

1.



DIVERSION AND DISTRACTION DEVICES

This one day (*eight hour*) training course has been developed to assist *Law Enforcement Personnel*, and specialized *Operators*, deploy diversion, distraction, and full stun munitions *during High Risk* operations. This intense course offers options for *deploying* the munitions in conjunction with S.W.A.T. operations.

The primary use of the *Distraction / Diversion / Stun Device* is to confuse, stun, and distract a *Subject* prior to, or during an entry, by the *Team*. The most commonly deployed device is the '*Flash Bang*' grenade. These devices have been single, double, or multiple 7 burst configurations.



They produce a 1 to 2 million *Candela Power* flash, followed by a 175 to 200 dB report. Following on the subsequent percussion shock wave, which causes a *Stunning Effect* to the *recipient(s)*. The term *grenade* is not used.

The course utilizes the PSI MOD 141 Distraction / Diversion device, Def-Tec model 25, ALS munitions, and MK Ballistics munitions. Programs for other generic devices can be implemented if required by individual Agencies.

2.

Deployment techniques :

The devices are deployed during entries, and vehicle assaults, and can be used as a distraction for other actions. The time delay varies from device to device, but normally has a delay of 1.5 seconds from release of *the 'spoon'* or lever. The devices are deployed with the *'Reaction'* hand, allowing for retention of weapon by the *Operator*. This is taught in conjunction with **C.A.R.** training techniques adopted through the *'Active - Defense'* program.

Locations for Deployment during training:

- ◇ *Point of entry.*
- ◇ *Away from the point of entry as a distraction.*
- ◇ *Landings and stairwells.*
- ◇ *Suspected location of Adversary.*
- ◇ *Wherever practicable in the circumstances.*

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Students are requested to bring with them *eye* and *ear* protection. Body armor if they possess it, and BDU or working uniform. This program will be undertaken as a classroom training session, followed by hands on outside training inside buildings during live deployment of the various munitions.

COURSE OVERVIEW

0800 hours. Commencement of course with Introduction to the history of DD devices. How they work, and what they can do for the Operator.

0900 hours. Safety issues (dud disposal) procedures. First aid procedures.

1000 hours. Device nomenclature, and construction.

1100 hours. C.A.R. system for deployment of devices.

1200 hours. Lunch period

1245 hours. Resumption of course.

1300 hours. Live hands On deployment of devices.

1530 hours. Course review, examinations.

1600 hours Course conclusion. Graduation.