

# CPP.4

## Pistol Weapons Handling



# Safety Rules

1. TREAT EVERY WEAPON AS IF IT WERE LOADED
2. NEVER POINT A WEAPON AT ANYTHING YOU DO NOT INTEND TO SHOOT
3. KEEP FINGER STRAIGHT AND OFF THE TRIGGER UNTIL YOU ARE READY TO FIRE
4. KEEP WEAPON ON SAFE UNTIL YOU INTEND TO FIRE

# Withdraw from the Holster



# Tactical Carry



# Administrative Transport



# Holster Transport



# Service Pistol Condition Codes

**CONDITION 1:** MAGAZINE INSERTED, SLIDE FORWARD, ROUND IN CHAMBER, DECOCKING/ SAFETY LEVER ON

**CONDITION 2:** NOT APPLICABLE

**CONDITION 3:** MAGAZINE INSERTED, SLIDE FORWARD, CHAMBER EMPTY, DECOCKING/ SAFETY LEVER ON

**CONDITION 4:** MAGAZINE REMOVED, SLIDE FORWARD, CHAMBER EMPTY, DECOCKING/SAFETY LEVER ON

# Weapons Commands

- “Make a Condition 3 Weapon” is used to load the weapon, taking it from Condition 4 to Condition 3 by inserting a filled magazine.
- “Make a Condition 1 Weapon” is used to make the weapon ready, taking it from Condition 3 to Condition 1 by chambering a round.
- “Fire” is used to engage targets.

# Weapons Commands (cont.)

- “Cease Fire” is used to cease target engagement.
- “Make a Condition 4 Weapon” is used to unload the weapon, taking it from any condition to Condition 4.
- “Show Clear” is used when a secondary observation is required to verify that no ammunition is present before the pistol is placed in Condition 4.

# Filling the Magazine



# Make a Condition 3 Weapon



# Make a Condition 1 Weapon



# Unload - Cant the Pistol to Remove the Magazine



# Unload - Catching the Ejected Round



# Unload - Observe Slide Going Forward on Empty Chamber



# Show Clear



# Chamber Check



# Checking the Round Indicator



# Checking the Magazine



# Immediate Action

- “TAP” The bottom of the magazine
- “RACK” Pull the slide to the rear and release
- “BANG” Reengage the threat

# Slide Forward: Tap, Rack, Bang



# Shooter-Induced Stoppages With the Pistol

1. Shooter fails to make ready.
2. Shooter fails to take the weapon off safe prior to firing.
3. Shooter engages the safety while firing.
4. Shooter engages the magazine release button while firing.
5. Shooter engages the slide stop while firing.
6. Shooter fails to reset the trigger.
7. Shooter fails to recognize the weapon has run dry and the slide has locked to the rear.
8. Shooter fails to offer enough resistance to recoil.

# Remedial Action

- Seek cover / Move
- Lock the slide to the rear
- Release the magazine from the pistol
- Rack slide 3-4 times
- Insert fresh magazine
- Reengage the threat

# Show Clear Transfer



Pass to Marine  
to Left



Pass to Marine  
to Right

# Condition Unknown Transfer



Pass to Marine  
to Left



Pass to Marine  
to Right