RAIDER Training - 2 days ($595) 4 days ($850) or 5 day Instructor ($995)



Hosted by:   Cullman County Sheriff’s Office

6-15-20 to 6-19-20

Cullman County Sheriff’s Office Training Center

1910 Beech Ave. S. E.

Cullman, Al 35055
For more information or to register, log on to [www.raidertraining.com](http://www.raidertraining.com) or contact

Chris Pattie at 440-785-8733/Email cpattie@raidertraining.com

**PREREQUISITE: ACTIVE POLICE OFFICER, MILITARY, OR ARMED SECURITY**

The RAIDER (Rapid Deployment, Awareness, Intervention, Decisiveness, EMS, Recovery) program is exclusively available to police, military, and licensed armed security personnel.



**Addressing Unique Challenges**

RAIDER exposes first-on-scene responders to the tactical skills necessary to operate in the unique Active Shooter setting – a hostile environment, populated by large numbers of civilians, with an Active Shooter attempting to achieve the highest body count possible in the shortest amount of time. This is not a normal event, nor is the response.

**Solo-Engagement Tactics**

There will always be a first officer on the scene. If he or she waits for more officers – as is the protocol in many units – who are we portraying needs help more - the officer or the victims under attack? Solo-engagement training is designed to provide officers with the necessary mental and physical skills to draw the attention of the active shooter away from the potential victims, confuse and frustrate the shooter, and successfully neutralize the situation.

**The Courses**

Our leveled courses are designed to provide Officers with a new skill set of moving alone in hostile environments.  The courses involve classroom, range, and scenario instruction and are delivered in a logical progression.

**RAIDER Level 1**

 **Day 1: 0800 - 1000**

Setting: Classroom

Background and Introduction - Necessity of solo-engagement

Case studies / History of Active Shooters

**Day 1: 1000 - 1700**

Setting: Building for Drills and Movements (airsoft)

 Introduction to solo engagement movements

Team movement vs Solo movement comparison

Movement Exercises (Left Turn, Right Turn, Reverse) Solo

Engagement Tactics

•       Entry & Exits from Hallways

•       Clearing Rooms

•       Clearing Hot zones (Solo)

•       Entry with multiple threats

•       Shoot/No-Shoot Targets

**Day 2: 0800 - 1700**

Setting: Building for Drills and Movements (Airsoft)

Review of Solo-Engagement Tactics

**RAIDER Level 2**

**Day 3:  0800 - 1700**

Setting: Range

Range Safety Briefing: Existing range instructions shall be adhered to and the hosting agency has final authority regarding range operations.

Tactics and Shooting Drills: Single and multiple person exercises involving critical thinking, physical movement and target engagement in a populated setting. Building of skill set to use speed, positioning, entry and exit techniques, and distractions to move aggressively, but not recklessly, to contact.

Combative: Techniques and methods of dealing with hostiles and friendlies in a dynamic environment will be presented and practiced.

**Day 4:  0800 - 1700**

Setting: Range

Range Exercises: Exercises and scenarios to simulate solo tactics and engagement during an Active Killer event.

Link Up Drills

Scenarios simulating past Active Killer events will be replicated in order to practice aggressive movement to contact threat.

Live-Fire Scenarios with coordinated response procedures (EMS)

First Aid: Provide the attendee with knowledge of fast methods for treating wounded persons and recovery of the injured.

Force on Force Drills -Airsoft training weapons will be utilized

**RAIDER Level 3 (Instructor Course)**

Day 5: 0800 - 1700

Setting: Building/Range

Review of the drills and exercise of the RAIDER Level 1 course

Instructor Candidates lead drills and critique other students

Review drills from RAIDER Level 2 course with the instructor candidates leading and instructing each other in Live-Fire drills and exercises

Drills from RAIDER Level 2 course with the Students leading and instructing each other in Non-Live-Fire drills and exercises, and Force-on-Force scenarios.