CPP.4
Pistol Weapons Handling
<table>
<thead>
<tr>
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<th>Safety Rules</th>
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<tbody>
<tr>
<td>1</td>
<td>TREAT EVERY WEAPON AS IF IT WERE LOADED</td>
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<tr>
<td>2</td>
<td>NEVER POINT A WEAPON AT ANYTHING YOU DO NOT INTEND TO SHOOT</td>
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<td>3</td>
<td>KEEP FINGER STRAIGHT AND OFF THE TRIGGER UNTIL YOU ARE READY TO FIRE</td>
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<tr>
<td>4</td>
<td>KEEP WEAPON ON SAFE UNTIL YOU INTEND TO FIRE</td>
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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.
• “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

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