



## A.U.FIRE Ambush Defense / Active Shooter Course

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**Ambushes and Active Attacks On the Rise:** These are among the most dangerous scenarios for police officers, with a very high risk of injury or death. The motto "**It's not over until it's over**" is crucial for these situations and our training.

**A Safe Way to Practice Worst-Case Scenarios:** Officers gain hands-on experience using A.U.FIRE's injury simulator. This training focuses on the moments when the officer is attacked, has suffered a critical injury, and faces an advancing threat that must be stopped before self-aid can start.

**A Rising Trend Due to Social Changes:** The scenarios are set up where the assailant shoots the officer and advances with the intent to execute the officer.

**Training in the Gap:** The gap is the gunfight, the moments after you've been shot and still under attack. A.U.FIRE training is designed for mentally and physically practicing weapons accuracy and manipulation in this gap, where staying calm is much more difficult and critical. This is where no officer has been able to realistically practice until now.

**You Must Win the Fight to get to the Tourniquet:** The A.U.FIRE scenarios start with the officer being shot, a major arterial bleed has started, a limb is immobilized, and the officer is still under an advancing attack. Officers must quickly, single-handedly, cross-draw, return fire accurately, and perform one-handed magazine change and critical weapons manipulations to stop the attacker before administering self-aid. This is the essence of Reality-Based Training.

**Building Mental Files:** This training prepares officers by providing mental files of experience to draw on in real-life situations, reducing shock and confusion in actual combat situations. It teaches officers that being shot is not a zero-sum game. The experience provides confidence that encourages officers to stay calm, stay focused, make critical life-saving decisions, and return fire accurately and effectively while injured and still under fire.

**De-escalation Benefits of AUFIRE Training:** The confidence gained by training the extremes helps officers stay calm in high-pressure situations and allows them more headspace to recognize de-escalation opportunities before situations turn violent. The A.U.FIRE training approach is designed to build confidence and experience that saves lives on both ends of the gun.

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### In all scenarios:

#### ROLE PLAYER:

- Wears sims protective gear ( trainees will shoot sims at him)
- Presents a weapon as if he is firing at the trainee,
- Covertly uses the gunshot box trigger/clicker for audible gunshot stimulus directed toward the trainee.

#### INSTRUCTOR:

- Uses the AUFIRE remote-control to simulate hits on the trainee.

#### TRAINEES:

- **No projectiles are ever shot at the trainees.**
- Use sims guns & ammo, Or airsoft weapons to return fire at role players.
- Short-sleeved shirts are required to use AUFIRE.

### 1. **START: Tourniquet Refresher - Best Practices (30 min)**

**Equipment:** Tourniquet TQ

- Review best practices for tourniquet application on various extremities.
- Discuss true bleed-out time - Impact, then must win the fight first- then apply TQ
- Practice applying TQ on oneself and your partners under simulated stress conditions (time pressure). No A.U.FIRE.
- Discuss TQ, storage placement on the front chest, ambidextrously accessible, maintenance, and considerations for extended use.

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### 2. Live-Fire Range: Cross Draw - Support Hand Weapons

#### Manipulation Refresher **A.U.FIRE is NOT used in this portion ( 60 mins).**

**WARNING:** Never use A.U.FIRE with Live Ammunition - Involuntary trigger finger contraction can happen. Only use A.U.FIRE with Training Ammunition ( Simmunitions, UTM, Airsoft, with proper safety gear.)

**Equipment:** Duty belt with holster and magazine pouches, pistol, extra magazines, live ammunition, eye & ear protection, targets

**Start:** Place the dominant hand behind the back and use only the support hand.

- Support hand cross-draw practice.
  - Place the dominant hand behind the back and use only the support hand.
  - Disable all holster retentions.
  - Lift pistol out of holster.
  - Turn the pistol so the magazine well is facing forward, and rest the front of the pistol on the holster.
  - Acquire a proper grip on the pistol with the support hand.
  - Aim at the target.
- Support hand shooting
  - One round to the body
  - Two rounds to the body
  - Three rounds to the body
- Support hand reloading, tracking, and return fire. It is to be completed any time the slide locks back. Students should keep their eyes on the target as much as possible.
  - Drop magazine.
  - Place pistol between knees or thighs, magazine-well facing forward.
  - Insert loaded magazine.
  - Grip the pistol and hit the slide release, hook the rear sight on the belt, and push down to release the slide.
  - Come back on target.
- Support hand failure drill.
  - Fire two rounds to the body and one to the head

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### 3. A.U.FIRE Scenario - OPEN 911 CALL AMBUSH

**Equipment:** Two sim guns, two sim magazines, sim rounds, one sim suit, one gunShot Box, an A.U.FIRE kit for one student, and one tourniquet.

One suspect in a sim suit with a gun but no ammunition

The trainee has a sim gun with two magazines with 3 – 5 rounds each.

- The officer responds solo to the open 911 or 911 hang-up call,
- The officer is holstered and walks a long hallway looking for apt #3.
- The door to apt. #3 is slightly ajar and dark inside. GunShot Box and suspect are inside.
- On approach - surprise ambush from the door of Apt #3 - initiated by gunShot Box
- The instructor immediately disables the officer's gun arm with A.U.FIRE upon hearing gunShot Box.
- The suspect appears and shoots multiple times (gunshot Box for audible stress)
- The officer is hit in the primary arm with A.U.FIRE - forcing a cross-draw and retreat to cover while under continuous fire (gunShot Box)
- The Officer's sim gun is loaded with 3-5 rounds – resulting in an early slide lock - forcing a mag change on retreat or from behind cover.
- The officer returns fire from cover with the second mag - The suspect goes down.
- The officer visually confirms the suspect is down - and then starts a self-tourniquet.
- A.U.FIRE does not stop until the tourniquet is properly applied.

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### 4. A.U.FIRE Scenario - VEHICLE AMBUSH

**Equipment:** Two sim guns, two sim magazines, sim rounds, one sim suit, one gunShot Box, an A.U.FIRE kit for one student, and one tourniquet.

One suspect in a sim suit with a gun but no ammunition ( gunShot box simulates his shots)  
The trainee has a sim gun and two magazines, 3 – 5 rounds each. ( forces mag change)

- The officer is sitting in a patrol vehicle (as if parked and writing reports). The officer is holstered.
- The suspect appears from in front of the vehicle and shoots into the windshield. (use gunShot Box for audible gunfire stress)
- The officer is hit by A.U.FIRE in the primary arm upon first shot from gunShot Box, forcing a cross-draw from the seated position.
- The officer returns fire from the window or behind the driver's door, exits the vehicle, and runs to the back for cover.
- The Officer's sim gun is loaded with 3-5 rounds – resulting in an early slide lock - forcing a mag change on retreat or from behind cover.
- The officer returns fire from cover (behind the vehicle) with the second mag - Suspect goes down.
- The officer visually confirms the suspect is down - and then starts a self-tourniquet while under duress.
- A.U.FIRE does not stop until the tourniquet is properly applied.

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### 5. A.U.FIRE Scenario - DOWNED OFFICER RESCUE

**Equipment:** Three sim guns, two sim magazines, sim rounds, one sim suit, one gunShot Box, an A.U.FIRE kit for one student, and a rescue dummy. Use a weighted body dummy for the downed officer.

**One suspect in a sim suit with a gun but no ammunition (gunShot box is the stressor)**

**Officer #1 has a sim gun but no ammunition.**

Officer #2 has a sim gun with two magazines. Loaded 3 – 5 rounds in each magazine.

- Radio call - The detective was doing a follow-up investigation in Apt #3 and was ambushed; he was shot and paralyzed in the doorway of the apartment.
- The detective is on his radio, saying he can't move; the suspect has retreated into the back of the apartment, out of sight.
- Two officers arrive and see the head and shoulders of the detective in the hallway, the rest of him is inside the apartment doorway.
- The two officers must approach.
- Officer #1 must holster, bend down, and use two arms to lift and pull the detective out of the doorway and back to cover.
- Officer #2 needs to provide cover while Officer #1 makes the rescue.
- Officer #2 must step over the detective and step into the room to act as a body cover for Officer #1 as he starts the rescue.
- When Officer #2 steps over the detective and into the room, the suspect shoots multiple times from deep in the apartment (use gunShot Box for audible stress)
- Officer #2 gets hit with A.U.FIRE in the primary arm, forcing a gun transition to support hand while under fire - Officer #2 shoots back while Detective is being pulled out.
- Once the Detective is pulled out, Officer #2 retreats out of the apartment, providing return fire cover for Officer #1 and the Detective as they get to cover.
- When at the cover, Officer #1 takes the position of cover Officer #2 while Officer #2 puts on a tourniquet under duress.

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### 6. A.U.FIRE Scenario - ACTIVE SHOOTER

**Equipment:** Four A.U.FIRE kits, four tourniquets, four sim guns, four tourniquets,  
Office or school location

4 officers suit up in A.U.FIRE (nobody knows who will get hit)

Use a gunShot Box for audible gunfire stress and driving force to the room.

- Officers are called to a possible Active Shooter incident.
- Officers are searching the building room by room.
- The suspect appears and shoots at officers on approach in the hallway and retreats into a room - gunshots continue inside the room.
- One officer gets hit (by A.U.FIRE) in the hallway, goes down,
- Officer may be required to transition the weapon to support the hand- continue fighting. The suspect flees, officer is forced to self-treat with a tourniquet.
- The remaining 3 officers must leave that injured officer to self-treat and are forced to pursue the suspect into the room where he is shooting more people.
- As the 3 remaining officers make entry into the room, one more officer gets hit with A.U.FIRE. The other officer flanks the suspect and takes him out.
- The officer who is hit in the room must try to transition and continue to fight until the suspect is neutralized, then self-treat by applying a tourniquet.

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