

STOPPAGE HANDOUT

By: Tom Perroni

- I. Stoppage - Anything that interrupts the firing cycle.
 - A. **Failure to feed** - When Round fails to chamber completely. (Causes)
 1. Magazine not seated completely
 2. Bad ammunition
 3. Damaged magazine - magazine follower, spring, lips, body
 4. Dirty weapon - insufficient lubrication
 - B. **Failure to Fire** - The trigger is pressed, the firing mechanism functions but the weapon does not fire. (Causes)
 1. No round in chamber
 2. Bad round in chamber
 3. Slide out of battery
 4. Damaged Weapon
 - a. Firing Pin
 - b. Hammer Spring
 - C. **Fail to Extract** - The weapon fires, but the case stays in the chamber. (AKA Double Feed) (Causes)
 1. Debris under extractor (maintenance)
 2. Bad Ammunition (case rim)
 3. Broken extractor

D. **Fail to Eject** - The weapon fires but the fired cartridge case is caught between the bolt face of the slide and the chamber portion of the barrel. (Causes)

1. Shooter Induced
 - a. Limp wrist
 - b. Arms not locked
2. Bad Ammunition
 - a. No power to operate slide
3. Broken extractor
4. Dirty Weapon - insufficient lubrication

STOPPAGE CLASSIFICATIONS

- I. **Phase I** Non mechanical stoppages that can be quickly cleared: No round in chamber, bad round, magazine not seated, stovepipe. (Causes)
 - A. Failure to feed
 - B. Failure to fire
 - C. Failure to eject
- II. **Phase II** Non Mechanical stoppages that can be cleared but require more time. Double feed/two failures to fire. (Causes)
 - A. Failure to extract
- III. **Phase III** Mechanical failures that require a departmental Armorer to correct. (Causes)
 - A. Breakage
 - B. Wear

Daily inspection and periodic firing and cleaning will help avert having a Phase III stoppage at an inopportune time.

HOW TO CLEAR A STOPPAGE

- I. **Phase I** Clears the Majority of all stoppages 1.5 - 3 seconds
 - A. **TAP** the magazine with the off hand in the same manner as when loading the weapon
 - B. **RACK** the slide in the same manner as when chambering a round.
 - C. **FIGHT** if situation still warrants press the trigger.

- II. **Phase II** the Phase I clearance drill will clear the majority of all NON mechanical stoppages. If the Phase I drill does not clear your weapon, do not waste time trying it again, find cover if you are not tactically safe. Use back up weapon/shotgun. If your life is not immediately in jeopardy, go to Phase II - 8-12 seconds.
 - A. **RIP** magazine out and let it fall to ground
 - 1. Because you are tactically safe, you should try to save it.
 - 2. It is mandatory that you save the magazine if it is the last one you have.
 - B. **RACK** the slide twice to clear malfunction
 - D. **RELOAD** insert fresh magazine and chamber round

- III. **Phase III** a stoppage with the slide stuck forward
 - 1. Release magazine
 - 2. Use support hand to firmly grasp slide over ejection port
 - 3. Using the web of the weapon hand drive “through” the grip, forcing the slide to move
 - 4. Once cleared, reload

All clearance drills must be done with finger out of trigger guard to prevent unintentional discharges. It is imperative that your shooting wrist and arm be rigid to prevent creating a double feed.