

# Basic SWAT

Duration: 5 Days Cost: \$650



Approved for CPT: 24 Assignment-Based hours

## Eligibility

All sworn first responders from state, federal, or local agencies.

## Description

This course introduces foundational SWAT tactics and techniques, covering history, team structure, barricaded suspects, movement, searches, room clearing, less-lethal options, and warrant service. Students engage in high-intensity, hands-on training exercises. Instruction emphasizes principles over rigid tactics, reinforcing how applying fundamentals leads to safer, more effective responses to real-world critical incidents.

- Response protocols are built around basic principles.
- Violation of basic principles develops into poor tactics.
- The applications of fundamental principles lead to safer tactics.

## Student Goals

- Understand SWAT history, roles, and responsibilities within a tactical team.
- Develop safe and effective team movement and room-clearing skills.
- Apply tactical principles in both individual and team-based scenarios.
- Build confidence in operating primary and secondary weapon systems under stress.
- Identify appropriate uses of force, de-escalation strategies, and critical incident resolution.
- Demonstrate competence in full mission planning and execution in high-risk environments.

## Equipment List

The following is a detailed list of what the OTOA recommends each student bring to the 5-day Basic SWAT training.

### MANDATORY BODY ARMOR:

- Tactical body armor or plate carrier with Level II or III armor.
- Concealable Level II or III body armor is acceptable if tactical is not available.

## PRIMARY WEAPON SYSTEM: AR-15 variant or sub-gun

- 3–4 30-round magazines
- Mounted sling and weapon-mounted light (extra batteries recommended)
- ZEROED before Day 1

## SECONDARY WEAPON SYSTEM: Pistol

- 3 magazines minimum
- Weapon-mounted light recommended
- 500 rounds per system — **NO GREEN TIP, ARMOR PIERCING, OR STEEL CORE AMMO**

## FORCE-ON-FORCE EQUIPMENT:

- OTOA provides UTM bolt, blue mag, UTM ammo for AR platform
- Students bring agency-conversion kits and marking rounds
- **NO** 5.56mm Simunition® FX allowed
- 9mm and .38 Simunition® FX permitted

## PERSONAL EQUIPMENT:

- Uniform, gloves, eye/ear protection, ball cap, pen, notebook
- Food/water, bug spray, sunscreen, weather gear
- Medical — EpiPen for known allergies
- Force-on-force protective gear is **highly recommended** to include a Simunition, UTM, or Paintball mask, throat, and groin protection

## OPTIONAL: Ballistic shields, mirrors.

**IMPORTANT:** Carrying a SIG P320 or variant? Unload before entering any training area.

## Class Schedule

**Start Time:** Each day begins promptly at 8:00 AM. The course spans a minimum of 8 hours per day and is structured to ensure comprehensive coverage over five days.

Students will participate in a mix of lectures, drills, tactical decision-making, live-fire range exercises, and complete mission planning and execution throughout the five training days.

**Note:** Students will receive a scheduled lunch break; however, lunch is not provided. Please bring food and drinks.

## Medical

If you are allergic to bees, outdoor plants, or animals, please bring your epinephrine pen or other medication.

Life-threatening allergies and pre-existing injuries or conditions must be reported to the OTOA training staff on day one of training.

## Lodging, Travel, and Meals

Attendees are responsible for their ammunition, lodging, transportation, and food.

***All tactics, techniques, or technologies presented at any OTOA advanced training or annual training conference must be implemented in accordance with the United States Constitution, the Ohio Revised Code, and the policies and procedures of the student's employing law enforcement agency.***

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