Federal Supply Service

Authorized Federal Supply Schedule Price List
TOTAL SOLUTIONS FOR LAW ENFORCEMENT, SECURITY, FACILITIES MANAGEMENT, FIRE, RESCUE, CLOTHING, MARINE CRAFT AND EMERGENCY/DISASTER RESPONSE

GROUP NAME – Attachment 3 – Alarm/Facility Mgt Sys, Prof. & Guard Services (FSC 63)
SIN 246 52 – Professional Security/Facility Management Services
SIN 246 54 – Protective Service Occupations

GROUP NAME – Attachment 5 – Law Enforcement & Security Equipment (FSC84)
SIN 426 6 – Law Enforcement & Security Training

Contract Number – 47QSWA18D00AL

Contract Period – October 1, 2018 through September 30, 2023

International Counterintelligence Services of Colorado, LLC
4610 S Ulster Street, Suite 150
Denver, CO 80237
Contract Administrator: Grant Linhart, President
Telephone: - 303-797-6787
Fax: 720-222-2056
Email: Grnat.linhart@icsofco.com
Website is http://www.icsofco.com/

Small Business

On-line access to contract ordering information, terms and conditions, up-to-date pricing, and the option to create an electronic delivery order are available through GSA Advantage! ®, a menu-driven database system. The INTERNET address of GSA Advantage! ® is: GSAAAdvantage.gov.

For more information on ordering from Federal Supply Schedules click on the FSS Schedules button at fss.gsa.gov.
1. Awarded SINs – SIN 246 52 - Professional Security/Facility Management Services  
   SIN 246 54 - Protective Service Occupations  
   SIN 426 6 - Law Enforcement and Security Training

1b. Identification of the lowest priced model number and lowest unit price for that model for each special item number awarded in the contract. This price is the Government price based on a unit of one, exclusive of any quantity/dollar volume, prompt payment, or any other concession affecting price. Those contracts that have unit prices based on the geographic location of the customer, should show the range of the lowest price, and cite the areas to which the prices apply.

   See Appendix A

1c. If the Contractor is proposing hourly rates, a description of all corresponding commercial job titles, experience, functional responsibility and education for those types of employees or subcontractors who will perform services shall be provided. If hourly rates are not applicable, indicate “Not applicable” for this item.

   See Appendix B

2. Maximum Order – SIN 246 52 - $200,000  
   SIN 246 54 - $200,000  
   SIN 426 6 - $200,000

   *Ordering activities may request a price reduction at any time before placing an order, establishing a BPA, or in conjunction with the annual BPA review. However, the ordering activity shall seek a price reduction when the order or BPA exceeds the simplified acquisition threshold. Schedule contractors are not required to pass on to all schedule users a price reduction extended only to an individual ordering activity for a specific order or BPA.

3. Minimum Order - $100

4. Geographic Coverage – Denver, Colorado area

5. Point(s) of Production – N/A

6. Discount from List Prices: Prices shown are NET prices; Basic Discounts have been deducted.

7. Quantity Discount – None

8. Prompt payment terms – Net 30 days  
   Credit Card Discount terms – None

9a. Government Purchase cards accepted at or below micro purchase threshold – Yes

9b. Government Purchase cards accepted above micro purchase threshold – Yes
10. Foreign Items – None

11a. Time of delivery – Negotiated at the task order level
11b. Expedited delivery – Negotiated at the task order level
11c. Overnight and 2-day delivery - Negotiated at the task order level
11d. Urgent Requirements - Negotiated at the task order level

12. F.O.B. point(s) – Destination

13a. Ordering address(es) – 4610 S Ulster Street, Suite 150, Denver, CO 80237
13b. Ordering procedures – For supplies and services, the ordering procedures information on Blanket Purchase Agreements (BPA’s) are found in FAR 8.405-3.

14. Payment address(es) – International Counterintelligence Services of Colorado, 4610 S Ulster Street, Suite 150, Denver, CO 80237

15. Warranty Provision – N/A for Services

16. Export Packing Charges – None

17. Terms and conditions of Government purchase card acceptance – Accepted at or below the micro purchase threshold.

18. Terms and conditions of rental, maintenance, and repair – None

19. Terms and conditions of installation – None

20. Terms and conditions of repair parts indicating date of parts price lists and any discounts from list prices – None

20a. Terms and conditions for any other services – See Appendix C

21. List of service and distribution points – None

22. List of participating Dealers – None

23. Preventative maintenance – None

24a. Special attributes such as environmental attributes – None

24b. Section 508 – Not Applicable

24. Data Universal Number System (DUNS) number – 013931247
26. Notification regarding registration in System for Award Management (SAM) database - Active
## Appendix A

**International Counterintelligence Services of Colorado, LLC**

**Labor Rates**

<table>
<thead>
<tr>
<th>SIN</th>
<th>Position</th>
<th>Rate</th>
<th>Wage Determination</th>
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<tbody>
<tr>
<td>246 52</td>
<td>Project Manager Detention Services (Level 1)</td>
<td>$60.00</td>
<td>N/A</td>
</tr>
<tr>
<td>246.52</td>
<td>Detention Officer Supervisor</td>
<td>$60.00</td>
<td>N/A</td>
</tr>
<tr>
<td>246 52</td>
<td>Supervisor (Level-1)</td>
<td>$60.00</td>
<td>N/A</td>
</tr>
<tr>
<td>246 52</td>
<td>Operations Manager</td>
<td>$60.00</td>
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<tr>
<td>246 52</td>
<td>Assistant Project Manager</td>
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<tr>
<td>246 52</td>
<td>Project Manager</td>
<td>$60.00</td>
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<tr>
<td>246 54</td>
<td>Guard I</td>
<td>$26.76</td>
<td>WD 2015-5419 Rev 10</td>
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<tr>
<td>246 54</td>
<td>Guard II</td>
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<td>WD 2015-5419 Rev 10</td>
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<td>Police Officer</td>
<td>$57.00</td>
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<td>246 54</td>
<td>Court Security Officer</td>
<td>$48.85</td>
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<td>246 54</td>
<td>Detention Officer</td>
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<td>WD 2015-5419 Rev 10</td>
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<td>246 54</td>
<td>Baggage Inspector</td>
<td>$26.76</td>
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<tr>
<td>246 54</td>
<td>Alarm Monitor</td>
<td>$43.57</td>
<td>WD 2015-5419 Rev 10</td>
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### Course Pricing

<table>
<thead>
<tr>
<th>SIN</th>
<th>Course Title</th>
<th>Course Length</th>
<th>Minimum Participants</th>
<th>Maximum Participants</th>
<th>Rate Per Person</th>
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<tbody>
<tr>
<td>426 6</td>
<td>Basic Pistol 1.0 Course</td>
<td>1 day</td>
<td>1</td>
<td>20</td>
<td>149.62</td>
</tr>
<tr>
<td>426 6</td>
<td>Basic Shotgun 1.0 Course</td>
<td>1 day</td>
<td>1</td>
<td>20</td>
<td>149.62</td>
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<tr>
<td>426 6</td>
<td>Basic Rifle (Carbine) 1.0</td>
<td>1 day</td>
<td>1</td>
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<tr>
<td>426 6</td>
<td>Advanced Pistol 1.5 Course</td>
<td>2 days</td>
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<td>149.62</td>
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<tr>
<td>426 6</td>
<td>Advanced Shotgun 1.5 Course</td>
<td>2 days</td>
<td>1</td>
<td>20</td>
<td>149.62</td>
</tr>
<tr>
<td>426 6</td>
<td>Advanced Rifle (Carbine) 1.5 Course</td>
<td>2 days</td>
<td>1</td>
<td>20</td>
<td>149.62</td>
</tr>
<tr>
<td>426 6</td>
<td>Two Weapon Carbine/Pistol 2.0 Course</td>
<td>3 days</td>
<td>1</td>
<td>20</td>
<td>266.00</td>
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<tr>
<td>426 6</td>
<td>Two Weapon Shotgun/Pistol 2.0 Course</td>
<td>3 days</td>
<td>1</td>
<td>20</td>
<td>266.00</td>
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<tr>
<td>426 6</td>
<td>Sim Gun/Active Shooter Course</td>
<td>1 day</td>
<td>1</td>
<td>20</td>
<td>134.51</td>
</tr>
</tbody>
</table>
Appendix B

**Labor Category Descriptions**

**GUARD 1 (27101):**

This guard carries out detailed instructions and procedures primarily oriented to insure that emergencies and security violations are readily discovered, and reported to appropriate authority. The primary duty is to observe and report security and emergency situations. This guard intervenes directly only in situations which require minimal action to safeguard property or persons. Duties require minimal training and physical fitness standards.

**GUARD II (27102):**

The Guard II enforces regulations and procedures designed to prevent breaches of security, exercises judgment and uses discretion in responding to incidents and emergencies, determining whether to intervene directly, ask for assistance as time permits, keep situation under control or surveillance, or to report incident or situation to the appropriate authority for handling. Duties require specialized training in methods and techniques of protecting controlled areas. Commonly, the Guard II is required to demonstrate proficiency with firearms and other special weapons, and to meet rigorous physical fitness standards.

**POLICE OFFICER (27131):**

This officer carries out general and specific assignments from superior officers in accordance with established rules and procedures, maintains order, enforces laws and ordinances, and protects life and property in an assigned patrol district or beat by performing a combination of duties. These duties could include: patrolling a specific area on foot or in a vehicle, directing traffic, issuing traffic summonses, investigating accidents; apprehending and arresting suspects, processing prisoners, and protecting scenes of major crimes. This officer may participate with detectives or investigators in conducting surveillance operations.

**COURT SECURITY OFFICER (27010):**

This incumbent patrols courthouse to provide security, escorts defendants to and from courtroom, and stands guard during court proceedings, checks courtroom for security. Assignments include not only the monitoring of entrances to the court, but also attention to the special needs of the court system, particularly in the area of personal protection for the judges, jurors, witnesses, attorneys and other persons involved with the court, including the general public. Duties require specialized training in methods and techniques of protecting security
areas. This incumbent is required to demonstrate continuing physical fitness and proficiency with firearms or other special weapons.

**DETENTION OFFICER (27040):**

The Detention Officer performs various duties related to detention, safeguarding, security and escort of violators of immigration laws, exercises surveillance over detainees, and maintains order and discipline, attends to sheltering, feeding, and physical well-being of detainees, and counseling of alien detainees on personal matters. This worker guards detainee's at deportation or exclusion hearings, recognizes potentially hazardous health, safety, security, or discipline problems, supervises voluntary work details, and encourages participation in organized recreational activities.

**BAGGAGE INSPECTOR (27007):**

The Baggage Inspector inspects/screens all passenger baggage and personnel prior to tenting passenger terminal, uses x-ray machine, metal detectors and explosive residue detection equipment, and inspects personnel and/or baggage manually, if required. This inspector is responsible for ensuring that passengers and personnel entering the terminal do not possess unauthorized material such as weapons, explosives, etc. This person communicates with law enforcement personnel if unauthorized material is discovered, or in case of emergency. This worker conducts facility observations to ensure the safety of personnel inside and outside the facility by walking through the building ensuring that there are no obvious treats, unusual situations or suspicious activities, and notifies the proper authorities if such situations occur. The Baggage Inspector may perform routine testing and maintenance of screening equipment.

**ALARM MONITOR (27004):**

The Alarm Monitor operates communication equipment to receive incoming calls for assistance and dispatches personnel and equipment to scene of emergency, operates telephone console to receive incoming calls for assistance, questions caller to determine nature of problem and type and number of personnel and equipment needed, following established guidelines, and scans status charts and computer screen to determine units available. This worker monitors alarm system signals that indicate location of fire or other emergency, operates two-way radio to dispatch police, fire, medical, and other personnel and equipment, and to relay instructions or information to remove units. This worker types commands on computer keyboard to update files and maintain logs, tests communications and alarm equipment, and backup systems to ensure serviceability. The Alarm Monitor may provide pre-arrival instructions to caller, utilizing knowledge of emergency medical techniques, and activate alarm system to notify fire stations.
PROFESSIONAL CATEGORIES:

PROJECT MANAGER Detention Services (Level 1):

Minimum Education: High School Diploma

Minimum Experience: 3 years real world experience, military or law enforcement experience is preferred.

Functional Duties: Responsible for successful execution and ongoing management of a detention-oriented security program and is accountable for accomplishing stated project objectives. The Project Manager Detention Services serves as the point of contact for all communications, work, and technical direction of project with the client. The Project Manager Detention Services is available 24 hours a day / 7 days a week for technical and administrative duties as required. Must have a minimum of five (5) years of administrative or project management experience in detention or transportation of detainees.

DETENTION OFFICER SUPERVISOR:

Minimum Education: High School Diploma

Minimum Experience: 3 years real world experience, military or law enforcement experience is preferred.

Functional Duties: Client Specific: Exercises direct supervision over Detention Officers on assigned shifts. Provides oversight to security operations and establishes, promotes and maintains site security and processes to ensure safe custody of inmates. Provides scheduling and staffing support to ensure client requirements are performed. Must meet the qualifications for Detention Officer Level 1 and also have a minimum of two (2) years successful experience in field supervision of detention officer or correctional officer services.

SUPERVISOR (Level-1):

Minimum Education: High School Diploma

Minimum Experience: 3 years real world experience, military or law enforcement experience is preferred.
**Functional Duties:** Provides oversight to security operations and establishes, promotes and maintains site security and property protection programs personally and/or through subordinate supervisors.

**OPERATIONS MANAGER:**

**Minimum Education:** High School Diploma

**Minimum Experience:** 3 years real world experience, military or law enforcement experience is preferred.

**Functional Duties:** Assists the Project Manager with the implementation and management of security operations and all matters relating to safety and the security management.

**ASSISTANT PROJECT MANAGER:**

**Minimum Education:** High School Diploma

**Minimum Experience:** 3 years real world experience, military or law enforcement experience is preferred.

**Functional Duties:** Assists the Project Manager to ensure that goals and objectives of the project are accomplished and acts as a deputy in the absence of the Project Manager.

**PROJECT MANAGER:**

**Minimum Education:** High School Diploma

**Minimum Experience:** 3 years real world experience, military or law enforcement experience is preferred.

**Functional Duties:** Manages, directs and controls all project activities to obtain optimum efficiency and economy of operations. Also interfaces with customer(s) on a regular basis in support of security and program management activities.
Appendix C

Course Descriptions

FIREARMS INSTRUCTION SYLLABUS

Active-Shooter, Simunitions/ Airsoft

Classroom Portion-

Learn what an active shooter is-An Active Shooter is an individual actively engaged in killing or attempting to kill people in a confined and populated area; in most cases, active shooters use firearms(s) and there is no pattern or method to their selection of victims. Active shooter situations are unpredictable and evolve quickly.

Active Shooter Profile-

• Single Shooter.
• Attacks during daylight hours.
• Attacks inside buildings.
• Typically over quickly.
• Shooter chooses well populated areas.
• Initially the target is specific, if unavailable, will kill others.
• Bypasses locked doors without glass in the doors.
• Typically several firearms
• Large amounts of ammunition (CO 1,000+)
• Specific Grudge or general hatred of Christians
• Shooting lasts for 3 to 10 minutes
• Most commit suicide
• Police are largely irrelevant to the outcome

Good practices for coping with an active shooter situation (Run, hide, fight)

• Be aware of your environment and any possible dangers
• Take note of the two nearest exits in any facility you visit

• If you are in an office, stay there and secure the door

• If you are in a hallway, get into a room and secure the door

• As a last resort, attempt to take the active shooter down. When the shooter is at close range and you cannot flee, your chance of survival is much greater if you try to incapacitate him/her.

CALL 911 WHEN IT IS SAFE TO DO SO!

HOW TO RESPOND WHEN AN ACTIVE SHOOTER IS IN YOUR VICINITY

Quickly determine the most reasonable way to protect your own life. Remember that customers and clients are likely to follow the lead of employees and managers during an active shooter situation.

1. Evacuate If there is an accessible escape path, attempt to evacuate the premises.
   Be sure to:
   • Have an escape route and plan in mind
   • Evacuate regardless of whether others agree to follow
   • Leave your belongings behind
   • Help others escape, if possible
   • Prevent individuals from entering an area where the active shooter may be
   • Keep your hands visible
   • Follow the instructions of any police officers
   • Do not attempt to move wounded people
   • Call 911 when you are safe

2. Hide out

If evacuation is not possible, find a place to hide where the active shooter is less likely to find you. Your hiding place should:
• Be out of the active shooter’s view

• Provide protection if shots are fired in your direction (i.e., an office with a closed and locked door)

• Not trap you or restrict your options for movement to prevent an active shooter from entering your hiding place:
  • Lock the door
  • Blockade the door with heavy furniture

**If the active shooter is nearby:**

• Lock the door

• Silence your cell phone and/or pager

• Turn off any source of noise (i.e., radios, televisions)

• Hide behind large items (i.e., cabinets, desks)

• Remain quiet If evacuation and hiding out are not possible:
  • Remain calm
  • Dial 911, if possible, to alert police to the active shooter’s location
  • If you cannot speak, leave the line open and allow the dispatcher to listen

**3. Take action against the active shooter**

As a last resort, and only when your life is in imminent danger, attempt to disrupt and/or incapacitate the active shooter by:

• Acting as aggressively as possible against him/her

• Throwing items and improvising weapons

• Yelling

• Committing to your actions

**How to react when law enforcement arrives:**
• Remain calm, and follow officers’ instructions

• Put down any items in your hands (i.e., bags, jackets)

• Immediately raise hands and spread fingers

• Keep hands visible at all times

• Avoid making quick movements toward officers such as holding on to them for safety

• Avoid pointing, screaming and/or yelling

• Do not stop to ask officers for help or direction when evacuating, just proceed in the direction from which officers are entering the premises

The first officers to arrive to the scene will not stop to help injured persons. Expect rescue teams comprised of additional officers and emergency medical personnel to follow the initial officers. These rescue teams will treat and remove any injured persons. They may also call upon able-bodied individuals to assist in removing the wounded from the premises.

Components of Training Exercises

The most effective way to train your staff to respond to an active shooter situation is to conduct mock active shooter training exercises. Local law enforcement is an excellent resource in designing training exercises.

• Recognizing the sound of gunshots

• Reacting quickly when gunshots are heard and/or when a shooting is witnessed:

  - Evacuating the area

  - Hiding out

  - Acting against the shooter as a last resort

• Calling 911

• Reacting when law enforcement arrives

• Adopting the survival mind set during times of crisis

Additional Ways to Prepare For and Prevent an Active Shooter Situation
• Preparedness
- Ensure that your facility has at least two evacuation routes
- Post evacuation routes in conspicuous locations throughout your facility
- Include local law enforcement and first responders during training exercises
- Encourage law enforcement, emergency responders, SWAT teams, K-9 teams, and bomb squads to train for an active shooter scenario at your location

• Prevention
- Foster a respectful workplace
- Be aware of indications of workplace violence and take remedial actions accordingly

RECOGNIZING POTENTIAL WORKPLACE VIOLENCE

An active shooter in your workplace may be a current or former employee, or an acquaintance of a current or former employee. Intuitive managers and coworkers may notice characteristics of potentially violent behavior in an employee. Alert your Human Resources Department if you believe an employee or coworker exhibits potentially violent behavior.

Indicators of Potential Violence by an Employee

Employees typically do not just “snap,” but display indicators of potentially violent behavior over time. If these behaviors are recognized, they can often be managed and treated. Potentially violent behaviors by an employee may include one or more of the following (this list of behaviors is not comprehensive, nor is it intended as a mechanism for diagnosing violent tendencies):

• Increased use of alcohol and/or illegal drugs
• Unexplained increase in absenteeism; vague physical complaints
• Noticeable decrease in attention to appearance and hygiene
• Depression / withdrawal
• Resistance and overreaction to changes in policy and procedures
• Repeated violations of company policies
• Increased severe mood swings
• Noticeably unstable, emotional responses
• Explosive outbursts of anger or rage without provocation
• Suicidal; comments about “putting things in order”
• Behavior which is suspect of paranoia, (“everybody is against me”)
• Increasingly talks of problems at home
• Escalation of domestic problems into the workplace; talk of severe financial problems
• Talk of previous incidents of violence
• Empathy with individuals committing violence
• Increase in unsolicited comments about firearms, other dangerous weapons and violent crimes

**Active Shooter Training Video**

**References**

Shots Fired, When Lightning Strikes (DVD), Center for Personal Protection and Safety, 2007

Department Of Homeland Security

LA County Sheriff

**Scenario Training-Simunitions/ Airsoft**

**Welcome**

• Range Layout- down range, bathrooms, loading reloading areas etc.
• Bios of staff instructors
• Safety Monitors, EMS bag, “STOP” and “Cease Fire” commands
• Training Environment-several schools and methods, keep an open mind and put these techniques and skills in your tool box.
• Review 4 firearm safety rules and defensive shooting and posture
• Review from classroom portion
Objectives-

Provide simulation training with airsoft or simunition weapons to create as close to real world violent encounters without actually hurting anyone. This is a vital training tool for the professional responder and civilians alike.

Pistol 1.0, Rifle 1.0, and Shotgun 1.0

- Range Layout - down range, bathrooms, loading reloading areas etc.
- 4 Firearm safety rules.
- Firearm nomenclature.
- 3 secrets to shooting - Sight alignment, sight picture, & trigger control.
- Grip and stance and presentation.
- Controlled pairs to center mass.
- Tactical reload & emergency reload.
- Malfunction clearances.
- Head shots.
- “Challenge” and “Threat” commands during decision making to shoot or not.
- Ragged hole drill.

COURSES OF FIRE (at different lengths)

- Challenge and threat commands with center mass and random called out head shots.
- Multiple targets and random head shots.
- More malfunction clearances.
- Close contact shooting.
- Shooting from concealment (pistol).
- Shooting from the right and left (minor movement).

Pistol 1.5, Rifle 1.5, and Shotgun 1.5

Welcome

- Range Layout - down range, bathrooms, loading reloading areas etc.
- Bios of staff instructors
- Safety Monitors, EMS bag, “STOP” and “Cease Fire” commands
- Training Environment-several schools and methods, keep an open mind and put these techniques and skills in your tool box.
- Review 4 firearm safety rules and defensive shooting and posture
- Review from classroom portion
Muscle memory-When a movement is repeated over time, a long term muscle memory is created for that task, eventually allowing it to be performed without conscious effort. Examples-riding a bike, typing, SHOOTING!). How does one develop muscle memory regarding shooting weapons-do it over and over and over. Plain and simple repetition is the secret. How many times to make a good muscle memory (5 rounds, 2 boxes of ammo, 100 rounds, 14 presentations from the holster drills, 500 rounds)? There have been many studies conducted on this subject (gunnoob.com), so surveys vary from 5,000 times to 10,000 times. Depends on dominant hand and other variables, skills and abilities. It could be a little less, but the point is it’s more than a box of ammo. Don’t lose count!

Firearms and empty hand defense are perishable skills.

Objectives (custom to client class)

- Learn and enhance gun handling, shooting on the move, using various shooting positions and barricades.
- Shoot different courses all from the holster of fire from 3-15 yds/feet, includes head shots, hostage taker shots, close contact shots, failure drills.
- Practice shooting fundamentals- Grip and stance-5 count presentation, and 3 secrets to shooting- Sight alignment, sight picture, & trigger control.
- Learn forward, rear, left and right movement techniques
- Along the way identify, learn, practice, and clear Type I, II, and III malfunction clearances, and perform tactical & emergency reloads.

Instructor Demo

Set up relay 1, 2, and 3 etc. as needed

Range Commands-Course of fire, the line is set, “Challenge” and “Threat” commands during decision making to shoot or not, after action drills, re-holster, turn and face.

Stay on the line until dismissed, stay holstered at all times!

**Qualification Test (custom to client class)**

30 rounds, 3, 5, 7, 10 yards inside the 8, 9, & 10 ring, 6 rds each, 3 head at 5 yd, 3 head at 7 yd, 80% to pass, both hands.

20 rounds, 7, 10, 15, and 25 yards, facing away from target, turn and stand or kneel, 4 rounds each, close contact and head shot while moving, 2 rds each, total 4 rounds. 80% to pass

**COURSES OF FIRE (from the holster, as needed, and custom to client class)**

- 3 yds.-controlled pair to the center of the thoracic cavity (3-4 times)
- 5 yds.- controlled pair to the center of the thoracic cavity (3-4 times)
- 7 yds.- controlled pair to the center of the thoracic cavity (3-4 times)
• 10 yds.- controlled pair to the center of the thoracic cavity (3-4 times)
• 3 yds.-Head Shots- One round, guaranty the hit (3-4 times)
• 5 yds.- Head Shots- One round, guaranty the hit (3-4 times)
• 7 yds.- Head Shots- One round, guaranty the hit (3-4 times)
• 10 yds.- Head Shots- One round, guaranty the hit (3-4 times)
• 3 yds.- controlled pair with alternating called/ random head shots (3-4 times)
• 5 yds.- controlled pair with alternating called/ random head shots (3-4 times)
• 7 yds.- controlled pair with alternating called/ random head shots (3-4 times)
• 10 yds.- controlled pair with alternating called/ random head shots (3-4 times)

Ragged Hole Drill

• 5 yds.-black circle/ ragged hole drill, 3 rounds. (2 times)
• 5 yds.-black circle/ ragged hole drill, 3 rounds in 10 seconds. (2 times)
• 7 yds.- vertical black line, 5 rounds (2 times)
• 7 yds.- vertical black line, 5 rounds in 15 seconds (2 times)

Additional Skills/Blocks of Instruction

• Movement-forward, reverse, left and right
  o As a single shooter or team element of 1-4 shooters while using barricades
• Cover and Concealment w/ movement-barricades
  o -utilizing barricades of different sizes to engage targets at different lengths
• Close contact shooting
  o Facing forward and away, turn and engage target up close while stepping back and continuing to engage, head shot
• Supported Kneeling, double kneeling, prone
  o Learning the correct positional shooting positions and applying them
• Multiple Targets
  o Engaging multiple targets at various distances and positions
• Transitions with long guns, if applicable
  o Shooting with rifles and shotguns with similar drills as the pistol, and transitioning
• Support side hand only
  o Shooting with offhand only 3yards to 15 yards and with movement drills.
• Offhand/ support side hand only
  o Shooting with offhand, both hands, 3 yards to 15 yards and with movement drills.
• Light Discipline and carry positions
  o Harries Technique, weapon dedicated light and operations
• Shoot/ no shoot scenarios
  o Sim Guns and Airsoft for force on force scenarios and shoot no shoot scenarios
**Basic & Advanced Precision Rifle**

**Welcome**
- Range Layout- down range, bathrooms, loading reloading areas etc.
- Bios of staff instructors
- Safety Monitors, EMS bag, “STOP” and “Cease Fire” commands
- Training Environment-several schools and methods, keep an open mind and put these techniques and skills in your tool box.
- Review 4 firearm safety rules and defensive shooting and posture
- Review from classroom portion

Muscle memory-When a movement is repeated over time, a long term muscle memory is created for that task, eventually allowing it to be performed without conscious effort. Examples-riding a bike, typing, SHOOTING!). How does one develop muscle memory regarding shooting weapons-do it over and over and over. Plain and simple repetition is the secret. How many times to make a good muscle memory (5 rounds, 2 boxes of ammo, 100 rounds, 14 presentations from the holster drills, 500 rounds)? There have been many studies conducted on this subject (gunnoob.com), so surveys vary from 5,000 times to 10,000 times. Depends on dominant hand and other variables, skills and abilities. It could be a little less, but the point is it’s more than a box of ammo. Don’t lose count!

Firearms and empty hand defense are perishable skills.

**Basic Precision Rifle Objectives (custom to client class)**

This course is a one day classroom only with lecture and power point presentations. Topics learned:
- Precision Rifle Equipment
- Optic set-up
- Care and Maintenance
- Theory and Adjustment
- Ballistics and calculators
- Calibers
- MilRad vs. MOA
- Data Books
- Reading wind and making adjustments
- Prone positional shooting
- Range finding with scope retical
- Adjustments for elevation

**Advanced Precision Rifle Objectives (custom to client class)**

Three Day instruction with a heavy emphasis on marksmanship, position shooting, introduction to range and wind estimation, reading mirage, hold over estimation, dialing proper scope adjustments, and the use of a data book and ballistic tables.
**Required Equipment:**
- Rifle
- Mounted Optics with finger adjustable windage and elevation knobs with “clicks”
- Lens Covers
- Bipod or pack to act as a rest
- Small Sandbag
- Height adjustable cheek piece
- 250-300 match rounds
- Eye Protection
- Hearing Protection
- Cleaning Kit
- Maintenance Kit
- Optics Cleaner
- Pens and pencil for writing in data book
- Data Book
- Manual for your rifle and scope

**Two Weapon System**
Pistol 2.0 and Rifle 2.0/ Shotgun 2.0

**Welcome**
- Range Layout- down range, bathrooms, loading reloading areas etc.
- Bios of staff instructors
- Safety Monitors, EMS bag, “STOP” and “Cease Fire” commands
- Training Environment-several schools and methods, keep an open mind and put these techniques and skills in your tool box.
- Review 4 firearm safety rules and defensive shooting and posture
- Review from classroom portion (if applicable)

Muscle memory-When a movement is repeated over time, a long term muscle memory is created for that task, eventually allowing it to be performed without conscious effort. Examples-riding a bike, typing, SHOOTING!). How does one develop muscle memory regarding shooting weapons-do it over and over and over. Plain and simple repetition is the secret. How many times to make a good muscle memory (5 rounds, 2 boxes of ammo, 100 rounds, 14 presentations from the holster drills, 500 rounds)? There have been many studies conducted on this subject (gunnoob.com), so surveys vary from 5,000 times to 10,000 times. Depends on dominant hand and other variables, skills and abilities. It could be a little less, but the point is it’s more than a box of ammo. Don’t lose count! Firearms and empty hand defense are perishable skills.

**Objectives (custom to client class)**
• Learn and enhance gun handling between pistol and long gun, shooting on the move, using various shooting positions and barricades.
• Shoot different courses all from the holster of fire from 3-15 yds/ feet, includes head shots, hostage taker shots, close contact shots, failure drills, distance shots out to 150 yds.
• Learn forward, rear, left and right movement techniques while transitioning from weapon to another
• Along the way identify, learn, practice, and clear Type I, II, and III malfunction clearances for each weapon, and perform tactical & emergency reloads.

Instructor Demo

Set up relay 1, 2, and 3 etc. as needed

Range Commands-Course of fire, the line is set, “Challenge” and “Threat” commands during decision making to shoot or not, after action drills, re-holster, turn and face.

Stay on the line until dismissed, stay holstered at all times!

Qualification Test (custom to client class)
30 rounds, 6 rounds at 200 yds, 150 yds, 100 yds, 50, yds, 15 yds compensated head shot, 10 yds transition to pistol, 5 rounds at each distance.

COURSES OF FIRE (with long guns and the from the holster, as needed, and custom to client class)
• 3 yds.-controlled pair to the center of the thoracic cavity (3-4 times)
• 5 yds.- controlled pair to the center of the thoracic cavity (3-4 times)
• 7 yds.- controlled pair to the center of the thoracic cavity (3-4 times)
• 10 yds.- controlled pair to the center of the thoracic cavity (3-4 times)
• 25 yds- various drills with pistol and long gun
• 50 yds- various drills with long gun and shooting positions
• 100 yds- various drills with long gun and shooting positions
• 150 yds- various drills with long gun and shooting positions
• 200 yds- various drills with long gun and shooting positions

Ragged Hole Drill
• 25 yds.-black circle/ ragged hole drill, 3 rounds. (2 times)
• 50 yds.-black circle/ ragged hole drill, 3 rounds in 10 seconds. (2 times)
• 75 yds.- vertical black line, 5 rounds (2 times)
• 100 yds.- vertical black line, 5 rounds in 15 seconds (2 times)

Additional Skills/ Blocks of Instruction
- Movement-forward, reverse, left and right
  - As a single shooter or team element of 1-4 shooters while using barricades
- Cover and Concealment w/ movement-barricades
  - Utilizing barricades of different sizes to engage targets at different lengths
- Close contact shooting
  - Facing forward and away, turn and engage target up close while stepping back and continuing to engage, head shot
- Supported Kneeling, double kneeling, prone
  - Learning the correct positional shooting positions and applying them
- Multiple Targets
  - Engaging multiple targets at various distances and positions
- Transitions with long guns, if applicable
  - Shooting with rifles and shotguns with similar drills as the pistol, and transitioning
- Support side hand only
  - Shooting with offhand only 3 yards to 15 yards and with movement drills.
- Offhand/support side hand only
  - Shooting with offhand, both hands, 3 yards to 15 yards and with movement drills.
- Light Discipline and carry positions
  - Harries Technique, weapon dedicated light and operations
- Shoot/ no shoot scenarios
  - Sim Guns and Airsoft for force on force scenarios and shoot no shoot scenarios