

CALIFORNIA HIGHWAY PATROL

GENERAL ORDER 70.5

REVISED SEPTEMBER 2020

MULTI-GUN TEAM

1. PURPOSE. The purpose of this General Order is to establish guidelines for departmental support of competitive multi-gun teams to promote and encourage tactical training and marksmanship of uniformed personnel in the use of all departmental firearms.

2. RESPONSIBILITIES.

a. Academy. The Academy is responsible for the Department-level multi-gun competition which the Weapons Training Unit (WTU) will conduct at the Academy. Members of the Blue and Gold Multi-Gun Teams will be selected from this competition.

(1) The WTU will disseminate a statewide Communications Network message in January each year announcing the Department-level competition for the selection of the Department's Blue and Gold Multi-Gun Team members.

(2) The Department-level multi-gun competition will be held annually during the month of October in accordance with in-service training guidelines contained in Highway Patrol Manual (HPM) 70.13, Departmental Training Manual, Chapter 1, Training Policy.

(3) The WTU will notify the Office of the Commissioner of the Department-level competition scores and submit recommendations, through channels, for final approval to establish 3 different awards: "Top Gun" award for best individual score, "Top Team" award for the new members of the CHP Blue Team, and "Team Trophy" for the highest Division score. The WTU will also submit, for final approval, the names of qualifying departmental personnel selected for the Blue and Gold Multi-Gun Teams based on individual scores.

b. Division Commanders. Division commanders or their designee are responsible for the coordination of Division-level competitions and selection of up to 6 representatives for the Department-level competition. The 6 representatives will consist of 4 competitors and 2 alternates.

(1) Division commanders or their designee are responsible for submitting the names of the Division representatives to the Academy, WTU, no later than August 1 each year. The WTU will then forward the names of all Division representatives to the Office of the Commissioner for final approval.

(2) Division commanders should consider factors beyond the competitive shooting scores established in Division-level matches for qualification to participate in the Department-level competition (e.g., satisfactory job performance, interim reporting and adverse action history, and other factors deemed relevant by Division commanders).

(3) Division commanders are responsible for approving travel expenses incurred while traveling to the Department-level competition, per HPM 11.1, Administrative Procedures Manual, Chapter 2, Travel Advances and Expense Claims.

(4) Division-level competitions will be conducted utilizing only the approved courses of fire, which are:

(a) Triple Nickle (California Highway Patrol Variation) (Annex B)

(b) The Playground (Annex C)

(c) The Rifleman (Annex D)

(d) El Presidente (California Highway Patrol Variation) (Annex E)

(5) Division-level competitions will utilize only the approved Multi-Gun Score Sheet. (Refer to Annex F.)

(6) Division-level competitions shall consist of all 3 of the exercises in the Triple Nickle course of fire, and the Playground course of fire. The combined scores achieved in the Triple Nickle and Playground courses of fire will constitute the final score.

c. Area Commanders. Area commanders or their designee are responsible for the coordination of Area-level competitions and selection of 1 Area representative for the Division-level competition.

(1) Area-level competitions will be conducted utilizing only the approved courses of fire (refer to paragraph 2.b.[4][a] through [d] of this chapter) and the Multi-Gun Score Sheet.

(2) Area-level competitions shall consist of all 3 of the exercises in the Triple Nickle course of fire, and the El Presidente course of fire. The combined

scores achieved in the Triple Nickle and El Presidente courses of fire will constitute the final score.

(3) Area commanders or their designee are to forward the name of their Area representative to the appropriate Division commander no later than May 1 each year.

3. GENERAL.

a. Once the Blue and Gold Multi-Gun Teams are established, the WTU will work with the Office of the Commissioner to determine the number of matches each team will be allowed to participate in on an annual basis prior to the next departmental competition. Official team participation in matches will include a minimum of 4 in-state matches for Blue Team members and 4 in-state matches for Gold Team members.

b. Each team member will be allowed up to 2 days of state time for each of the selected matches. One day of state time will be allowed for the annual team business meeting held at the Academy.

c. Travel for each team member will be allowed to attend selected matches and the annual team business meeting in accordance with HPM 11.1, Chapter 2.

d. State vehicles may be used for travel. If a state vehicle is not available, mileage rates as outlined in HPM 11.1, Chapter 2, will apply. The team captain shall coordinate vehicle usage in order to ensure maximum utilization of seating space.

e. Ammunition in the amount of 1,500 pistol, 1,500 rifle, 400 shotgun (birdshot), 300 shotgun (00 buckshot), and 50 shotgun (slug) per team member will be issued at the annual team meeting. The team captain is responsible for ensuring all expended brass casings are returned to the Academy prior to the next scheduled annual team meeting. Any ammunition not used during the year shall be returned to the Academy by the next departmental competition. Requests for additional ammunition shall be directed to the WTU by the team captain.

f. Support for the Multi-Gun Team shall be the sole responsibility of the Department. No outside sponsorship from any source shall be allowed.

g. Requests for use of the Academy range facility for competition matches, by or in conjunction with the Multi-Gun Team, shall be directed in writing to the Academy.

h. The approved uniform for Multi-Gun Team matches will be blue or tan utility pants, polo shirt (conservative color, other than red), and baseball-style cap. Shirts may be embroidered with the approved California Highway Patrol (CHP) wing and wheel logo and the team member's name on the right chest. Caps should be conservative in color (other than red), and may be embroidered with the approved CHP wing and wheel logo on the front and the team member's name on the back. Wearing of the approved blue utility uniform is also acceptable. No deviation from this uniform policy will be allowed. Any questions regarding this uniform policy should be directed to the WTU.

i. Team members may use their own personal weapons while representing the Department during in-state competitions. The Department will not be held liable for damage to personally-owned firearms or equipment used during these competitions.

4. PROCEDURES.

a. All inquiries regarding participation or eligibility shall be directed to the Academy, WTU.

b. Selection of team members shall be as follows:

(1) Any uniformed employee of the Department interested in engaging in organized competitive shooting may be eligible.

(2) The team shall be selected by tabulating scores fired in the Department-level competition. This competitive course will be an approved course of fire developed by the WTU.

(3) Team eligibility and standing will be determined annually at the Department-level competition held at the Academy.

(4) Weapons to be used when competing in the Department-level competition will be limited to 1 or more of the following:

(a) Sig Sauer M400 tactical rifle

(b) Smith and Wesson 4006 TSW pistol

(c) Remington 870 pump action shotgun

c. A team captain shall be selected by, and be 1 of, the top 4 competitors on the eligibility list. This selection shall be made annually during the team meeting and shall be subject to approval by the Office of the Commissioner.

- d. The team captain shall keep records regarding all Multi-Gun Team activity to include entry forms and scores from any match attended by a team member.
- e. The list of team members shall be kept current by the team captain and compiled from published results of approved matches.
- f. The list of team members shall consist of the top 8 CHP competitors and will be available for review at any time.
- g. Subject to the Commissioner's approval, the 4 competitors with the highest average scores will constitute the Blue Team. The 4 competitors with the next highest scores will comprise the Gold Team.
- h. In the event a member of the Blue Team cannot attend a shoot, an alternate will be chosen from the Gold Team on the basis of their standing on the eligibility list.
- i. If a member on the eligibility list does not wish to participate, the next highest-ranking shooter will be contacted until a list of 8 members has been selected.

OFFICE OF THE COMMISSIONER

ANNEXES A, B, C, D, E, F

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ANNEX A

ANNUAL DEPARTMENT-LEVEL COMPETITION TIMELINES

January 1

Academy, Weapons Training Unit (WTU) submits a statewide Communications Network message announcing the Department-level competition for the selection of the Department's Blue and Gold Multi-Gun Team members.

January 2 - May 1

Area commanders coordinate Area-level competitions and will submit the name of 1 representative to compete in the Division-level competition. The name must be submitted to the appropriate Division commander no later than May 1.

May 2 - August 1

Division commanders coordinate Division-level competitions and will submit the names of up to 6 representatives to compete in the Department-level competition. The names must be submitted to the Academy, WTU no later than August 1.

August 2 - August 31

After receiving the names of all of the representatives from the Division commanders, the WTU will announce in October the date of the Department-level multi-gun competition to be held at the Academy, along with a list of the competitors.

October 1 - October 31

The Department-level multi-gun competition is held at the Academy.

November 1 - November 30

Blue and Gold Multi-Gun Team members are selected and a team meeting is held at the Academy.

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ANNEX B

TRIPLE NICKLE (CALIFORNIA HIGHWAY PATROL VARIATION)

Five targets (Timed Obstacle Qualification Course targets)

Five-second par time

One pistol (5 yards)

Pistol with 2 magazines – 1 magazine loaded with at least 2 rounds, the other with the remaining rounds (10 rounds total)

- Shooter starts with pistol loaded, holstered, hands by side. On timer, shooter draws and fires, primary hand-supported, 2 rounds into each target. Shooter must conduct an out-of-battery reload during the course of fire. All hits in white or gray.

One rifle (10 yards)

Rifle with 2 magazines – 1 magazine loaded with at least 2 rounds, the other with the remaining rounds (10 rounds total)

- Shooter starts at low ready with rifle, loaded magazine with round chambered. On timer, shooter raises rifle and engages targets same as pistol, also with an out-of-battery reload. All hits in white or gray.

One shotgun (7 yards)

- Shooter starts with shotgun at port arms position with 4 rounds loaded in magazine tube, chamber empty, and 1 round in pouch. On buzzer, shooter racks shotgun and engages all targets. Shooter will conduct a combat load to engage last target. All pellets must be in white, gray, or black.

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ANNEX C
THE PLAYGROUND

Two barricades placed 10 yards apart

One Timed Obstacle Qualification Course target set 50 yards in front of each barricade (total of 4 shots at 50 yards)

Four Timed Obstacle Qualification Course targets set 10 yards in front of barricades, equally spaced between barricades (total of 16 shots at 10 yards while moving)

One rifle with 1x20-round magazine

- Shooter starts 10 feet behind the left barricade with rifle at port arms position with magazine inserted into magazine well, bolt forward, and no round in chamber. On timer, shooter chambers a round and moves to the outside of the left barricade and engages left 50-yard target with 1 round from either standing, kneeling, or prone position from the left shoulder (may use barricade for support). Shooter then moves to the inside of the barricade, switching rifle to right shoulder, and engages left 50-yard target with 1 shot. Shooter then begins moving to the right barricade while engaging each 10-yard target with 2 rounds each from right shoulder. All targets must be engaged while on the move. Upon reaching the second barricade, shooter will engage right 50-yard target from the outside of the barricade with 1 shot from right shoulder, then switch to the inside of the barricade and engage right 50-yard target with 1 shot from left shoulder. Shooter will then move back to left side barricade while engaging each 10-yard target with 2 rounds from left shoulder. Upon reaching the left barricade, shooter should have expended last round. All hits must be in white or gray.

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ANNEX D
THE RIFLEMAN

One barricade at 100 yards (2 Timed Obstacle Qualification Course targets)

One barricade at 50 yards (2 Timed Obstacle Qualification Course targets)

One barricade at 10 yards (2 Timed Obstacle Qualification Course targets)

Six targets (combat)

One rifle with 1x8-round magazine

One pistol with 1x6-round magazine

- Shooter starts behind the 100-yard barricade with pistol loaded and holstered with 1 round in the chamber. Rifle is held at port arms position, magazine inserted with bolt forward and no round in the chamber. On timer, shooter racks rifle and engages 2 rounds into each 100-yard target, then moves to the 50-yard barricade and engages each 50-yard target with 2 rounds each. Shooter may use the barricade for support. Shooter grounds safe rifle and draws pistol, moving to the 10-yard barricade and engages the last 2 ten-yard targets with 3 rounds each. All hits must be within white or gray.

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ANNEX E

EL PRESIDENTE (CALIFORNIA HIGHWAY PATROL VARIATION)

Three targets (Timed Obstacle Qualification Course targets)

Five yards

Five-second par time

One pistol with 1x6-round magazine

- Shooter starts with pistol loaded and holstered, 1 round chambered, and hands at shoulder level. On timer, shooter draws to a primary hand-supported firing position and engages targets from left to right with 1 shot, with an immediate follow-up shot on the third target, then working back with 1 shot on each, 2 shots on each target (total of 6 shots). All hits must be in white or gray.

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ANNEX F

MULTI-GUN SCORE SHEET

MULTI-GUN SCORE SHEET	
COURSE OF FIRE: <i>The Playground</i>	
SHOOTER (Name and ID): <i>John Smith, 10 00000</i>	
DATE:	AREA/DIVISION: <i>Hayward/GSD</i>
	RAW TIME:
The raw time is the time shown on timer (penalties will be added to the raw time if applicable)	
FAILURE TO NEUTRALIZE: +5 seconds per target *No hits within the white or gray area of a target	_____ x 5 seconds each Penalty Time:
MISSED TARGET: +10 seconds per target *No hits on target or target does not react	_____ x 10 seconds each Penalty Time:
FAILURE TO ENGAGE: +15 seconds per target *No attempt made to engage target	_____ x 15 seconds each Penalty Time:
FAILURE TO DO RIGHT: +20 seconds per target *Failure to follow directions outlined in course of fire	_____ x 20 seconds each Penalty Time:
The total time is the raw time with all applicable penalties added to it.	TOTAL TIME:
Range Officer (NAME & ID):	

MULTI-GUN SCORE SHEET	
COURSE OF FIRE:	
SHOOTER (Name and ID):	
DATE:	AREA/DIVISION:
	RAW TIME:
The raw time is the time shown on timer (penalties will be added to the raw time if applicable)	
FAILURE TO NEUTRALIZE: +5 seconds per target *No hits within the white or gray area of a target	_____ x 5 seconds each Penalty Time:
MISSED TARGET: +10 seconds per target *No hits on target or target does not react	_____ x 10 seconds each Penalty Time:
FAILURE TO ENGAGE: +15 seconds per target *No attempt made to engage target	_____ x 15 seconds each Penalty Time:
FAILURE TO DO RIGHT: +20 seconds per target *Failure to follow directions outlined in course of fire	_____ x 20 seconds each Penalty Time:
The total time is the raw time with all applicable penalties added to it.	TOTAL TIME:
Range Officer (NAME & ID):	

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