RAIDER Training - 2 days ($595)



Hosted by:   Otter Tail County Sheriff’s Office

3-2-20 to 3-3-20

White Pines Academy

401 Main Ave.

Deer Creek, MN 56527

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](mailto: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 Course**

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)

•       Entry & Exits from Hallways

•       Clearing Rooms

•       Clearing Hot zones (Solo)

•       Entry with multiple threats

•       Shoot/No-Shoot Targets and force on force