

South of the River Guns

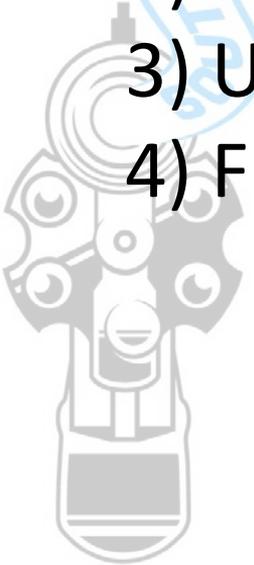
Oleson Enterprises LLC

MN Conceal/Carry Permit Course



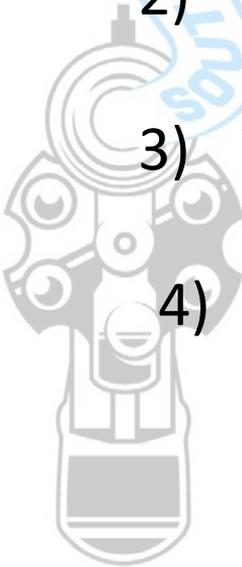
Course Overview

- 1) Safety, Basic Firearm, and Ammo
- 2) Carrying
- 3) Use of Force
- 4) Final Thoughts to Consider While Carrying



Safety

- 1) Treat ALL firearms as if they are loaded
- 2) NEVER point the muzzle of a firearm at anything you are not willing to destroy
- 3) Your finger should remain straight and OFF the trigger until you intend to shoot
- 4) Identify your target and what's beyond it



Which Type of Firearm Should I Carry

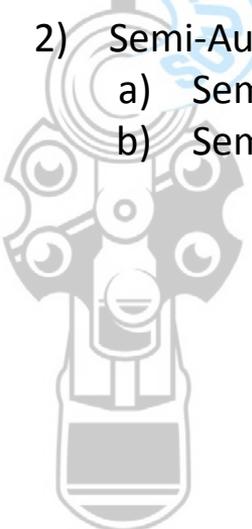
There are Two Types of Commonly Carried Firearms

1) Revolver

- a) The revolver consist of a Frame, Barrel, Cylinder, Hammer, and Trigger
- b) Revolvers do not have any type of mechanical safety

2) Semi-Automatic

- a) Semi-Automatics consist of a Frame, Barrel, Slide, Hammer, and Trigger
- b) Semi-Automatics may or may not come with a mechanical safety





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Different looks, same principles

All pistols have the same major components: frame, barrel, and action parts such as the trigger; hammer/striker; slide (semi-automatic pistols) and cylinder (revolvers.)



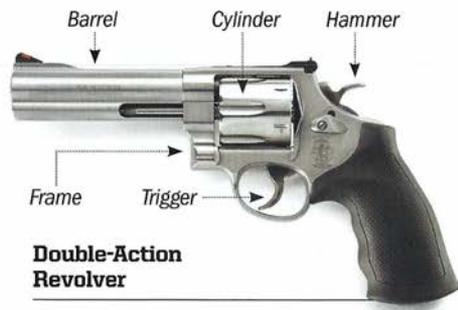
Single-Action Semi-Automatic



Double-Action Semi-Automatic



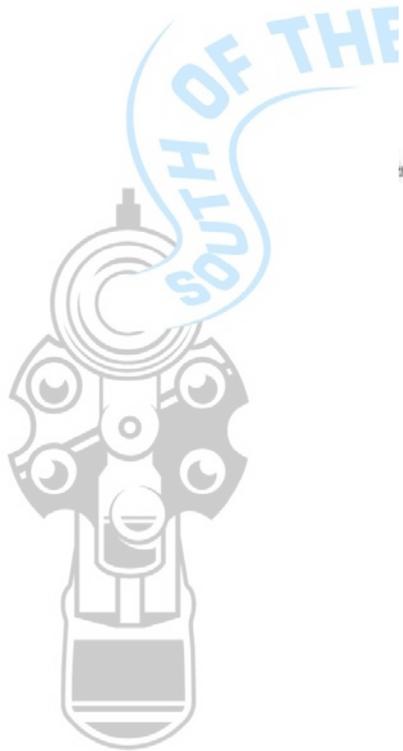
Single-Action Revolver



Double-Action Revolver

Semi-Automatic Pistol Components

While the location and function of some features may vary, nearly all Semi-automatic pistols share these Components, or a variation of them. Revolvers add a cylinder to hold Cartridges, instead of a magazine.



Pistol Components

All pistols share a number of similar components, including a **trigger mechanism** that releases a spring-powered hammer or striker to fire the cartridge. (Technically, cartridge ignition occurs as a result of the strike of the **firing pin**, which may be integral with the hammer or striker, or a separate piece that is pushed forward by the **hammer** or **striker**). Virtually all pistol actions have one or more safety mechanisms. In addition, specific action types have a variety of components to close and/or lock the breech: a slide in semi-automatic pistols, a bolt in bolt-action pistols, and so on. In revolvers, the breech is closed not by a separate component, but by a part of the frame called the recoil shield.

Revolver actions also include the cylinder, which has chambers that hold the cartridges, as well as the mechanism used for cylinder rotation.

The central component of most pistols is the **frame**, which contains the action parts, and to which are attached the stocks or grips and the barrel or barrels. Modern pistol frames are made of steel, aluminum, titanium and, ever more frequently, polymer materials.

The **barrel** is a tube through which the bullet is propelled. In pistols, this is usually made of

steel, and the hole through the tube, the **bore**, has spiral rifling, which spins the bullet for stability and accuracy. **Rifling** is formed by creating shallow **grooves** in the bore surface; the slightly raised areas between the grooves are called the **lands**. At the rear, the bore enlarges to form the **chamber**, which accepts a particular cartridge. The forward end of the barrel is the **muzzle**. Most pistol barrels range from 2" to 15", but may be any length.

Many modern semi-autos also have **loaded chamber indicators**. The simplest type consists of a notch machined into the top rear of the chamber which allows the cartridge rim to be seen, if present, in the chamber. Checking for a loaded chamber/firearm in these systems requires adequate light to see down into what is generally a small opening. Alternative methods overcome this low-light/no light deficiency by being both visual and tactile. These systems use either an independent lever, or add a small amount of material to the external part of the extractor so that they protrude above the surrounding surface of the slide when a cartridge is in the chamber.

Trigger is a term used to denote both the entire mechanism that releases the part of the action (most commonly a hammer or striker) that causes the cartridge to be ignited, as well



as the curved finger-piece that is pulled to fire.

With some firearms, such as single-action revolvers, the trigger directly releases the cocked hammer when it is pulled. In other types of trigger mechanisms, however, the trigger releases the spring-loaded hammer, firing pin or striker through an intermediary mechanism, such as a sear or trigger bar. Different action types have a variety of trigger mechanisms.

In general, firearm **safety mechanisms** can be active (the safety mechanism must be intentionally activated and deactivated by the shooter) or passive (the safety mechanism functions more or less automatically). Most commonly, active safety mechanisms take the form of a lever, sliding button, etc. that can manually be moved to a "safe" position to prevent firing, and a "fire" position to allow the gun to be discharged.

Passive safeties can take many forms, such as grip safeties that prevent firing unless the gun is properly gripped. Some other passive pistol safety mechanisms prevent the hammer from contacting the firing pin, or the firing pin from contacting the cartridge, unless the trigger has been pulled fully rearward.

Alternatively, many double-action semi-automatic pistols have decocking mechanisms instead of safeties. **Decockers** serve to safely drop the cocked hammer to the "down" position.

Remember, safeties are mechanical devices and can fail. Always follow the Fundamental Rules for Safe Gun Handling.

Breech Closing/Locking Mechanisms

In conventional semi-automatic pistols, the breech is closed and locked by a component called the slide, which rides on horizontal

rails in the frame, and which has a flat vertical face which is positioned directly to the rear of the chamber, closing the breech. In some designs, the slide is locked to the barrel, resulting in a locked breech. Revolvers have no separate breech closing or locking mechanism. Instead, behind the cylinder is a flat face in the frame, the recoil shield, which supports the head of the cartridge in the chamber that is aligned with the firing pin and the barrel. Other pistol types have their own methods for closing or locking the breech.

Types of Pistol Actions

The great majority of pistols that will be purchased for hunting, plinking, self-defense or target work will be of conventional revolver or semi-automatic pistol design. Revolver actions can be further subdivided into single-action and double-action types, while semi-automatic pistols are offered in a variety of different action designs, including single-action, traditional double-action and double-action-only. These action types will be discussed in detail in the following chapters.

For some hunting or target activities, pistols of other action types may be preferred. Break-action pistols consist of a frame that houses the action parts, and a barrel or barrels attached to the frame by way of a hinge pin or pivot pin. This design allows the action to be opened for loading or unloading by pivoting the barrel(s) downward or, less frequently, to the side. Most such guns have a manually-cocked external hammer. Because of their strength and accuracy, some break-action pistols are chambered for rifle cartridges and often have barrels 14 in. or longer.



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A special category of the break-action pistol is the derringer, well-known to viewers of Western movies and TV shows. This is a light, small, short-barreled arm with one or two barrels, an external manual hammer, and a latch that releases the barrel to be pivoted downward or to the side. Derringers typically are chambered for pistol rounds.

Bolt-action pistols function in the same manner as bolt-action rifles. The receiver is usually tubular, with the barrel attached at its forward end. Inside the receiver is a bolt with protruding locking lugs that engage lug seats in the receiver. Turning the bolt both cocks the spring-loaded firing pin, and also rotates the locking lugs out of engagement, allowing the bolt to be pulled to the rear for extraction and loading. The receiver and barrel are mounted into a separate mid- or rear-grip stock.

Bolt-action pistols usually have long barrels and are most often chambered for rifle cartridges. Except for those used in target sports requiring iron sights, most bolt-action pistols are intended for long-range use, and thus are usually fitted with telescopic sights.

Additional pistol action types include cannon-breech and multiple-barrel systems. The operation of each type of pistol can be found in that gun's owner's manual.





Loading

Loading means filling an empty gun with cartridges. This process involves, first, loading the empty magazine and then inserting the magazine into the gun and feeding a live cartridge into the chamber.

Loading the Semi-Automatic Pistol Magazine

①



The magazine should be grasped by the fingers of the support (non-firing) hand, with the top of the magazine facing upward and the front of the magazine oriented toward the firing hand. The firing hand picks up a live cartridge and brings it to the top of the magazine, with the case head facing the magazine and the bullet pointing away from the magazine.

②



The case rim is used to depress the magazine follower slightly, and the cartridge is then slid under the feed lips of the magazine all the way to the rear.

③



The case rim of the next cartridge to be loaded depresses the top of the magazine follower, and itself is slid under the magazine feed lips. This process is repeated for each cartridge until the magazine is loaded.

④



Finally, the shooter should slap the rear of the loaded magazine sharply, to ensure that all cartridges are positioned to the rear of the unit, for proper feeding.





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▼ Loading Semi-Automatic Pistols



1

The pistol is grasped with the firing hand, with the trigger finger outside the trigger guard, straight along the frame.



2

With the pistol pointing in a safe direction, the non-firing hand brings the magazine to the magazine well in the butt of the gun, and inserts the magazine fully. The magazine must be inserted in the proper orientation, with the bullets facing forward. Normally, a click is heard when the magazine is fully seated.



3

The shooter may also slap the floorplate or basepad to ensure proper seating.



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Unloading

Left-handed shooters operating right-handed guns will have to depress the magazine release button either with the tip of the trigger finger, or with the fingers of the non-firing hand. Note that some semi-automatic pistols (mostly older models) do not have a magazine release near the trigger guard, but instead feature a latch at the rear of the magazine well, typically operated by the non-firing hand.

▶ Unloading a semi-automatic pistol



To unload a semi-automatic pistol, first ensure that it is pointed in a safe direction. Remove the trigger finger from the trigger and place it outside the trigger guard, alongside the frame.



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Next, press the magazine release button to drop the magazine from the gun. In most modern pistols, this button is located to the rear of the trigger guard, near the firing-hand thumb. As with other pistol controls, some firearms offer ambidextrous magazine releases that are equally convenient for both right- and left-hand users.



Once the magazine is removed from the pistol, it is still necessary to extract the live cartridge from the chamber. With the pistol kept pointed in a safe direction, and the trigger finger still outside the trigger guard, use the support hand to sharply retract the slide fully to the rear. This will extract the live round from the chamber and eject it. Do not attempt to catch or capture the cartridge flying out of the ejection port. At this time, with the slide fully rearward, visually inspect the chamber to ensure that it is empty.



If further shooting is anticipated, the pistol may be left on the shooting bench with the slide locked open and the magazine removed. On the other hand, if the firearm is to be put back into its case, the slide should be eased forward and, while the gun is pointed in a safe direction, the hammer should be dropped either by operating the decocker or by pulling the trigger on the empty chamber.

CLEARING COMMON PISTOL STOPPAGES

Though modern repeating pistols offer far greater reliability than their predecessors, they are still machines and thus can malfunction. An occasional jam is a minor annoyance for a casual plinker, but may cost a target shooter a win, or have even more dire consequences for a person who owns a pistol for protection. Thus, the ability to quickly recognize and resolve a stoppage is a skill every pistol shooter should possess.

Normal Primer Indentation



Light Strike



Most pistol stoppages are related to ammunition problems, including improperly made reloaded ammunition or, with semi-automatic pistols, factory ammunition too weak to cycle the action. Some semi-automatics also are finicky regarding the feeding of different bullet shapes and cartridge lengths, so various loads may have to be tested to find one that fires and functions reliably in a particular gun. Persistent reliability problems may indicate a gun problem that must be addressed by a gunsmith.

Stoppages can also be caused when the gun is dirty, rusty, poorly-maintained, or simply worn or damaged through frequent use (see *Cleaning and Maintaining Your Pistol*). Always follow the manufacturer's recommendations regarding the replacement of parts that can wear out or fatigue, such as recoil springs.

Failure To Fire

A failure to fire occurs whenever the hammer or firing pin falls on a loaded chamber (or what is thought to be a loaded chamber) and the gun does not fire. This type of stoppage can occur with any kind of pistol.

▲ **Light Strikes** A faint firing pin indentation can result in a failure to fire, and may indicate a problem with the pistol.





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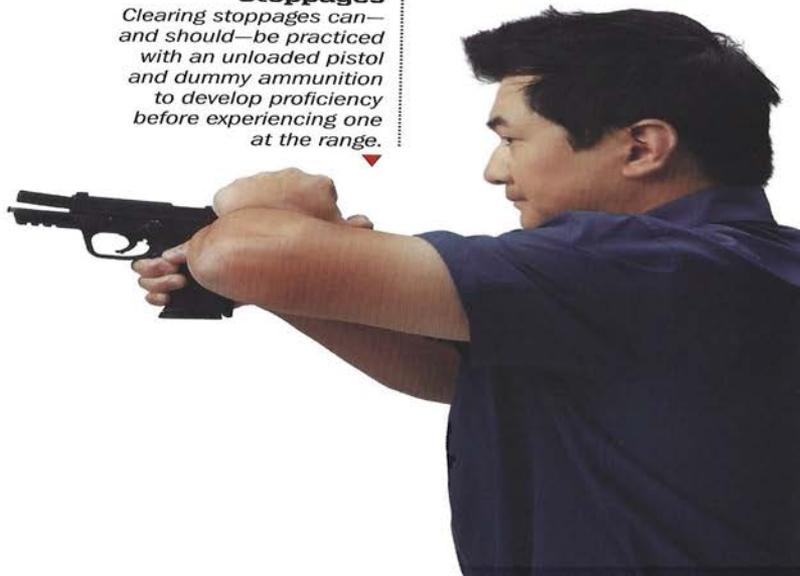
With a revolver, a failure to fire can occur when all the cartridges in the cylinder have been fired, or when the hammer has fallen on an empty chamber. Similarly, when a semi-automatic pistol fails to load the top cartridge in the magazine into the chamber, a failure to fire can take place when the hammer or firing pin falls on an empty chamber.

If the hammer or firing pin of a pistol falls on a live cartridge and fails to fire it, the most common problem is the ammunition used—a “dud” cartridge, a hangfire or misfire (see Chapter 8: Ammunition Fundamentals). The recommended procedure is to wait 30 to 60 seconds with the muzzle pointed downrange, in the event that the condition you are experiencing is a hangfire. In situations in which this is not practical, as in a defensive encounter, the shooter should simply pull the trigger again, if that is possible with the particular pistol. With a revolver, this will bring a fresh (and hopefully functioning) cartridge in line with the firing pin. With a double-action semi-automatic, a second firing pin hit on the primer may discharge the cartridge.

A persistent failure-to-fire problem, especially when good-quality factory ammunition is used, may indicate a problem with the pistol, such as a broken firing pin. Examination of the primers of both the functioning and non-functioning cartridges for proper firing-pin indentation could reveal if this is the case. Generally, a failure-to-fire condition that is not ammunition-related requires the attention of a gunsmith.

Practice Clearing Stoppages

Clearing stoppages can—and should—be practiced with an unloaded pistol and dummy ammunition to develop proficiency before experiencing one at the range.





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SPECIFIC SEMI-AUTOMATIC PISTOL STOPPAGES



▲ **Failure To Go Into Battery**

This stoppage occurs when the slide does not return all the way forward and the cartridge is not fully seated in the chamber. Usually the slide is left about 1/8 inch to 1/4 inch short of going into battery.

Most commonly this type of stoppage is caused by a round that gets jammed on the feed ramp leading into the chamber, or by an oversize or over-length cartridge. On occasion, failure to go into battery can also be produced by an excessively dirty chamber.



▲ **Failure To Eject**

In this condition, the fired case is extracted at least partially from the chamber, but is not completely ejected from the pistol. The fired case may remain inside the slide, possibly becoming jammed into the chamber, or it may be partially protruding from the ejection port, a condition known as a stovepipe stoppage.

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TAP, RACK AND ASSESS DRILL

Just about all semi-automatic pistols can be cleared of all three of the above stoppages—failure to go into battery, failure to fire, and failure to eject—using a single immediate action drill consisting of three steps, referred to as tap, rack and assess.



1 When a stoppage occurs, your trigger finger should be removed from the trigger. Next, tap the base of the magazine with the palm of the support hand to ensure it is fully seated.



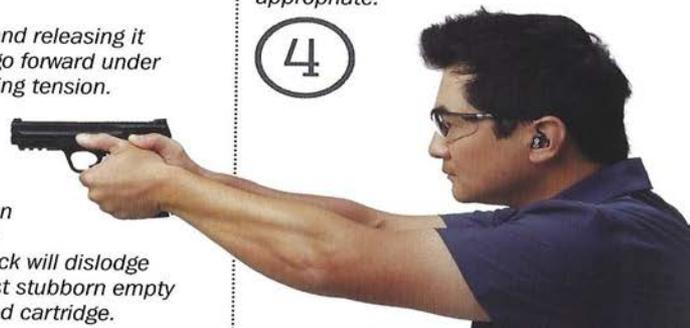
2 Then, invert the pistol by rotating the ejection port towards the ground, and rack the slide vigorously by pulling it all the way to the rear ...



3 ... and releasing it to go forward under spring tension. Inverting the pistol before racking the slide and shaking the gun while the slide is held fully back will dislodge all but the most stubborn empty case or jammed cartridge.

Finally, reassume the shooting position, assess the target area downrange, and resume firing, if appropriate.

4





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SPECIFIC REVOLVER STOPPAGES

◀ Failure To Eject Cases From The Cylinder

Difficulty in ejecting fired cases from a revolver cylinder may result from oversized or high-pressure cartridges, dirt in the chambers or roughly machined chambers. When rapid reloading is necessary, the action to be taken to overcome this is to hit the ejector rod again with greater force. Be careful to strike in a straight line with the rod to prevent bending it with an off-axis strike. If this problem is encountered during practice sessions, a gunsmith's assistance should be sought to eliminate it.

Gun Cleaning Kit

Available at any gun shop as well as sporting goods, hardware and large discount stores, a gun cleaning kit will include, at a minimum:

- Cloth patches
- Cleaning rod and cleaning rod attachments (including a bore brush and tips to hold patches)
- Small brush for cleaning gun crevices
- Gun solvent (bore cleaner)
- Gun oil
- Soft cloth



Firearm Maintenance

A gun that is regularly fired accumulates dirt, powder residue and other foreign matter, all of which can make it more prone to stoppage, wear and corrosion. Even a firearm that is left untouched on a shelf or in a drawer can accumulate sufficient dust and dirt to affect functioning. Responsible gun owners understand that removing such material is critical to ensure gun reliability and readiness. A gun that is properly maintained at regular intervals—including regular cleaning, inspection and lubrication, as well as a periodic gunsmith checkup—will function more reliably, shoot more accurately and last longer than one whose care is neglected.

Every gun owner should have a gun cleaning kit. Make sure that any such kit, or any individual cleaning rod, jag (a tip designed specifically to hold a cleaning patch) or bore brush is the proper size for your pistol's caliber. Also, select patches of the proper size.

Additionally, you need safety glasses to protect your eyes from cleaning solvents and spring-loaded parts that may be inadvertently released from your gun. Also recommended are thin rubber gloves to protect your skin from exposure to solvents, lubricants, firing residues and lead particles. Be sure that your gun-cleaning area has good ventilation, and do not eat, drink or smoke while performing firearm cleaning or maintenance.

In most cases, the owner's manual will present only basic disassembly instructions for general cleaning and maintenance; further gun disassembly by the owner is usually discouraged. However, dirt and powder residue collects in interior action areas that can be accessed only by complete disassembly. A partial cleaning of these inaccessible areas may be achieved by flushing the action with gun cleaner or a solvent that leaves no residue, such as brake cleaner. The solvent is sprayed into the action in such a way as to allow the excess to drain freely (such as with the stocks removed), dissolving and flushing away loosened dirt and residue.



NO AMMUNITION IN THE GUN CLEANING AREA

Remove all ammunition from the room before beginning to clean any firearm.



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Cleaning Semi-Auto Pistols



The first step in cleaning your firearm is to ensure that it is unloaded. No ammunition should be in the cleaning area.



Next, disassemble your firearm according to the instructions in the owner's manual for the gun. If you do not have an owner's manual, you can usually obtain one from your gun's manufacturer. Also, a professional gunsmith may be able to show you how to disassemble your gun.



Attach the bore brush to the cleaning rod and moisten it with gun cleaning solvent. If possible, use a dropper or spray to put solvent onto the brush; avoid dipping the brush in the solvent, as this contaminates the clean solvent with dirt and grit that may be on the brush.



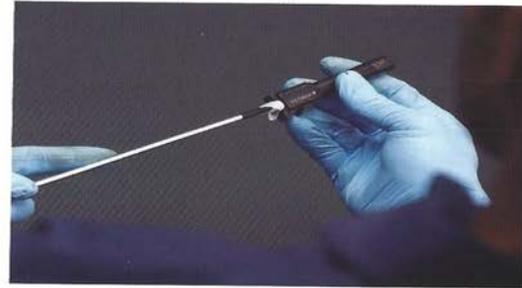
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Push the brush all the way through the bore, then pull it back through. Do not try to reverse direction with the brush still in the bore. Run the brush through the bore about 10-15 times, adding solvent to it as necessary.



Attach the jag to the cleaning rod and push a patch moistened with solvent through the bore. This patch will come out quite dirty with the material that was loosened by the solvent and the bore brush.



Run several dry patches through the bore. These should come out progressively cleaner, until virtually no fouling is visible. If the patches keep coming out somewhat dirty, repeat the cleaning process as outlined previously. Visually check the bore for any remaining fouling, lead or powder residue.



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Cleaning Your Pistol



To clean a pistol frame, dip a nylon brush in gun cleaner and use it to remove carbon and other debris. Use special care to not dislodge any springs that might be exposed.



In cleaning a revolver, the cylinders are cleaned with the bore brush and patches using much the same technique as is employed in cleaning the bore.



Once the bore is clean, residue must be removed from other gun surfaces. Use a solvent-soaked patch, cotton swab or toothbrush, as appropriate, to loosen and remove powder residue and other matter from working surfaces.

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On a semi-automatic pistol, such surfaces include the interior of the slide, the slide and frame rails, and the exterior barrel surface. On a revolver, such surfaces include the crane, frame, and any action parts that are accessed by the removal of the stocks.



Finally, reassemble the pistol and wipe it with a soft, lightly oiled cloth.



Maintenance of semi-automatic pistol magazines is critical for proper pistol functioning. Most magazines are designed to be disassembled; instructions should be in your owner's manual. Once the magazine is disassembled, remove dirt and powder residue from the inside of the magazine body using a brush and patches.



Ammunition and the Anatomy

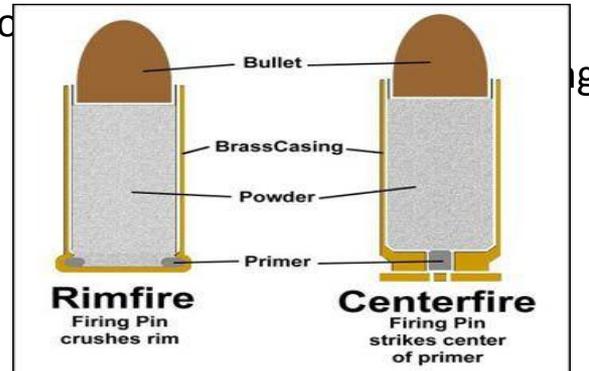
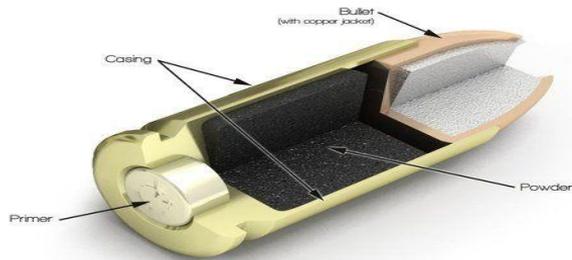
- 1) There are 2 types of ammunition commonly used
 - a) Ball which is great for plinking/practicing and commonly referred to as FMJ (full metal jacket)
 - b) Hollow Point which is what's considered a defensive round. The bullet (projectile) expands on impact expelling its e



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The 4 components to every cartridge

- 1) Primer = this is what the firing pins strikes causing the spark that ignites the gun powder.
- 2) Powder = which in the beginning they all used black powder now they use a fast burning smokeless powder with a combination of nitrocellulose and nitroglycerin.
- 3) Case = most cases are made of brass but some are steel and nickel plated. This holds the primer in it's base and houses the powder.
- 4) Bullet = also referred to as a projectile



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Shooting Fundamentals

1. Standing shooting positions
2. Proper grip
3. Sighting in
4. Trigger control
5. Defensive shooting



2 Common Shooting Standing Positions

1) The **Isosceles Position** = the feet are placed about shoulder width apart and the feet and shoulders are square with the target. The knees are slightly bent and the weight is slightly forward on the balls of the feet. The firearm is gripped with both hands and arms are both extended but the elbows are not locked.

2) The **Weaver Position** = the feet are at shoulder width and square with the target. The legs are straight or slightly bent at the knees, weight is equally distributed on the balls of the feet, the back is straight or leaning slightly forward. Extend the firing arm fully forward but do not lock the elbow, keeping the



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Proper Grip

Grasp the firearm behind the muzzle with your support hand. (Left hand if right handed) Make a “Y” with your thumb and fingers with your firing hand. Place the backstrap firmly in the web of your firing hand. (Keeping your firing finger straight and off of the trigger) The remaining fingers rap around the pistol grip. With your support hand bring the heel of your support hand into the grip. Lift up the firing hand thumb so the support hand tucks in. Then with support hand keep thumb pointing forward and the rest firing thumb over support hand thumb keeping both thumbs forward. With a revolver we will do



thumb nail
thumb over support



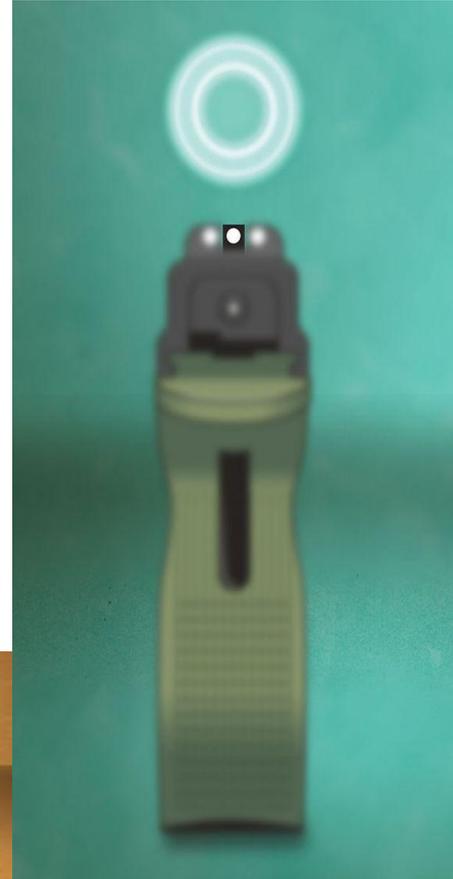
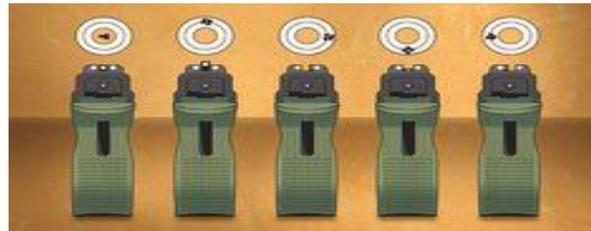
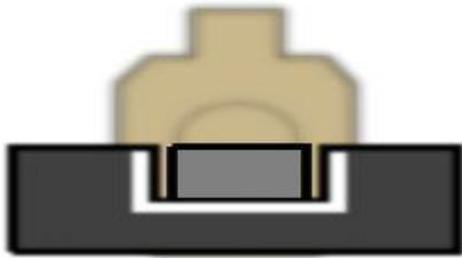
Sighting In

This is the relationship between the front sight and the rear sights.

Place the front sight in between the rear sights being the same height with the same light in between them.

Place the front sight on the target where you want the bullet to hit.

Shoot with both eyes open or close the non-dominant



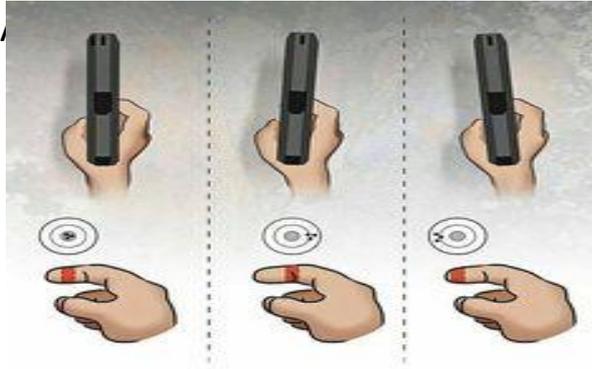
Trigger Control

Use the center of the pad on your trigger finger not the first joint.

Apply constant, steady, and even pressure to the trigger. Squeeze don't pull the trigger.

Keep your finger on the trigger while you are on target.

When off target your finger comes off of the trigger and lays straight.



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Defensive Shooting

You probably won't have the time to aim traditionally so you will need to practice point aiming. Identify the target/threat and what's behind it. Keep both eyes open as you engage. FBI stats say the average gunfight includes three rounds fired over three seconds from a distance of



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Storage and Safety

MN Statute 609.666 Subd. 2. Access to firearms

A person is guilty of a gross misdemeanor who negligently stores or leaves a loaded firearm in a location where the person knows, or reasonably should know, that a child is likely to gain access, unless reasonable action is taken to secure the firearm against access by the child.

Safes are readily available and come in all shapes and sizes. There is never a reason to not have a safe. If you can afford a firearm you can afford a safe. The days of a nightstand firearm are gone. If that's where



BEST GUN SAFETY



le o

screws



Gun locks are provided for free when you purchase a firearm. They come right in the box. If you've been given a firearm or inherited it you can go to any gun store and they will give them to you for free. Not as safe and secure as a safe but provides a mild level of protection to children.

Doesn't help much if your house is broken into since they can



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Treat all firearms as if they are loaded.

Never point the muzzle of a firearm at anything you are not willing to destroy.

Your finger should remain straight and off the trigger until you intend to shoot.

Identify your target and what's beyond it.



Mindset When Carrying

- 1) MN is an Open and Concealed Carry State
 - a) Open Carry = in MN it is lawful for you to go about your daily activities while having your firearm holstered on your hip for everyone to see.
 - Pros to open carry are simple. You look like a bad ass gunslinger ready to dish out justice where it's needed.
 - Cons to open carry is the way you are perceived. You have showed your hand everywhere you go. The bad guys know what you're capable of. You may not be welcome in places you normally would be. In this social climate you may be approached and provoked where you normally wouldn't be. You may have people call the police and their description of what you were/are doing may not be accurate but now you have to prove it.



b) While carrying you are held to a higher standard

- While carrying you are held to a higher standard.
- Every confrontation you are in while armed is an Armed Conflict.
- Everything you do or say will be perceived differently when carrying a firearm.
- There is never a good reason to tell anyone you carry. If you want to brag then brag about the great wife/husband you have not that you have a gun. If something really goes bad and all those in your group know you carry they may

c) The best method of resolving a conflict is to avoid the conflict in the first place.

- The permit to carry doesn't make you a crime fighter.
- Carrying a firearm to areas that you normally wouldn't go is NOT ok. You will be asked what business you had there.
- In MN your first duty is to retreat if it is safe to do so.
- Trust your gut or the hair on the back of your neck. If something doesn't feel right it probably isn't. Just Leave! Don't wait for something to happen. Nothing is worth your life or the lives of your loved ones.



- Don't act, walk, or talk like a victim. Stand tall look people in the eye and be heard. Make your voice clear and concise. Bad people can spot the weak just by your posture and how you carry yourself. Think about your circle of friends. Which one's slouch, don't look you in the eyes/look down, speak softly?
- Be aware of your surrounds ALWAYS. Know where the exits are at all times.

d) There are 5 colors of awareness
(Not just on planes)

- White = You are unaware and ready to be a victim
- Yellow = You are situationally aware of what's going on around you always.
- Orange = You recognize a potential threat
- Red = You are ready to fight
- Black = You are in the fight

e) Getting Pulled over

- Turn car off including the radio
- Roll down both windows
- Have license, insurance, and permit in hand
- Have hands at 10 and 2 on steering wheel
- Be friendly and don't lie
- If asked if you're armed answer without moving hands



- If movements are needed ask for permission
- You are required to carry your permit on you at all times with a valid government issued photo ID.
- A friendly, positive attitude will go a long way when talking to the police.
- If directly questioned by law enforcement you are required to speak the truth,



SOUTH OAK

Use of Force

- a) Reasonable Force also known as legal force, is the appropriate amount of force necessary for a person to protect himself or another person from harm. Appropriate force should not exceed the amount of force necessary in a given situation as determined by a reasonable and objective observer. Reasonable force, up to and including lethal force, can be used as a defense in court.
- b) Know when to use your firearm

1. A criminal adversary must have or reasonably appear to have

- **Ability** to inflict serious bodily injury.
- **Opportunity** to inflict serious bodily injury.
- **Intent** indicated that the adversary means to place you in jeopardy of death or serious bodily injury.



c) Legal use of force in MN

1) Four criteria must **ALWAYS** be met to be justified in the use of lethal force.

- You **must** reasonably be in immediate fear of great bodily harm or death to yourself or another.

MN Statute 609.02 Subd. 8.

"Great bodily harm" means bodily injury which creates a high probability of death, or which causes serious permanent disfigurement, or which causes a permanent or protracted loss or impairment of

- the function of any bodily member or organ or other serious bodily harm. You **must** be a reluctant participant.
- You **must** have no reasonable means of retreat.
- **No lesser force would suffice, lethal force was a last resort.**
- You may threaten or use lethal force on behalf of another, without their permission, as long as you know **all four** conditions are present the entire time you are threatening or using lethal force. **Be very careful with this one.**



d) Castle Doctrine vs Stand your Ground

- Castle Doctrine = A legal doctrine that allows a person to use deadly force in protecting his/or home and inhabitants from an attack by someone intending to inflict serious bodily harm.
- Stand your ground = A person facing a violent attack, in fear of serious bodily injury or being killed, may use any amount of force necessary to defend himself even if deadly force is needed. The purpose of stand your ground laws is to protect people from criminal prosecution for using force in self-defense.
- MN is a Castle Doctrine state.
- You cannot defend personal property.
- Your car and pets are personal property.
- You are not required to retreat from your home.
- Domicile: A dwelling place, place of residence, home and a person's fixed, permanent, and principle home for legal purposes. (This includes your garage if it's attached with entry to the home.)





- Examples of felony acts include: breaking and entering, burglary, robbery, kidnapping, rape, arson, and murder.
- Things to consider in protecting your home: know the layout of your home and what your firearms are capable of penetrating when it comes to interior walls. If you need to clear your home, search every inch even if you think someone couldn't possibly hide there. Sometimes your best option is to lock you and your family in one room in a good defensive position. Call 911 and wait.
- **609.065 JUSTIFIABLE TAKING OF LIFE.**

The intentional taking of the life of another is not authorized by section 609.06, except when necessary in resisting or preventing



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Following a Shooting

- You are required by law to **call 911**, summoning police **AND** medical assistance for anyone injured including the attacker.
- Give the location details to the best of your ability
- Keep in mind the call is recorded and you may not be in a rational state of mind.
- If the scene is safe holster your firearm before the police arrive.
- It is acceptable to leave the scene if it is unsafe, as long as you report the incident to 911 immediately.
- When police arrive move slowly, communicate what you are doing and follow their commands.
- Law enforcement will likely not know who the victim is upon arriving at the scene.
- Briefly explain the circumstances: “I was attacked, feared for my life and had to defend myself. I will make a full and complete statement after I talk to my attorney. Until then I will remain silent.”
- During a lethal conflict you may experience:



In an article written by Dr. Laurence Miller discussing his book “The Psychology of Deadly Force Encounters: Science, Practice, and Policy” he explains what Law Enforcement Officers go through during and after a deadly force encounter.

Dr. Miller states under emergency life and death circumstances, the human brain takes extraordinary measures to allow its owner to survive. (Commonly referred to as Fight or Flight)

Most officers who have been involved in an officer-involved shooting have described one or more alterations in perception, thinking and behavior that occurred during the event. Most of these can be interpreted as the natural adaptive defensive reactions of a nervous system that is conserving energy and allocating resources under extreme cognitive and emotional demand.

Perceptual and cognitive distortions during the episode include alteration in time perception, with events seeming to speed up or slow down. Many officers report sensory hyperfocus – “tunnel vision” or “auditory exclusion” – in which he or she is sharply focused on one particular aspect of the visual field or set of sounds, typically, the suspect’s weapon or voice, while blocking out everything in the perceptual periphery. The volume, intensity, or sharpness of perceptions may be blunted or enhanced, most commonly involving gunshots muffled into faint pops or a distant voice amplified into a blaring shout.

Unlike TV and movie cops, real-life officers rarely take a deadly force episode lightly. Even in legally justified and administratively cleared shooting, some officers undergo a period of cognitive and emotional destabilization, including rumination, impaired sleep, and sometimes physical symptoms like headaches and stomach upset. Virtually all, however, recover within a few days and are ready to return to work. Many agencies require a post-critical incident psychological evaluation before returning an officer to duty and many agencies try to provide for additional mental health counseling where needed.

In the case of a contested deadly force incident, however, the seismic pressure on an officer accused of such misconduct can be intense, as he or she may face months, if not years, of multi-agency investigations, civil litigation, criminal prosecution, career dissolution, financial destitution, media condemnation, and family disruption. Under these circumstances, special clinical and legal strategies mediated by qualified professionals may be essential to helping that officer maintain sanity and focus on a positive outcome.

You, **the victim**, will most likely experience:

Emotional trauma, PTSD, shock and shock decompression, isolation, fear, bewilderment, and you may struggle with this on a deep spiritual level.

609.205 MANSLAUGHTER IN THE SECOND DEGREE.

A person who causes the death of another by any of the following means is guilty of manslaughter in the second degree and may be sentenced to imprisonment for not more than ten years or to payment of a fine of not more than \$20,000, or both:

- (1) by the person's culpable negligence whereby the person creates an unreasonable risk, and consciously takes chances of causing death or great bodily harm to another; or*
- (2) by shooting another with a firearm or other dangerous weapon as a result of negligently believing the other to be a deer or other animal; or*
- (3) by setting a spring gun, pit fall, deadfall, snare, or other like dangerous weapon or device; or*
- (4) by negligently or intentionally permitting any animal, known by the person to have vicious propensities or to have caused great or substantial bodily harm in the past, to run uncontrolled off the owner's premises, or negligently failing to keep it properly confined; or*
- (5) by committing or attempting to commit a violation of section [609.378](#) (neglect or endangerment of a child), and murder in the first, second, or third degree is not committed thereby.*

If proven by a preponderance of the evidence, it shall be an affirmative defense to criminal liability under clause (4) that the victim provoked the



Criminal and Civil Charges

- The state will decide whether you will be charged or not.
- Attorneys are very expensive. AOR (Attorneys on Retainer) is one company that provides carry insurance.
- Have an attorney programmed into your phone.

Drinking and Carrying

- **DON'T**
- **DON'T**
- It is a crime to carry a firearm with a blood alcohol content of .04 or higher.
- BAC between .04 and .10 permit is suspended for 180 days.
- BAC greater than .10 permit is revoked. You may not re-apply for one year.
- Refusal to test (blood/urine) permit revoked for one year and a \$500 fine.



SOUTH OF THE RIVER GUIDE

Transporting and Traveling

- Anyone may transport firearms if they can legally possess them.
- To transport, the firearm must be secured in a case designed to secure a firearm.
- Any other version is considered carrying, which
- ~~requires a permit~~ **Miss. Stat. § 97B-10-45 Transporting Firearms**

Subdivision 1.Restrictions.

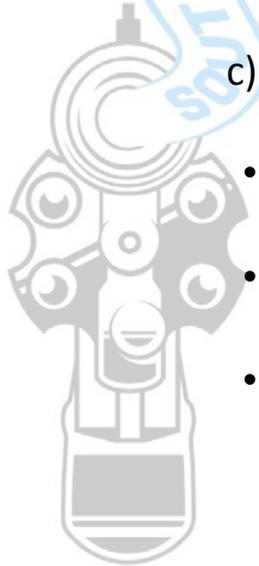
A person may not transport a firearm in a motor vehicle unless the firearm is:

- (1) unloaded and in a gun case expressly made to contain a firearm, and the*
 - (2) unloaded and in the closed trunk of a motor vehicle; or*
 - (3) a handgun carried in compliance with sections [624.714](#) and [624.715](#).*
- Under federal law, an individual who is not otherwise prohibited from possessing a firearm is allowed to transport firearms for lawful purposes through jurisdictions whose local firearm and ammunition being transported must be carried so



that they are not readily accessible to the driver and passengers and the firearm must be either:

- a) Unloaded and within the trunk or rearmost compartment of the vehicle; or
- b) if the vehicle has no trunk, unloaded and within a locked container other than the glove compartment or console, not readily accessible from the driver's seat.
- c) This federal law appears to allow for the necessary travel stops, such as gasoline and rest stops.
 - The TSA requires the weapon be unloaded and secured in a hard sided, lockable container.
 - The ammunition must be stored with the firearm, preferably in the manufacture's box.
 - The firearm must be checked in with TSA and will be secured on the aircraft where oversized luggage is stored.



Prohibited from Carry

- School property K-12 including the grounds
- School buses in the presence of children
- Licensed child care centers
- Secure areas of an airport
- State correctional facilities & state hospitals including the grounds
- Federal buildings such as court rooms or post offices including the grounds
- State or county court rooms
- Indian Reservations

*DNR rules and regulations supersede your permit to carry.
You must follow all game and fish rules and regulations while hunting or fishing.



Banned from Carry

- A facility that bans guns must post an 11" x 17" sign with the name of the business in quotations, banning guns on these premises.
- To be valid, an employee must give you personal and verbal notification of the sign and demand compliance.
- If non-compliance is your only offense, law enforcement could issue you a disorderly conduct citation. This is a civil offense with a maximum penalty of \$300.



Requirements for getting Permit to Carry

- Must be 21 years of age
- Must complete application form
- Must not be prohibited from possessing a firearm under MN Statute 624.714
- Must not be listed in the criminal gang investigation system
- Must be a resident of the county from which you are requesting a permit, if you reside in MN. Non-residents may apply to any MN County sheriff.
- Must provide certificate of completed authorized firearms training. Training by a certified instructor must be completed within one year of an original or renewal application. (624.712, Subd. 2a)
- MN is a shall issue state. If you meet the requirements of the state, your application cannot be denied.
- If your application is denied you have 60 days to



SOUTH OF THE RIVER

SHOOTING

Carry Permit Renewal

- You may attend a renewal course 12 months prior to the expiration of your permit.
- You may renew your permit with the sheriff in the county you live 30 to 90 days prior to its expiration.
- You have a 30-day grace period to renew your permit after its expiration date.
- **You may not carry after the expiration date on the permit.**
- If you move, you must notify the issuing county sheriff's department of your new address within 30 days.

Void Permits

- If you know or should know that you have become ineligible to possess a firearm, the permit becomes void.
- If you become ineligible to possess, you must surrender your permit to the county sheriff's department.
- If the sheriff's department has knowledge that your permit has become void, it will provide written notice, requiring surrender.
- You have the right to appeal within 60 days.



SOUTH OF THE RIVER

Handgun Proficiency Test

Name:

Address:

Handgun: _____ Caliber:

- 1) Did applicant show proper safe handling? **YES NO**
- 2) Was applicant knowledgeable on features, functions, and loading of firearm? **YES NO**
- 3) Did applicant show proper grip, aiming, and firing of firearm? **YES NO**

Live Fire Exercise: 30 Rounds total

Stage 1: From 15 ft aim and fire 5 rounds

Stage 2: From 15 ft aim and fire 5 rounds reload and fire 5 more rounds

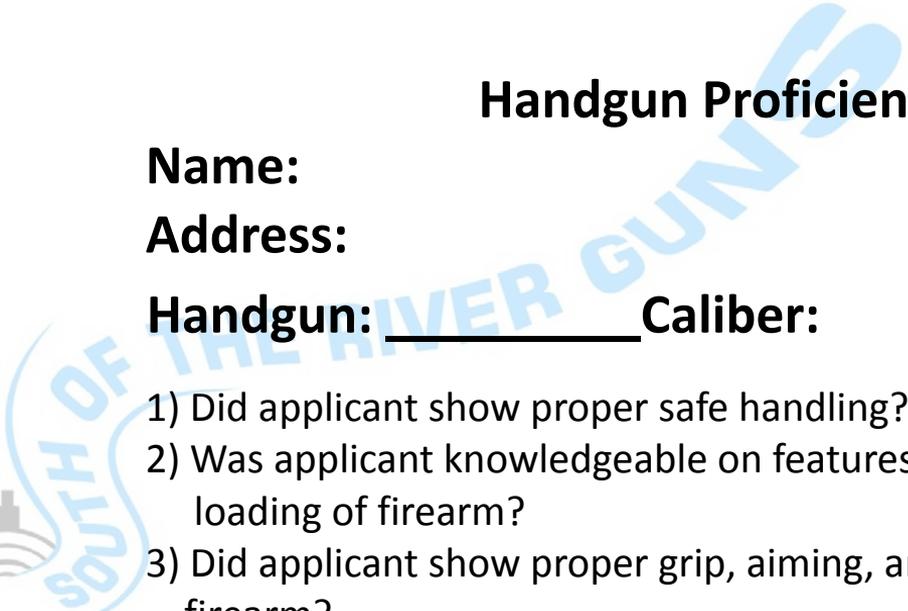
Stage 3: From 21 ft aim and fire 5 rounds

Stage 4: From 21 ft aim and fire 5 rounds reload and fire 5 more rounds

Note: Each round worth 3 points. Must get at least 70% hits to pass

Score: _____ Pass/Fail

Date: _____



Range Information

Call your instructor for location information.



Instructors Only

You will need to keep records for 5 years. This can either be on the cloud, paper, or on your computer. Documents to be kept are the Course of Fire test results and the Liability Waiver.



SOUTH OF THE RIVER GUN