SINGLE OFFICER ASSAILANT RESPONSE (SOAR)

COURSE OVERVIEW AND INSTRUCTIONAL GOALS

COURSE OVERVIEW

This course prepares the individual officer with the knowledge, skills and abilities needed when responding to a critical incident involving active killing, in the single officer capacity. Our program focuses on enlightened conservation of the single officer response. We emphasize problem solving while utilizing fundamental tactics and techniques that are simple, effective and repeatable. These tactics and techniques have been gained and validated through real world experiences. Topics include judgement enhanced training, critical skills marksmanship and entry techniques for the single officer assailant response. The officer will complete multiple fast-paced field training exercises that will improve and enhance the officer’s problem-solving ability in the single officer response.

INSTRUCTIONAL GOALS

Upon completion of this course the attendee will be familiar with:

1. Case Studies
2. Judgment Enhanced Training
3. Critical Skills Marksmanship
4. Single officer techniques for open air environment
5. Single officer entry & clearing techniques
# SINGLE OFFICER ASSAILANT RESPONSE (SOAR)

## DAY TO DAY / HOUR TO HOUR AGENDA

### DAY ONE

<table>
<thead>
<tr>
<th>Hours</th>
<th>Instruction</th>
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<tbody>
<tr>
<td>0800-0830</td>
<td>Course Administration (Classroom)</td>
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<tr>
<td>0830-1130</td>
<td>PowerPoint/Case Studies/Videos (Classroom)</td>
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<tr>
<td>1130-1200</td>
<td>Training Safety Awareness/Safety Briefing (Classroom)</td>
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<tr>
<td>1200-1300</td>
<td>Lunch (not provided)</td>
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<tr>
<td>1300-1400</td>
<td>Range Diagnostic – Student Fundamental Capabilities Assessment (LIVE FIRE)</td>
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<tr>
<td>1400-1700</td>
<td>Firearms – Judgment Enhanced Training Practical Drills (LIVE FIRE)</td>
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### DAY TWO

<table>
<thead>
<tr>
<th>Hours</th>
<th>Instruction</th>
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<tbody>
<tr>
<td>0800-1200</td>
<td>Critical Skills Marksmanship Demonstration/Practical Drills (LIVE FIRE)</td>
</tr>
<tr>
<td>1200-1300</td>
<td>Lunch (not provided)</td>
</tr>
<tr>
<td>1300-1700</td>
<td>Introduction to Entry/Clearing Techniques (Demonstration / Practical Drills)</td>
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### DAY THREE

<table>
<thead>
<tr>
<th>Hours</th>
<th>Instruction</th>
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<tbody>
<tr>
<td>0800-1000</td>
<td>Entry/Clearing Techniques Deliberate and Controlled Techniques (Practical Drills)</td>
</tr>
<tr>
<td>1000-1200</td>
<td>Scenarios using Force-on-Force (Practical Drills)</td>
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<tr>
<td>1200-1300</td>
<td>Lunch (not provided)</td>
</tr>
<tr>
<td>1300-1630</td>
<td>Scenarios using Force-on-Force (Practical Drills/Debriefs)</td>
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<tr>
<td>1630-1700</td>
<td>Course Closeout</td>
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COURSE OUTLINE

I. Preface
   A. Course Overview
   B. Instructional Goals
   C. Agenda
   D. Outline
   E. Co-Host Logistics

II. Single Officer Assailant Response (SOAR)
   A. Active Killer
      a. Active Killer Defined
   B. Impacts of Incidents on Policing
      a. Domestic Incidents (Past & Present)
   C. The Cost of Waiting
      a. Attention Gainer
   D. Domestic Trends
      a. Case Studies
   E. International Trends
      a. Case Studies
   F. Influencing the “Police Mind-Set”
      a. Use of Force and Case Law
   G. Paradigm Shift
      a. Collective Effort

III. Firearms Drills
   A. Safety
   B. Weapons platform considerations
   C. Anatomical Positioning / Shot Placement
   D. Movement
   E. Accuracy / Accountability
   F. Decision-Making
   G. Shoot / No-Shoot
IV. Single Officer Assailant Response (SOAR)

A. SOAR
   a. SOAR Defined
   b. Role

B. Response Tactics
   a. Considerations

C. Mission Priorities
   a. Plan
   b. Communicate
   c. Movement
   d. Intervention
   e. Preservation

D. Summary

V. Scenarios

A. Scripted and Compressed
   a. Open Air with Covered Pile
   b. Open Air Bounding
   c. Hallway 1
   d. Hallway 2
   e. Single Room Entry
   f. Multiple Room Entry
   g. Barricade
   h. Hostage Situation
CO-HOST LOGISTIC REQUIREMENTS

CLASSROOM

- Adequate seating for up to 30 students with tables, good ventilation (classroom should be in close proximity to the range – ideally at the range)
- Marker board and markers
- Flip chart with paper

AUDIO VISUAL

- LCD Projector for computer presentation
- Large projection screen (minimum of 6’x6’ screen size)
- Speaker system to connect to laptop for audio
- Extension cord and power strip
- AV table or cart

OTHER

- Access to copier
- 5 or 10 role players for day 3 of training (Each should wear long sleeve shirts and pants)
- Method of entry tools (that can be utilized in a single officer response)
- Medical plans for practical drills and live fire exercises
- Firearms range for live-fire drills (pistol and rifle)

MOVEMENT AREAS

- One (1) commercial building with multiple floors and rooms for use with Simunitions®
- Two (2) police cars
- Adequate training locations to provide multiple room and floor environments for movement/clearing drills for use with Simunitions®
  - Ideally providing as many different types of locations as available (e.g., houses, commercial/office building, school, etc.)
STUDENT EQUIPMENT LIST

INDIVIDUAL

• Law Enforcement ID
• Restricted to Law Enforcement personnel only
• Body armor / Entry vest
• Boots
• Goggles / eye protection
• Groin and neck protection
• Gloves
• Primary entry weapon (SMG, Shotgun)
• Secondary weapon (Pistol)
• 300 Rounds rifle ammunition
• 300 Rounds handgun ammunition
• Rain gear uniform
• 100 Simunitions® 9mm marking rounds

Optional Equipment Recommended

• Ballistic helmet (PASGT type)
• Flashlight
• Chamber flag
• Light mount for weapons (highly recommended)
• Load bearing vest
• Rubber doorstops