Course: Advanced Maritime Officer’s Course

Agency: Los Angeles Port Police

POST ID#: 8260

Course Control #: 20265

Expanded Course Outline

Instructional Hours: 24 hours

Purpose

The purpose of this course is to provide maritime law enforcement officer with knowledge and skills necessary to successfully conduct a vessel pursuit, high-risk boarding, vessel search, and shoot live fire from an unstable platform.

Objectives

To enable maritime law enforcement officers to identify proper procedures for safe and effective operation of a police vessel while pursuing, stopping and approaching a suspect vessel. A vessel operator and crew will know their responsibility and duties during a pursuit, stop, and approach of suspect vessel.

Student Activities

The student will safely perform the following skills:

- Pursue a suspect vessel.
- Conduct a high-risk vessel stop.
- Shoot live fire at an unmanned floating target.

Methods of Learning

Students will participate in large group activities (LGA), small group activities (SGA), and individual activities (IA).

- (LGA) Students will attend classroom instruction on Maritime Threats and Smuggling indicators
- (LGA) Students will attend classroom instruction on Vessel Interdictions and Pursuits.

- (IA) Student will operate a police training boat while an instructor conducts a boating skills assessment.
- (LGA) Students will attend classroom instruction on high-risk vessel stops.
Day One

I. Registration & Introduction (Classroom)

A. Complete Forms
   1. Registration
   2. Waivers
   3. Experience Questionnaires

B. Staff & Student Introductions

C. Course Overview

D. Review Course Safety Guidelines

II. Maritime Threats & Smuggling Indicators (Lecture - Classroom)

A. Definitions
   1. Types
   2. Motivations

B. Community Impact
   1. Locations
2. Crimes

C. Threats
   1. Maritime
   2. Terrorist

D. Smuggling Trends
   1. By Year
   2. Channel Islands

E. Smuggling Vessels & Tactics
   1. Pangas
   2. Pleasure Craft
   3. Fishing Vessels
   4. Sailing Vessels

F. Involved Agencies
   1. JHOC
   2. MCC
   3. CBET

G. Smuggling Indicators
   1. Underway
   2. Vessel
      a. Type
      b. Course/speed
      c. Prior names
      d. Location
   3. Landside
      a. Vehicles
      b. Trailers
      c. Suspect activities
   4. Onboard
      a. Crew
      b. Unusual objects, equipment, construction, etc.
      c. Electronics
5. Methods of Concealment
   a. Hidden Compartments
   b. Parasites

III. Vessel Interdictions & Pursuits (Lecture – Classroom)

   A. Peace Officers Authority
      1. 663 H&N
      2. 663.6 H&N
      3. 652(d) H&N

   B. Risk Analysis
      1. Supervision
      2. Planning
      3. Team Selection
      4. Team Fitness
      5. Environment
      6. Event/Evolution Complexity

   C. Requirements
      1. Probable Cause
      2. Department Policies
      3. Limitations
      4. Area Familiarity

   D. Types of Pursuits
      1. Non – Aggressive
      2. Aggressive

   E. Considerations
      1. Environment
      2. Tunnel Vision
      3. Communication between crew members
      4. Vessel Familiarity/Operator Skill
      5. Weather/Sea Conditions
6. Crew Abilities

F. Operator Responsibilities
   1. Monitor Vessel Movements
   2. Safe Distance

G. “Y” Maneuvering
   1. Slow Approach
   2. Crossing Suspect Vessel’s Wake
   3. Reducing Throttle Following Wake Crossing
   4. Vessel Position
   5. Intelligence Gathering

H. Vessel Maneuvering
   1. Crossing a Wake
   2. Turns
   3. Bow – On

I. Responsibility
   1. Operator
   2. Navigator
   3. Crew members

J. Pursuit Termination Options/Strategies
   1. Warning Shots
   2. Disabling Fire
   3. Less Lethal

K. Approaches
   1. Control
   2. Sea/Weather Conditions
   3. Position

L. Communication
   1. Vessel Commander to Crew
   2. Contact Officer to Suspect(s)
   3. Amongst the Officers
Lunch

Vessel Operation & Assessment (Practical – Underway)

A. Marlinspike Seamanship
   1. Temporary Eye
   2. Cleat Belay
   3. Clove Hitch

B. Vessel Handling
   1. Pacing
   2. Positioning
   3. Power Turns
   4. Speed Changes
   5. Speed Turns

C. Navigation
   1. Lateral Buoyage System
   2. GPS
   3. RADAR

D. Safety
   1. Kill Switch
   2. DSC System
   3. Navigation Rule requirements

Day Two

IV. High Risk Vessel Stops (Lecture – Classroom)

A. Types of Approaches
   1. Stern Quarter
   2. Beam
   3. Stern
   4. Side to Side

B. The Boarding
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1. Vessel Security Sweep
   a. Outside
   b. Inside
   c. Control of Crew
2. Vessel Search
   a. Hidden Compartments
   b. Space Accountability
3. Investigation

V. High Risk Vessel Stops Lab (Practical – Underway)

A. Types of Approaches
   1. Stern Quarter
   2. Beam
   3. Stern
   4. Side to Side

B. The Boarding
   1. Vessel Security Sweep
      a. Outside
      b. Inside
      c. Control of Crew
   2. Vessel Search
      a. Hidden Compartments
      b. Space Accountability
   3. Investigation

Lunch

VI. Vessel Interdiction & Pursuits Lab (Practical – Underway)

A. Students Demonstrate Knowledge
   1. Law
   2. Considerations

B. Students Demonstrate Techniques
   1. Maneuvering
   2. Communications
Day 3

VII. Shooting from Unstable Platform & Safety Brief (Lecture – Classroom)

A. Peace Officer Authority
   1. 830.1 PC
   2. Other Laws

B. Considerations
   1. Safety
   2. Responsibility
   3. Ammunition
   4. Location
   5. Notifications

C. Practical Exercise Briefing
   1. Outline training evolution
   2. Safety guidelines and equipment inspection
   3. Safety equipment
   4. Proper shooting techniques
   5. Engaging targets from a vessel
   6. Fields of fire

VIII. Shooting from Unstable Platform (Practical – Underway)

Student vessel (with instructor aboard) will transit to offshore range

3 Magazines loaded with 12 rounds each

Course of Fire (Phase One)

Holster Draw-Fire 2 rounds to right target and 2 rounds to left target, 4 rounds in 8 seconds.

Holster Draw-Fire 2 rounds to right target-drop to a kneeling position-scan/assess, 2 rounds in 5 seconds.

Low Ready-Fire 2 rounds to left target-tactical reload-scan/assess, 2 rounds in 10 seconds.

From standing position, holster draw-drop to a kneeling position-fire 2 rounds to right target and 2 rounds to left target, 4 rounds in 10 seconds.
Use support hand to hold onto railing/boat, holster draw-fire 1 round to right target-scan/assess, 1 round in 4 seconds.

Use support hand to hold onto railing/boat, holster draw-fire 1 round to right target-scan/assess, 1 round in 4 seconds.

Use support hand to hold onto railing/boat, holster draw-fire 1 round to left target-drop to a kneeling position-with a two handed shooting grip-fire 1 round to right target, 2 rounds in 10 seconds.

Use support hand to hold onto railing/boat, holster draw-fire 1 round to left target-drop to a kneeling position-with a two handed shooting grip-fire 1 round to right target, 2 rounds in 10 seconds.

Use support hand to hold onto railing/boat, holster draw-fire 1 round to right target-drop to a kneeling position-with a two handed shooting grip-fire 2 rounds to left target-speed reload, 3 rounds in 12 seconds.

Course of Fire (Phase Two)

Holster draw and transition to support hand-use strong hand to hold onto railing/boat-fire 1 round to left target, 1 round in 8 seconds.

Low ready with weapon in support hand-use strong hand to hold onto railing/boat-fire 2 rounds to left target, drop to a kneeling position-transition weapon back to strong hand and conduct speed reload. 2 rounds 12 seconds.

Course of Fire (Phase Three)

Holster Draw-drop to a kneeling position-utilize boat as barricade, fire 1 round to left target, 1 round to right target, 2 rounds in 8 seconds.

Holster Draw-drop to a kneeling position-utilize boat as barricade, fire 1 round to left target, 1 round to right target, 2 rounds in 8 seconds.

Left side bladed towards target, holster draw-turn and fire 2 rounds to right target, scan/assess, 2 rounds in 10 seconds.

Right side bladed towards target, holster draw-turn and fire 2 rounds to left target, scan/assess, 2 rounds in 10 seconds.

With back facing target, holster draw-turn and drop to a kneeling position, fire 1 round to left target and 1 round right target, 2 rounds in 12 seconds.
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With back facing target, holster draw-turn and drop to a kneeling position, fire 1 round to left target and 1 round right target, 2 rounds in 12 seconds.

Lunch

IX. Final Practical Exercise (Underway)

A. Pursue Suspect Vessel
   1. Demonstrate Knowledge
      a. Laws
      b. Considerations
   2. Demonstrate Techniques
      a. Maneuvering
      b. Communications

B. Stop & Board Suspect Vessel
   1. Demonstrate Proper Approach
   2. Demonstrate Proper Boarding Procedures
      a. Sweep
      b. Search
      c. Investigations

X. Vessel and Equipment Maintenance (Dock)

A. Maintenance of exterior of vessel
   1. Proper care and washing of interior and exterior vessels.
   2. Properly securing and storing vessels.

XI. Course Critiques & Graduation

A. Student evaluations to instructor staff.

B. Class Coordinator distributes certificate of completion to students.