

### ABOUT THE AUTHOR.....

- I'm with the Government.
  - ...I'm here to help.
  - Employed by the City of West Des Moines as Assistant Chief of EMS
- Non-Financial Relationships:
  - Past President and Legislative Chair of the Iowa EMS Association
  - CIEMSD Training Committee Member
  - AHA State Advocacy Committee Member
  - UIHC EMSLRC Communities of Interest Chair
  - DMACC EMS Advisory Committee
- I do not have a financial relationship with any manufacturer of medical devices.
- I receive no financial gain from the sale of any medical device.







## ABOUT THE AUTHOR.....

#### **DISCLAIMER:**

- This presentation contains photos of REAL scenes; some of which were local incidents.
- There are also a few graphic photos.

#### **DISCLAIMER 2:**

- The examples used in this class are inert and inoperable. No Live ammunition is allowed in this classroom for obvious reasons.
- Firearms used as examples here are locked/out by cable locks, and are therefore inoperable.
- Lead Warning: Discharging firearms in poorly ventilated areas, cleaning firearms, or handling ammunition may result in exposure to lead and other substances known to cause birth defects, reproductive harm, and other serious physical injury. Have adequate ventilation at a times. Wash hands thoroughly after exposure.

#### **OBJECTIVES**

- Learn to Recognize Firearm Related Hazards
- Learn how to Identify Various Firearms.
- Learn how to "filter".
- Learn to Maintain Scene Safety.
- Introduction to Common Firearm Types
- Introduction to the projectile: Types, Form, Function, Evolution.





#### GOOD INFORMATION:

- Publications
- SAAMI
- Actual Ballisticians





#### MANUALS:

#### THE MODERN CARTRIDGE

• Single Projectile

Multi-Projectile

Specialty



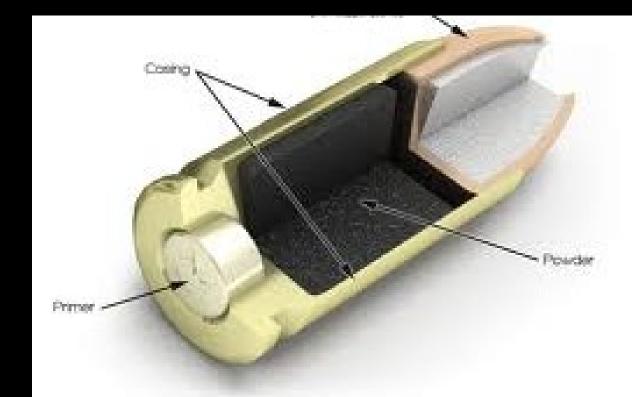






#### CARTRIDGE (SINGLE PROJECTILE)

- Case
- Primer
- Powder
- Bullet









#### HOW TO IDENTIFY CARTRIDGE

**Headstamp** is your "Go To"

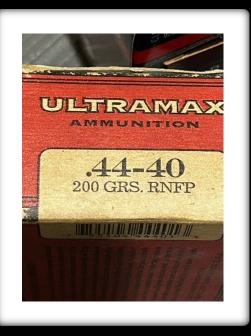




## HOW TO IDENTIFY A CARTRIDGE

Headstamp not helpful??



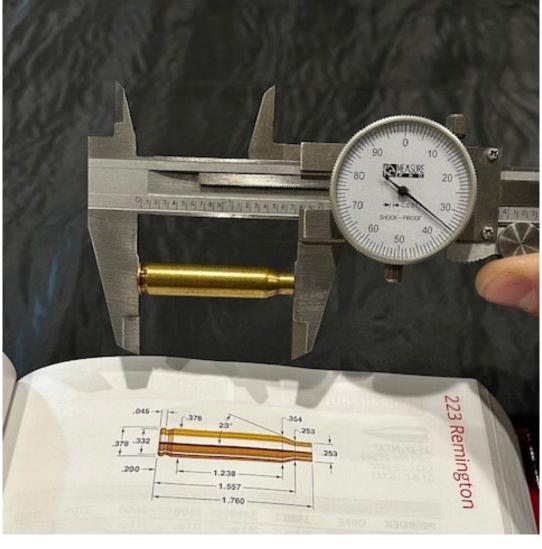






#### OTHER PLACES TO LOOK:





#### CARTRIDGE CASE

• Invention which Revolutionized Firearms



• Usually Brass. Sometimes other metal. New polymer cases emerging.

• Holds all components together.





Many different sizes.

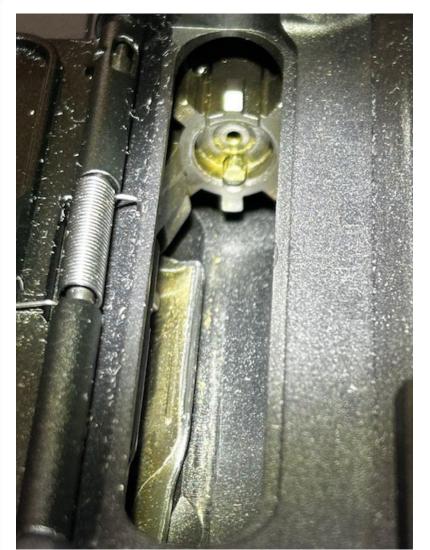


#### CASES HAVE A LOT TO SAY









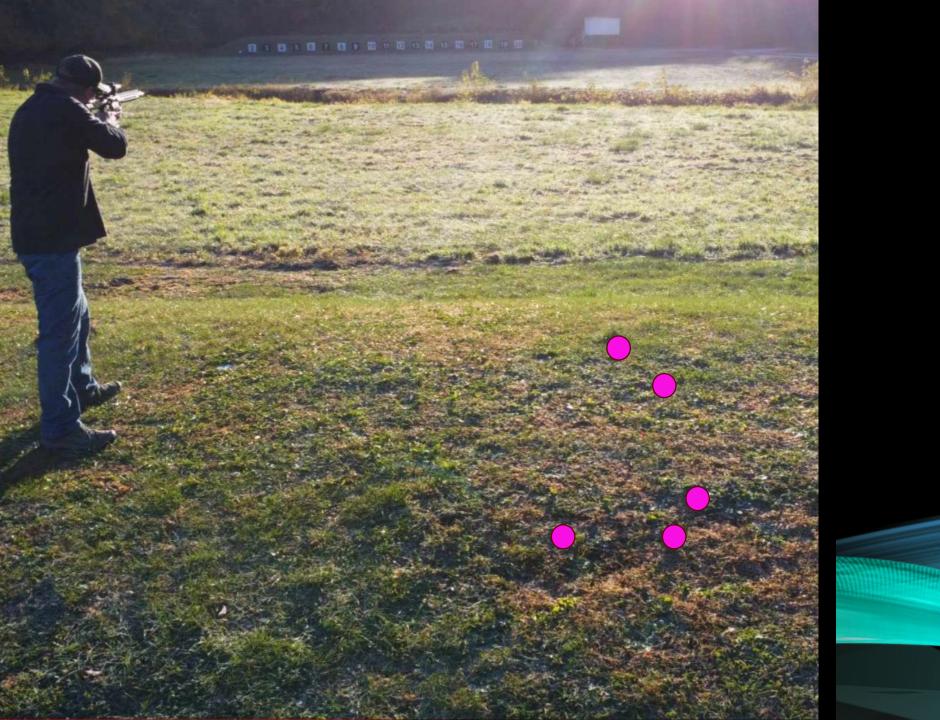




# IS THERE A PROBLEM HERE?







#### MINING BRASS





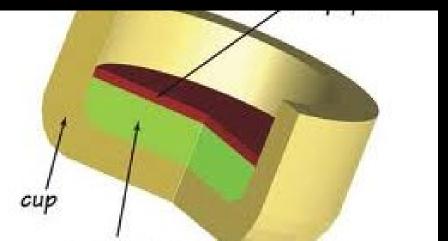


## THANKS VINNY!









#### **PRIMER**

- Ignition Source
- Only "Explosive" part of a cartridge.
- Found at the Base of the Cartridge.



#### **POWDER**

- Not Explosive.
- Propellant.
- Different Types Depending on Burn Properties.
- Smokeless vs. Black

#### **BULLET**



- The Projectile
- Has Undergone a Dramatic Evolution.
- Types for Every Application







#### LEAD/SOLID

- First Used. Still Used.
- Generally Soft, Varying Hardness, Low Melting Point.
- Target Shooting and Large Game Applications
- Poisonous.

#### DEFORMATION OF SOFT LEAD





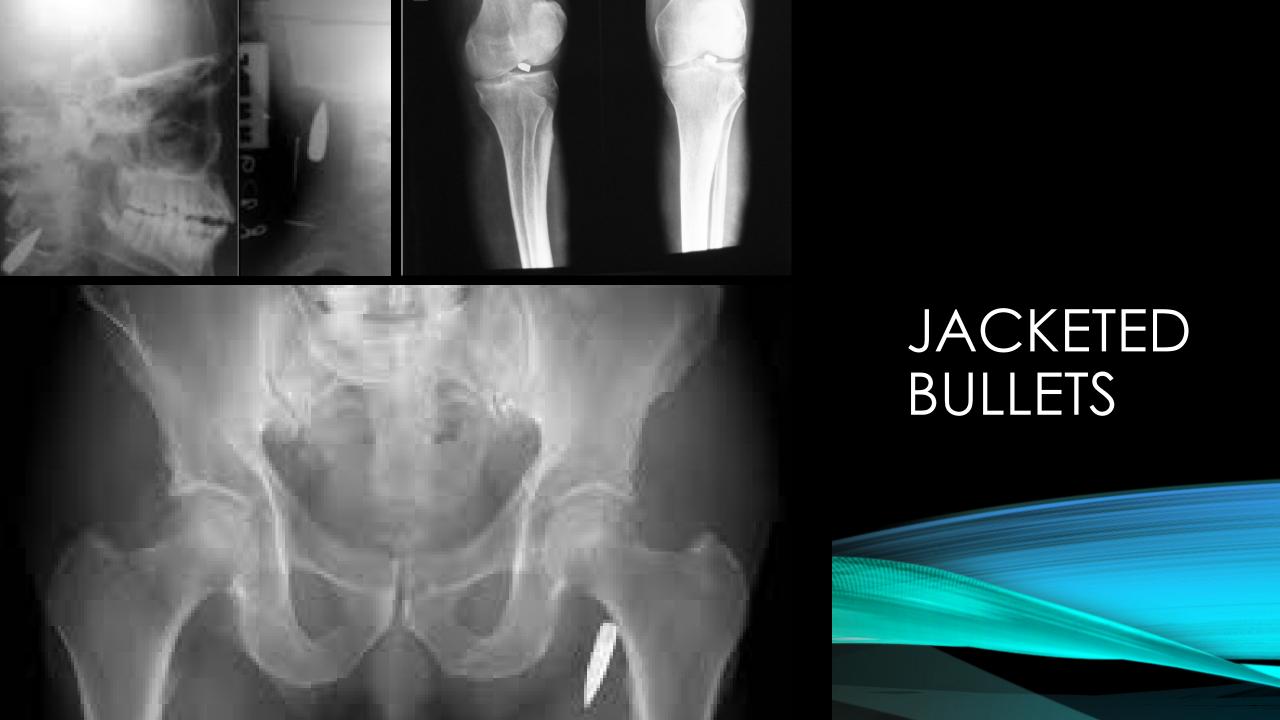
#### **JACKETED**

- Jacket made of harder metal, protects the lead from heat, pressure, and friction.
- Copper, Brass, Steel, or Gilding Metal
- Full or Partial
- Plated or Encased









#### **HOLLOW POINT/TIPPED**







- Hollow Point Designed to Expand.
- Extends Tissue Damage.
- Increasing Frontal Surface Area.





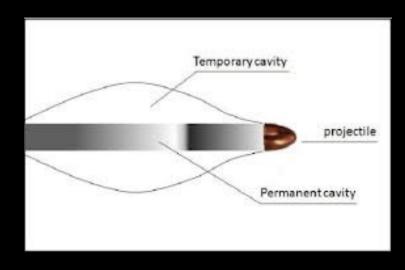




## CONTROLLED EXPANSION

- 2 Energy Levels....
- Medium
  - Pistols
  - Some rifles (MV < 1200 FPS)</li>
  - Temporary cavity 3-5 times the caliber of the bullet.
- High
  - Rifles with MV > 2000 FPS
  - Temporary cavity 25 times greater than the bullet caliber.
- Where do Shotguns Fall?

- Permanent "Crush" Cavity
  - The tissue destroyed by contact with the projectile.... Determined by the width of the projectile.





- Temporary Cavity
  - Tissue which is indirectly damaged. Caused by the "shock wave" of the projectile. Affected by projectile type and behavior.



• Examples of Cavitation.

• Examples of Cavitation...

Close counts in Horseshoes, Hand Grenades, and .....
GSW?

## SPECIALTY

Tracers

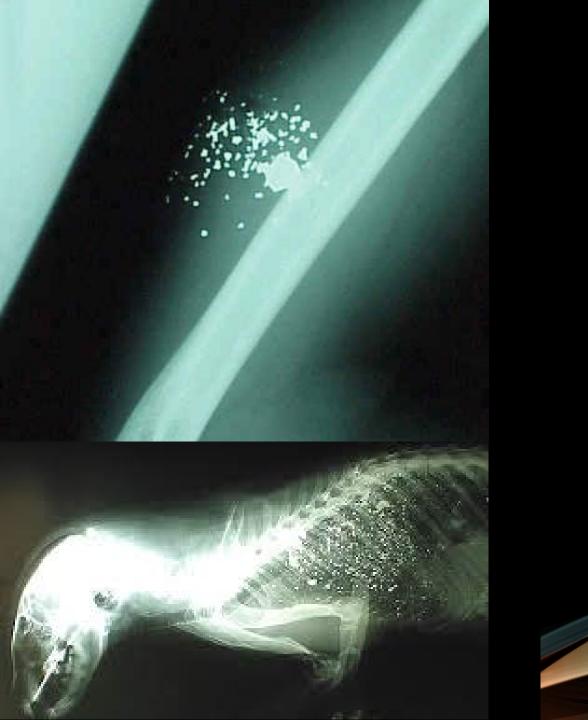
Armor Piercing

• Frangible









## FRANGIBLE



## TRACER









#### ARMOR PIERCING







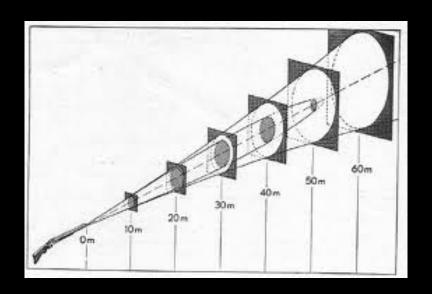


## ARMOR PIERCING

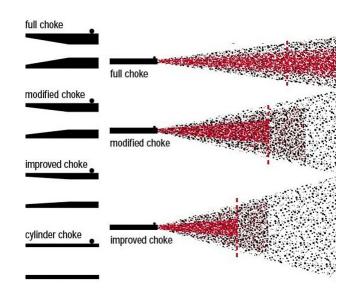


#### SHOTGUN PATTERNS

• Shotgun Spread...



Never Absolute – Lots of variables





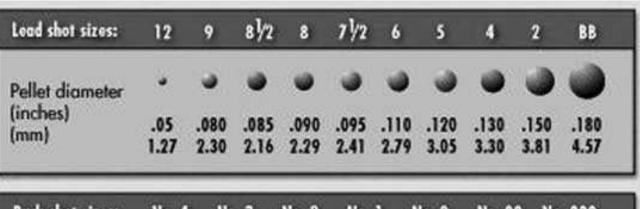


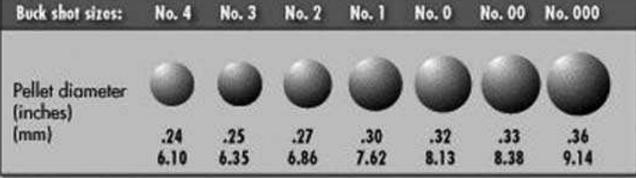
### PATTERN VARIABLE

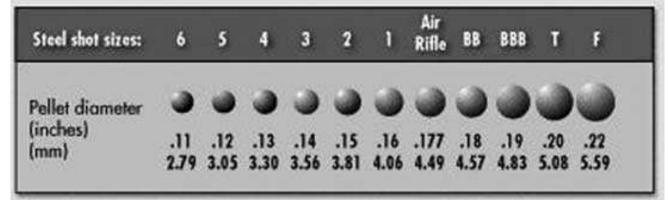
Choke

#### PATTERN VARIABLES

- Shot Characteristics
  - Size
  - Shape
  - Material
  - Payload













#### SHOTGUN CONTINUED

- Shot....Multiple Pellets
- Bird Shot (as many as 2,000 pellets)
- Buck Shot

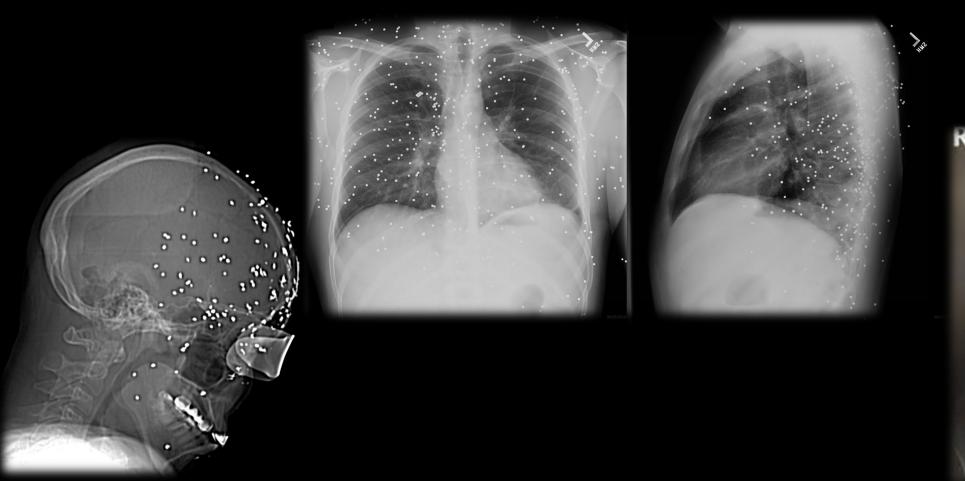


#### SHOTGUN CONTINUED

- Slugs
- Single Large Projectile
- Devastating



## SHOTGUN





## **SPECIALTY**

• Less Lethal....







• Other....





## 3 FIREARM CATEGORIES

• Handgun

• Shotgun

Rifle













### **HANDGUN**

Pistol

Revolver

Single Shot (Derringer)

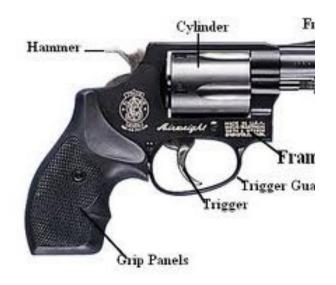




### **PISTOL**







### **REVOLVER**







# HANDGUN IDENTIFICATION:

- Pistol
  - Look on Slide





#### HANDGUN IDENTIFICATION

- Pistol:
  - Look on magazine







#### HANDGUN IDENTIFICATION

- Revolver:
  - Look on Barrel
  - Look on Cylinder

- Handgun wounds.
  - Easily maneuvered
  - Easily Concealed
  - Medium Energy
  - Close Range

## IDENTIFYING THE HAZARD (HANDGUN)

- Use your senses.....
- Hearing
- Sight
- Smell
- Feeling

#### **SIGHT**

- Concealed Carry more popular now than ever.
- Common Places to conceal....









#### And Some More....



















# SIGHT CONTINUED

Signs on Scene....

# SIGHT CONTINUED

• Patient Injuries.....

#### SIGHT CONTINUED

- Behaviors....
- The "Security Feel"
- Tenting
- The "Bulge"
- Body Positioning

#### • Watch the Hands!!

### SENSE OF FEEL

- Feeling of the gun under clothing
- Unusual Weight in pockets or bags.

#### **CONCEALED CARRY**

- How do you react if you find a weapon?
- Some things for consideration....
  - Is it safely positioned?
  - Are you comfortable?
  - Have a game plan.





# SHOTGUN

Break Action

• Pump

Auto

# SHOTGUN IDENTIFICATION Look on Barrel 20 GA, 2 3/4 AND 3 IN SHOT SHELLS - 30 IN.

# SHOTGUN CONTINUED

- Identifying the Hazard.....
  - Hearing
  - Sight
  - Smell
  - Touch

# SHOTGUN CONTINUED

• Signs on Scene.....

#### **GUNSHOT WOUNDS**

- Shotgun Wounds
  - Devastating Power at close range
  - Different projectiles with different effects.
    - Always think the worst....

# **GUNSHOT WOUNDS**

More Shotgun Wounds.....



# RIFLES



• Single Shot

Bolt Action



• Semi-Auto

# RIFLE IDENTIFICATION • "Traditional Rifle" Look on Barrel



#### RIFLE IDENTIFICATION

- AR Style Rifle
  - Lower Receiver may not be accurate





### RIFLE IDENTIFICATION

- AR Style Rifle
  - Look on Barrel



# RIFLE IDENTIFICATION

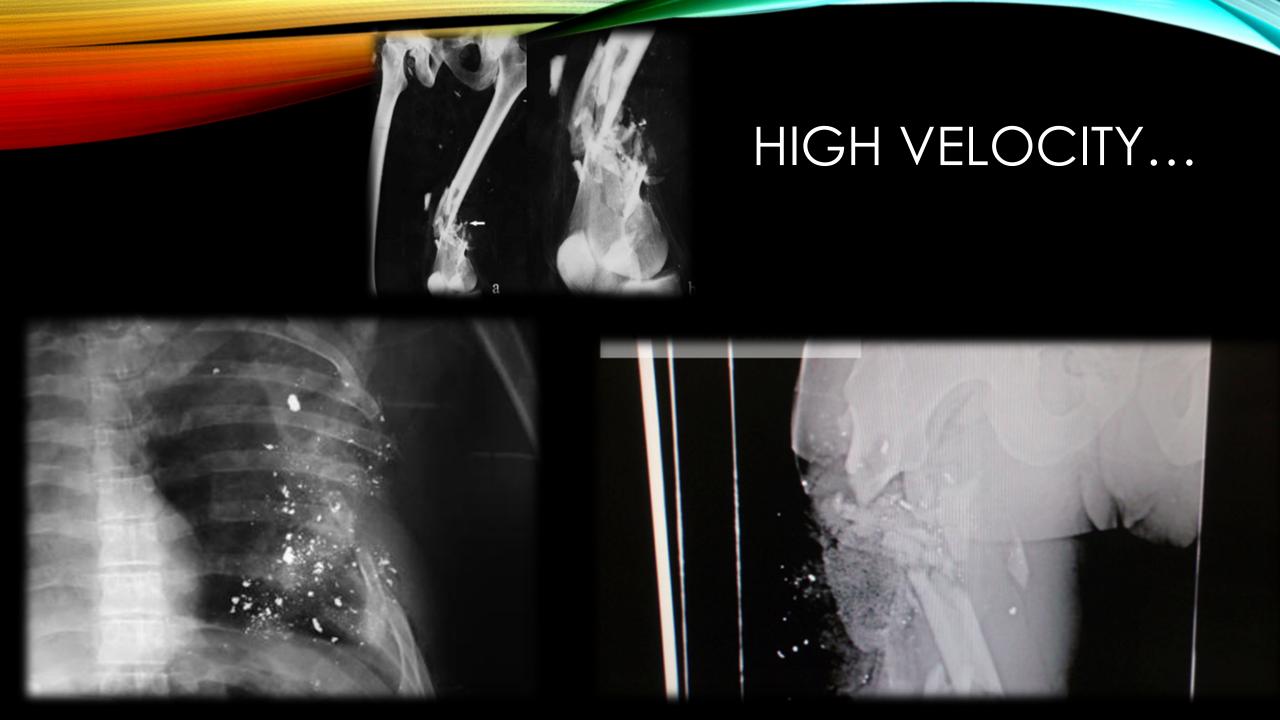
- AR Style Rifle
  - Also try the magazine



#### **RIFLES**

- Identifying the Hazard...
  - Hearing
  - Sight
  - Smell
  - Feel
    - Effective Range?





#### A SIDE ON ENERGY.....

#### Kinetic Energy

- "Speed Kills"
- $KE=((V^2)/450400)(Mass)$

#### Pistol vs. Rifle

- 45 Auto
  - At muzzle (point blank)
  - 230 grain bullet traveling at 900 fps (Feet per Second)
  - 413.78 foot-pounds energy
- .308 Winchester (7.62x51)
  - At muzzle
  - 168 grain bullet traveling at 2660 fps
  - 2640.15 foot-pounds energy

#### HOW FAR IS SAFE?

- Same .308 Winchester at 600 yards
  - Bullet has dropped 84 inches.
     (7 feet)
  - A 10MPH full-value wind blows the bullet 30.4 inches.
  - Velocity is 1695 FPS
  - Energy is 1073 foot-pounds.
  - That is 2.5 times greater than a 45 Auto at point blank range.







IS 600 YARDS REALISTIC?

#### **STAYING SAFE**

• Not entering dangerous area is key.

• Cover if needed.

# QUESTIONS?

