



HOST AGENCY REQUIREMENTS:

- Hosting agency is compensated two free slots for sponsoring the course.
- Host agency is responsible for arranging training sites, classrooms, role players and their protective gear.
- I will bring handouts, CD's, etc.
- I will bring targets, props or special items I need.

ACTIVE SHOOTER INSTRUCTOR

DAY 1

- Classroom with power
- School type target
- Paint marking rounds to be used

DAY 2

- Classroom with power
- School type target
- Paint marking rounds to be used

DAY 3

- Classroom with power
- School type target
- Paint marking rounds to be used

DAY 4-Operator Day 1

- Same as Day 1 Instructor

DAY 5-Operator Day 2

- Same as Day 1 Instructor

ADVANCED SWAT

- Not exported at this time.

ADVANCED HOSTAGE RESCUE

DAY 1-Exterior Movement

- Classroom with power
- Outside area away from public view where four (4) teams can use the corners of buildings for team movement and rehearsals. 1-2 buildings will work. Force on Force paint marking drills in the afternoon.
- 2 role players with protective gear in afternoon

DAY 2-CQB

- Classroom with power
- Building large enough to support four (4) teams. All training will be dry this day. Building should have multiple varying sized rooms.

DAY 3-Interior Movement

- Classroom with power
- Building should have power, multiple hallways/"T" Intersections. Can be a multi-floor structure. Stairways and elevators can be addressed. Marking cartridges to be used in one area.
- Three (3) role-players with protective gear needed from 1200 on.

DAY 4-Team Planning and Coordinated Assaults

- Classroom with power

DAY 5-Scenario Day

- Building(s) should be at least 4000 square feet and have a minimum of three (3) entrances with hallways and multiple rooms. Paint marking and force on force to be performed.
- 4-6 role players and protective gear needed the entire day.

BASIC SWAT

- Not exported at this time

HIGH RISK INSTRUCTOR OFFICER COURSE

- Not exported at this time

NVG INSTRUCTOR

DAY 1-Overview and Range Fire

- Classroom with power
- 100 Yard Range for night fire

DAY 2-Interior Movement

- Classroom with power
- Multi-story building for night work

DAY 3-Driving

- Classroom with power
- Driving track/closed area where multiple vehicles can be driven at the same time while using NVG's

DAY 4-Scenarios

- Multi-story building used on Day 2

DAY 5-Scenarios

- Controlled Rural movement area to a target similar to Day 2

PATROL TACTICS INSTRUCTOR

DAY 1-Overview/Range Fire

- Classroom with power
- 100 Yard Rifle/Pistol Capable range with a minimum of 12 points

DAY 2-Vehicle Assaults/Bailouts/Officer Down

- Classroom with power

- Same Ranges as Day 1
- Need four vehicles with glass to be shot/used for vehicle assaults
- Need range/area where officer down drills can be performed, live if not, paint marking

DAY 3-CQB

- Classroom with power
- Shoot House
- Live or Paint marking rounds to be used

DAY 4-Exterior Movement/Cover Drills/Medical

- Classroom with power
- Shoot House structure for movement to breach point class
- Live or Paint marking rounds to be used

DAY 5-Round Robin Review

- All of the above areas for review of all class material

SEMINAR

- Classroom/Lecture Hall/Auditorium
- 100 person capable or larger depending on numbers
- I will bring packets and CD's
- Need 3-5 person staff for registration

SHOOT HOUSE INSTRUCTOR

DAY 1

- Classroom with power
- Live fire Shoot House

DAY 2

- Classroom with power
- Live fire Shoot House

DAY 3

- Classroom with power
- Live fire Shoot House

DAY 4-Operator Day 1

- Classroom with power
- Live fire Shoot House

DAY 5

- Classroom with power
- Live fire Shoot House

SHOTGUN BREACHING INSTRUCTOR

DAY 1

- Classroom with power
- Prefer to use live target with real doors
- Breaching pad as Back Up

DAY 2

- Classroom with power
- Prefer to use live target with real doors
- Breaching pad as Back Up

DAY 3

- Classroom with power
- Prefer to use live target with real doors
- Breaching pad as Back Up

SHOTGUN BREACHING OPERATOR

- Same as above Day 1

TACTICAL PISTOL INSTRUCTOR

DAY 1-6

- Classroom with power
- 25 yard range with at least 12 points

TACTICAL PISTOL OPERATOR

- Same as above

TACTICAL RIFLE INSTRUCTOR

DAY 1-6

- Classroom with power
- 100 yard range with at least 12 points

TACTICAL RIFLE OPERATOR

- Same as above

TACTICAL TEAM LEADER

DAY 1

- Classroom with power
- Range area with at least 5 100 yard firing positions

DAY 2

- Classroom with power

DAY 3

- Classroom with power
- School type target that will support 4 assault teams
- Paint marking rounds to be used
- 4-5 Role Players

URBAN MARKSMAN

DAY 1-5

- Classroom with power
- Range with at least 12 100 yard firing points
- Window firing position for these points (can be real or mock up)

VEHICLE ASSAULTS

- Contact me for details