger. This event could obviously lead to tragic and unintentional results (Keep your trigger finger straight along the frame).
 - c. If an armed guard is justified in making an arrest or detaining a suspect at gunpoint, the armed guard must stay out of arms reach from the suspect.
5. Cover vs. concealment (Cover is a hard barrier that will stop a bullet such as a brick wall or a tree; concealment is hiding without protection from bullets, such as a bush or a blanket)

VI. WEAPON MANIPULATION AND MARKSMANSHIP

(Teach this section according to the experience level of the students) For the purposes of shooting instruction, a person is vertically divided in half, with one side known as the "firing side" (sometimes known as the "shooting or strong side") and the other the "support side." This allows instructors to give one command to multiple students on the firing line without differentiating between right handed shooters and left handed shooters. The firing side is determined by which hand the shooter prefers to hold the handgun. If it were the right hand, then the right side of that person would be known as the firing side and the left side of the person would be the support side. The remainder of the body is then designated as one side or the other such as the "support foot" or the "firing hand." The firing hand primarily maintains a firing grip on a handgun and the support hand is used to fulfill several needs to include supporting the firing hand, reloading, cocking, etc.

- A. Isosceles, Weaver and Modified Weaver positions (standing, kneeling, prone, as needed)
- B. Drawing and holstering techniques (Practice with students)
 1. Support hand goes to the stomach while shooting hand obtains a firing grip – eyes on threat or target
 2. Release retention device and draw handgun
 3. Rotate muzzle to target as soon as the holster has been cleared (trigger finger straight along the frame)
 4. Push shooting hand straight out towards target while positioning support hand for a two-handed grip



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

5. Go to the ready position or center mass on target, as appropriate (Discuss ready position – sights aligned below hands of target or 45 degree angle down and forward)
 6. No unnecessary movements while drawing (the "bowling dip," the "John Wayne," "over the top," etc.)
 7. Holstering is the reverse of the draw – eyes on threat or target
- C. Grip (Two hands vs. one hand)
- Flashlights
 - Use of firing hand or support hand only while shooting
- D. Sight Alignment
- Sight picture
 - Dominant eye
 - Sight alignment (front and rear sights, eye focused on front sight)
 - Point shooting
- E. Trigger
- Trigger finger straight along the frame until on target and ready to fire
 - Steady pressure vs. anticipation
 - Breathing
- F. Loading and unloading (**Note on Subsection F:** Discuss as needed, depending on the types of weapons your students possess and their basic knowledge of firearms. If this section is taught on the range, we recommend a sequence of loading, firing a few rounds and then unloading until students appear relatively comfortable with the process. Remind students with semi-autos that simply removing the magazine does not mean the weapon is unloaded – the slide must be cycled and the chamber checked.)
1. Single/Double Action Revolvers
 - a. Loading
 - Activate the cylinder release (single action: open loading port)
 - Handgun may be placed in the shooter's support hand and loaded with the firing hand
 - Swing open cylinder
 - Place rounds into cylinder
 - Close cylinder (single action: close loading port)
 - b. Unloading
 - Activate the cylinder release (single action: open loading port)



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

- Swing open cylinder
- Handgun may be placed in the shooter's support hand and loaded with the firing hand
- Push extractor rod to the rear (single action: align chamber first)
- Remove rounds/cases
- Inspect each chamber to insure they are empty
- Close cylinder (single action: close loading port)

2. Semiautomatics

a. Loading

- Methods for inserting rounds into magazine
- Insert magazine into magazine well and lock in place
- Using the support hand, rack slide to the rear and release (do not ride forward)
- De-cock (single action: engage safety)

b. Unloading

- Press magazine release and remove magazine (place in your pocket or pouch)
- Kneel down, rack slide to the rear and remove round from chamber (Kneel so round has less distance to fall, reducing the chance of igniting the primer or damaging the round)
- Lock slide to the rear
- Look and feel inside the chamber to insure round ejected
- Pull slide to the rear to disengage the slide stop and release the slide
- De-cock (as needed)

G. Firing

- Squib rounds and misfires (Squib – underpowered; misfire – delayed or dud)
- Recoil
- Malfunction drills
 - Semi-auto (tap, rack and assess or, on a double feed or stove pipe, strip the magazine, rack the slide twice, insert a fresh magazine, rack the slide again and assess)
 - Revolver (continue to squeeze trigger or draw back hammer, later clean under the star extractor and/or between the cylinder and forcing cone)



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

- Dry fire practice (weapon unloaded and use of a safe backstop)

VII. THREAT RECOGNITION and JUDGMENTAL SHOOTING

Use firearms training simulators, situational questions, slides, videos, use of volunteers, skits, reenactments, paper targets, etc.

- Shoot/No shoot situations/scenarios
- Escalation and de-escalation of force situations/scenarios (verbal, empty hand, impact and chemical weapons, deadly physical force – there is no requirement to escalate or de-escalate in any particular order of force levels. Levels may be skipped, as appropriate, depending on the situation)
- Student must be able to determine the threat and appropriate action
- **Reminder: A firearm is a tool of last resort**

VIII. WRITTEN TEST

- A. Authorized 30-question test, with an initial score of at least 70 percent (students with scores below 70 percent must be retrained).
- B. All incorrect answers will be reviewed and retested immediately following administration of the written test. Retesting may be written or verbal, by individual or group. Final score following retests must be 100%. Tests must be maintained by the agency for at least five years.

IX. FIREARM QUALIFICATION

- A. Minimum standard: 50 rounds with a firearm and live ammunition, using the authorized course of fire (**see Appendix A**). Live ammunition shall consist of a case, primer, powder and a lead, lead-jacketed bullet (or frangible ammunition if required by the range). Use of BB/Pellet guns or simulated, marking and/or rubber projectile ammunition **is prohibited**. Students should be drawing and firing from a holster they intend on using to carry their handgun with, but this is not mandatory.
 - B. NRA TQ-15, TQ-19 or equivalent, i.e., secondary scoring ring equal to 14 x 16, or less. Shots outside of the 2nd scoring ring will not count.
 - C. 70 percent hits within the secondary scoring ring are required for a passing score. Scores of less than 70 percent must be re-qualified.
- **Trainers:** Training shall be **at least 16-hours** in duration and **does not** include a lunch break. Ten minute breaks each hour are permissible and will not count against the 16-hours. Establish and maintain (5 years) a sign-in roster for each class.
 - The agency shall ensure the application and training verification has been signed by the instructor or designee.
 - Armed Guards **may not** work a security post until they are in possession of a valid security guard card, armed guard card and are wearing the DPS **approved** uniform (as applicable).



**ARIZONA DEPARTMENT OF PUBLIC SAFETY
16 HOUR ARMED SECURITY GUARD FIREARMS TRAINING
PROGRAM LESSON PLAN
February 2, 2007**

**Appendix A
Armed Security Guard Authorized Course of Fire - Handgun**

This 50 round handgun qualification course requires a minimum passing score of at least 175 (70% of 250 maximum possible points), using an NRA TQ-15, TQ-19 or equivalent, i.e., secondary scoring ring equal to 14 x 16, or less. Shots to the head/neck within the secondary scoring ring count as hits. Shots impacting outside of the 2nd scoring ring will not count. Each hit will count as 5 points. Students firing semiautomatic pistols may reload as needed, except for the final string at the 7-yard line, which is mandatory. All rounds will be fired using two hands. Ensure students understand what each start position is by demonstration.

Distance (Yards) <i>At the _____,</i>	Start Position <i>from the _____,</i>	Rounds <i>fire _____ rounds</i>	Time (Seconds) <i>in _____ seconds,</i>	Other <i>then _____.</i>
15	Holster	2	10	Go to ready
15	Ready	2	9	Go to ready
15	Ready	2	9	Reload, holster
10	Holster	3	7	Go to ready
10	Ready	3	6	Reload, holster
10	Holster	2	6	Go to ready
10	Ready	1	4	Holster
10	Holster	2	6	Go to ready
10	Ready	1	4	Reload, holster
7	Holster	3	8	Go to ready
7	Ready	3	7	Reload, holster
7	Holster	3	8	Go to ready
7	Ready	3, mandatory reload, then 2	20	Holster
5	Holster	2	4	Go to ready
5	Ready	2	3	Go to ready
5	Ready	2	3	Reload, holster
3	Holster	2	4	Go to ready
3	Ready	2	3	Go to ready
3	Ready	2	3	Reload, holster
3	Holster	2	4	Go to ready
3	Ready	2	3	Go to ready
3	Ready	2	3	Clear, holster