

TACTICAL SURVIVAL SHOOTING



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TACTICAL SURVIVAL SHOOTING

- DAY 1
- ADMINISTRATION AND REGISTRATION
 - THE OODA LOOP AND HUMAN REACTION
 - DRY FUNDAMENTAL DRILLS
 - Shooting Fundamentals
 - Draw
 - Reloads
 - Stoppages
 - STANDARDS PRE-TEST
 - REDUCING TIMES REP DRILLS (From “Ready & “Draw”)
 - Single Rounds
 - Double Taps
 - Multiple Rounds
 - Reloads
 - Stoppages
 - Drug & Armor
 - Multiple Targets (Variable Size, Height, Distances)
 - 1 Hand
- DAY 2
- USE OF COVER (Range Lecture & Demo)
 - FIRING POSITIONS (Range Lecture & Demo)
 - USE OF COVER REDUCING TIME REP DRILLS
 - Single Rounds
 - Double Taps
 - Multiple Rounds
 - Reloads
 - Drug & Armor
 - Multiple Targets
 - 1 Hand
 - Moving Targets

TACTICAL SURVIVAL SHOOTING

- DAY 3 FIRING ON THE MOVE
- Forward
 - Backing Out
 - Lateral
 - Reducing Size Targets/ Multiples on the Move
- SHOOT BACK PAINTBALL SYSTEM (Explanation)
COVER and EXPOSURE TIMES (Explanation)
SHOOT BACK & COVER REDUCING TIME REP DRILLS
- Single Rounds
 - Double Taps
 - Multiple Rounds
 - Reloads
 - Drug & Armor
 - Multiple Targets
 - 1 Hand
 - Moving Targets
 - Movement (Cover to Cover)
 - Team Shooting
-
- DAY 4 LOWLIGHT LECTURE (Classroom)
FLASHLIGHT FIRING TECHNIQUES
REDUCING TIMES REP DRILLS
- Various Handheld Methods - Line Drills (“Ready” & “Draw”)
 - Reloads
 - Stoppages
 - Use of Cover
- REDUCED LIGHT FIRING
- Use of Cover/ Shootback
-
- DAY 5 FINAL STANDARDS DRILLS
SIMUNITIONS FORCE ON FORCE PRACTICALS
REVIEW, CRITIQUE, GRADUATION

TRAINING SAFETY RULES

A. Rendering the Weapon Safe

1. Always Point Weapon in a Safe Direction - MUZZLE AWARENESS
2. SAFETY ON (S/white) If Applicable
3. Magazine Removed
4. Bolt, Slide, or Cocking Lever Locked to the Rear
5. Visually and Physically Inspect the Chamber

B. FIREARMS SAFETY/MAIN SAFETY RULES

1. Treat Every Firearm as if it Were Loaded
2. Never Point a Firearm at Anything or Anybody that You Do Not Intend to Shoot, or in a Direction Where an Unintentional Discharge May Do Harm.
3. Never Place Your Finger into the Trigger Guard until Ready to Fire
4. Be Sure of Your Target, Backstop, and Beyond

C. GENERAL TRAINING SAFETY RULES

1. Wrap Around Eye Protection is MANDATORY
2. Ear Protection is MANDATORY
3. Hats (Baseball Style) is MANDATORY
4. Long Sleeve Shirt is Recommended
5. We are Responsible for Each Others Safety - Anyone Seeing a Safety Problem Must Report it Immediately to an Instructor. Additionally, Anyone May Stop an Exercise if They See a Safety Problem
6. Report Any and All Injuries Immediately to an Instructor - Don't Suffer in Silence
7. It is Each Participants Responsibility to Cover All Open Wounds and Cuts Before Class Begins. If this Type of Injury Occurs During the Training Session, the Participant Will Immediately Notify an Instructor, Attend to the Injury; and Cover with First Aid Materials Available which Consists of Band-Aids, Gauze Pads & Tape, Alcohol and/or Disinfectant Wipes. Treat All Blood and Body Fluids with the Utmost Caution. Gloves Will be Used if there is any Possibility of Coming into Contact with Blood or Body Fluids
8. AT NO TIME is any Participant Allowed to Leave the Training Area without the Permission of the Primary Instructor.
9. Remember to Work at Your Own Pace - Don't Over Exert Yourself
10. Realistic Training is Important, However Safety Comes First!
11. Do not Enter Any Unauthorized Areas

D. SIMULATIONS / SIMUNITIONS

1. Mouth guards Will be Used, as Needed, for Simulation Training
2. No Live Ammunition Will be Loaded or Carried During Simulation Training Exercises (Double Checked by Participants & Instructors)
3. When Using Blank or Marking Cartridges, or Distraction Devices, You may Only Use Those that are Issued and You Must Double Check Them to Insure they are Intact.
4. Issued Protective Gear e.g. Face shields, Padding, etc. Must be worn properly and at all times during Simulation/Simuniton training until directed otherwise by the Instructor.
5. When using Simuniton rounds, **No Intentional** Groin or head shots will be allowed and shots within two feet of a role player are not allowed.
6. Students will **immediately** cease activities when a sharp sustained blast of a whistle, and/or an instructor yelling stop is announced.
7. Students will immediately cease actions upon a role player announcing "Stop" "Out of Role"!

E. SHOOTING HOUSE SAFETY RULES

1. Authorized Firearms Instructors Must be Present During Use
2. **BODY ARMOR** Must be Worn by Everyone who Enters the House
3. Prior to Live Fire Exercises, **Rooms Will be Checked** to Insure that No Personnel are Present
4. Firearms Instructors Will Insure Targets are Placed so that when Engaged, Rounds will Not Exit the House
5. Pistol Caliber Ammunition Shall Only be Used (Approved List)
6. No Steel Targets Allowed
7. Instructors Must Review All Targets and Angles of Deflection Before Beginning Live Fire
8. All Damage Must be Repaired, Replaced and Reported
9. During Multiple Use, Doors Must be Double Locked
10. Rotating Light Must be On During Use
11. Fire Extinguishers Must be Present During Use
12. Building Must be Checked for Damage and Fires, then Secured
After Use

F. FIREARMS SHALL NOT BE HANDLED BY PERSONS WITH A BLOOD ALCOHOL CONTENT IN EXCESS OF .00% BY WEIGHT OR UNDER THE INFLUENCE OF DRUGS OR MEDICATION THAT WOULD IMPAIR THEIR MOTOR SKILLS, JUDGEMENT OR BALANCE.

THE OODA LOOP

NOTES

“Boyd” Cycle

A. OBSERVE

B. ORIENT

C. DECIDE

D. ACT

TACTICAL SURVIVAL SHOOTING



HUMAN REACTION TIME

A. Recognizing a Stimulus
- .25 sec

B. Responding to the
Stimulus e.g. – body
movements or actions
- .25 sec increments

C. Average Human reaction
Time - .50 sec

1. Braking example

D. Decreasing Individual
Reaction time

1. Unanticipated

2. Anticipated

3. Repetition

TACTICAL SURVIVAL SHOOTING



SHOOTING IN REACTIVE SPEEDS

NOTES

- A. .50 sec is a given.**
- B. Additional time “on-top”, caused by:**
 - 1. Necessary Set time
 - 2. Over-compensation
 - 3. Dragging
- C. Sighted Firing vs. Non-Sighted**
 - 1. Eye Discipline and Focal “sprinting”

TACTICAL SURVIVAL SHOOTING



NOTES

FUNDAMENTALS

PRIMARY OBJECTIVES

A. Control Motion

B. Consistency

1. Stance

2. Grip

3. Sight Alignment

4. Trigger Control

5. Follow Through

6. Scan and Breathe

READY POSITION

GENERIC READY POSITION

- 1. The point in the draw process at which both hands grip the firearm.

- 2. Muzzle is kept on the threat area.

- 3. Elbows bent and pulled in

OPERATIONAL THREAT READY

- 1. Always dependent on Threat/area

- 2. Always ready to fire immediately

- 3. Takes into consideration weapons retention



DRAWING

THE PISTOL

NOTES

1. **GRIP** (*Grip Pistol/Release Security Device*)

2. **DRAW** (*Pistol Is Drawn, Stiffen Wrist, Rotate Towards Target*)

3. **READY** (*Hands Come Together, Presentation*)

4. **SIGHTING** (*Finding Front Sight, Locked In, Sights Aligned*)

5. **FIRE IF NECESSARY** (*Press Trigger, Trigger Control*)

**FINGER MUST BE OFF TRIGGER
UNTIL READY TO FIRE**



TACTICAL SURVIVAL SHOOTING



RELOADS

A. SPEED

- 1. Keep eyes on the threat and/or threat area as much as possible
- 2. Tilt magazine well towards support side and tuck arm in
- 3. Find fresh magazine and remove (indexing finger)
- 4. Depress magazine release (*finger or thumb*) fresh magazine is inserted while used magazine falls.

B. EMERGENCY

- 1. Slide has locked to the rear
- 2. Keep eyes on the threat and/or threat area as much as possible and Tilt magazine well towards support side and tuck arm in
- 3. Find fresh magazine and remove (*indexing finger*)
- 4. Depress magazine release (*finger or thumb*) fresh magazine is inserted while used magazine falls.
- 5. Release slide

C. TACTICAL

1. Pistol is loaded
2. Keep eyes on the threat and/or threat area as much as possible
3. Tilt magazine well towards support side and tuck arm in

Find fresh magazine and remove (*indexing finger*)

5. Depress magazine release (*finger or thumb*) catching used magazine, fresh magazine is inserted, then place used magazine in pocket (*do not place used magazine in pouches*)

6. Return to ready

D. ONE-HANDED

1. Securing the firearm
2. Activating Slide

CLEARING STOPPAGES

A. TAP, RACK, READY Method

- 1. Failure to fire/Bad Ammunition.

- 2. Stove Pipe/Failure to Extract or Eject

B. MAGAZINE OUT Method

- 1. Double Feed.

- 2. Bad Magazine.

TRANSITION

- 1. Controlling Primary

- 2. Use of Lanyard

NOTES

STANDARDS DRILLS

RANGE	DRILL	RDS	HOLSTER	TIME
7yd	DBL TAP	2	UN	1.5
7yd	RELOAD	2+2	UN	6.0
7yd	STOPPAGE	2	UN	5.0
7yd	ARMOR	3	UN	2.5
7yd	MULTIPLE	2	UN	2.5
7yd	1 HAND	1	UN	1.5
7yd	DBL TAP	2	H	2.5
7yd	1 HAND	1	H	2.0
7yd	MULTIPLE	1RD EA.	H	3.0

SINGLE ROUNDS

NOTES

1. **Nonsighted** From "Ready"

- a. 1.00 sec
- b. .90 sec
- c. .80 sec
- d. .70 sec
- e. .60 sec
- f. .50 sec

5yds

2. **Nonsighted** From Holster

- a. 2.00 sec
- b. 1.90 sec
- c. 1.80 sec
- d. 1.70 sec
- e. 1.60 sec
- f. 1.50 sec

5yds

3. **Sighted** from "Ready"

- a. 1.00 sec
- b. .90 sec
- c. .80 sec
- d. .70 sec
- e. .60 sec
- f. .50 sec

5yds

4. **Sighted** From Holster

- a. 2.00 sec
- b. 1.90 sec
- c. 1.80 sec
- d. 1.70 sec
- e. 1.60 sec
- f. 1.50 sec

5yds

DOUBLE TAPS

NOTES

A. Hammer vs. controlled pair

- 1. Set time
 - a. Distance
 - b. Target Size

B. Why double tap?

C. From “Ready”

- 1. 5yds - .85 sec
- 2. 10yds – .1.10 sec
- 3. 15yds – 1.35 sec
- 4. 25yds – 1.85 sec

D. From Holster

- 1. 25yds - 2.65 sec
- 2. 15yds – 2.15 sec
- 3. 10yds - 1.90 sec
- 4. 5yds - 1.65 sec

MULTIPLE ROUNDS

A. Eye Discipline

B. NO Focal Sprinting!

- 1. **6 Rapid fire - Paper**
 - a. 6 rds no sights
 - b. 6 rds sights / 3& 5 yds

C. From "Ready"

- 1. **3yds - Paper**
 - 2rds – .75 sec
 - 3rds – 1.0 sec
 - 4rds – 1.25 sec
 - 6rds – 1.75 sec

- 2. **5yds - Paper**
 - 2rds – .85 sec
 - 3rds – 1.10 sec
 - 4rds – 1.35 sec
 - 6rds – 1.85 sec

- 3. **10yds - Steel**
 - 2rds – 1.10 sec
 - 3rds – 1.35 sec
 - 4rds – 1.60 sec
 - 6rds – 2.10 sec

- 4. **15yds - Steel**
 - 2rds – 1.35 sec
 - 3rds – 1.60 sec
 - 4rds – 1.85 sec
 - 6rds – 2.35 sec



TACTICAL SURVIVAL SHOOTING



D. From Holster

1. 15yds -Steel

2rds – 2.15 sec

3rds – 2.40 sec

4rds – 2.65 sec

6rds – 3.15 sec

2. 10yds - Steel

2rds – 1.90 sec

3rds – 2.15 sec

4rds – 2.40 sec

6rds – 2.90 sec

3. 5yds - Paper

2rds – 1.65 sec

3rds – 1.90 sec

4rds – 2.15 sec

6rds – 2.65 sec

4. 3yds - Paper

2rds – 1.50 sec

3rds – 1.75 sec

4rds – 2.00 sec

6rds – 2.50 sec

RELOAD DRILLS

NOTES

1. 7yds – Steel

Speed
– 1 reload 1- 3.25 sec
– 2 reload 2–3.75 sec
– 3 reload 3–4.25 sec

Tactical
– 2 reload 1–4.00 sec
– 3 reload 1-4.25 sec

Emerg.
– 2 reload 1–4.00 sec
– 3 reload 1–4.25 sec

STOPPAGE DRILLS

NOTES

A. 7 Yard Line

B. Tap, Rack, Ready

C. Communication

D. 7yds – Steel

- 1. Immediate action – Fire
2rds
 - 3.50 sec
 - 3.25 sec
 - 3.00 sec

- 2. Fire 2 - immediate action –
Fire 1rd. 3.00 sec



DRUG AND ARMOR DRILL

A. HEAD OR PELVIC REGION

B. CENTER MASS IS POINT OF AIM FOR HEAD SHOT

C. HIP POINTS OR POCKETS ARE POINT OF AIM FOR PELVIC

D. Head/Pelvic – 5 yds Paper

- 1. 2 body 1 head – 1.35 sec
- 2. 2 body 2 head – 1.60 sec
- 3. 3 body 1 head – 1.60 sec
- 4. 2 body 2 Pelvic – 1.60 sec
- 5. 3 body 3 Pelvic – 2.10 sec

From ready

E. Head/Pelvic – 5 yds Paper

- 1. 2 body 1 head – 2.15 sec
- 2. 2 body 2 head – 2.40 sec
- 3. 3 body 1 head – 2.40 sec
- 4. 2 body 2 Pelvic – 2.40 sec
- 5. 3 body 3 Pelvic – 2.90 sec

From holster

MULTIPLE TARGETS

NOTES

A. ONE TARGET AT A TIME

B. STOP PISTOL ON EACH TARGET

C. SMOOTH WEAPONS MOVEMENT CONTROL SWING/DO NOT SWING OVER

E. 7 yards – Steel /Ready

1. 1+ 1 – 1.20 sec
2. 2+2 – 1.70 sec
3. 3+3 – 2.20 sec
4. 1+1+1 – 1.70 sec
5. 2+2+2 – 2.45 sec
6. 3+3+3 – 3.20 sec

F. 15 yards – Steel/Holster

1. 1+ 1 – 2.40 sec
2. 2+2 – 2.90 sec
3. 3+3 - 3.40 sec
4. 1+1+1 – 2.90 sec
5. 2+2+2 – 3.65 sec
6. 3+3+3 – 4.40 sec



NOTES

ONE HAND FIRING

A. STEP IN

B. CONSISTENT STANCE

C. SUPPORT HAND FIRING

D. Primary Hand 7yds - Steel

1. From Ready

- a. 1 rd – 1.00 sec
- b. 2rds – 1.30 sec
- c. 3 rds – 1.60 sec
- d. 4 rds – 1.90 sec

2. From Holster

- a. 1 rd – 1.65 sec
- b. 2rds – 1.95 sec
- c. 3 rds – 2.25 sec
- d. 4 rds – 2.55 sec

E. Support Hand

1. From Ready

- a. 1 rd – 1.50 sec
- b. 2rds – 1.85 sec
- c. 3 rds – 2.00 sec
- d. 4 rds – 2.25 sec

TACTICAL SURVIVAL SHOOTING



USE OF COVER

COVER VS. CONCEALMENT

USE OF COVER

1. Quick Peeks

2. Distance from cover

3. Cutting the pie

4. Rolling out

5. Stepping out

FIRING POSITIONS

A. Standing

1. Supported - Not Recommended

2. Unsupported

B. Kneeling

1. Supported (low)

Unsupported (high)

3. Double Knee

C. Squatting

1. Feet position

2. Lock in

D. Prone

1. Angle from behind

2. Hugging

Horizontal lines for notes

REDUCING TIMES REP DRILLS

A. UTILIZING COVER

SINGLE ROUNDS

1. From "Ready"

7yds

- a. 1.35 sec
- b. 1.30 sec
- c. 1.25 sec
- d. 1.15 sec
- e. 1.05 sec
- f. .95 sec

2. From Holster

7yds

- a. 1.90 sec
- b. 1.80 sec
- c. 1.70 sec
- d. 1.60 sec
- e. 1.50 sec

DOUBLE TAPS

1. From "Ready"

- a. 10yds – 1.35 sec
- b. 15yds – 1.60 sec

2. From Holster

- a. 15yds – 2.40 sec
- b. 10yds – 2.15 sec

MULTIPLE ROUNDS

1. 6 Rapid fire - Paper

- a. 6 rds 5 yds

2. From "Ready"

a. 5yds - Paper

- 2rds – 1.10 sec
- 3rds – 1.35 sec
- 4rds – 1.60 sec
- 6rds – 2.10 sec

b. 10yds - Steel

- 2rds – 1.35 sec
- 3rds – 1.60 sec
- 4rds – 1.85 sec
- 6rds – 2.35 sec

c. 15yds - Steel

- 2rds – 1.60 sec
- 3rds – 1.85 sec
- 4rds – 2.10 sec
- 6rds – 2.60 sec

f.
1.50
sec

3. From Holster

a. 15yds - Steel

- 2rds – 2.40 sec
- 3rds – 2.65 sec
- 4rds – 2.90 sec
- 6rds – 3.40 sec

b. 10yds - Steel

- 2rds – 2.15 sec
- 3rds – 2.40 sec
- 4rds – 2.90 sec
- 6rds – 3.40 sec



RELOADS

1. 7yds – Steel

Speed – 1 reload 1- 3.25 sec
 - 2 reload 2–3.75 sec
 - 3 reload 3–4.25 sec

Tactical - 2 reload 1–4.00 sec
 - 3 reload 1-4.25 sec

Emerg. - 2 reload 1–4.00sec
 - 3 reload 1–4.25 sec

DRUG & ARMOR

a. Head/Pelvic – 7 yds steel

From ready

1. 2 body 1 head – 1.70 sec
2. 2 body 2 head – 1.95 sec
3. 3 body 1 head – 1.95 sec
4. 2 body 2 Pelvic – 1.95 sec
5. 3 body 3 Pelvic – 2.55 sec

b. Head/Pelvic – 12 yds steel

From holste

1. 2 body 1 head – 2.75 sec
2. 2 body 2 head – 3.00 sec
3. 3 body 1 head – 3.00 sec
4. 2 body 2 Pelvic – 3.00 sec
5. 3 body 3 Pelvic – 3.50 sec

MULTIPLE TARGETS

a. 7 yards – Steel

1. 1+ 1 – 1.45 sec
2. 2+2 – 1.95 sec
3. 3+3 – 2.45 sec
4. 1+1+1 – 1.95 sec
5. 2+2+2 – 2.70 sec
6. 3+3+3 – 3.45 sec

b. 12 yards – Steel

1. 1+ 1 – 1.70 sec
2. 2+2 – 2.20 sec
3. 3+3 – 2.70 sec
4. 1+1+1 – 2.20 sec
5. 2+2+2 – 2.95 sec
6. 3+3+3 – 3.70 sec

1 HAND

a. Primary Hand 7yds - Steel

1. From Ready
 - a. 1 rd – .95 sec
 - b. 2rds – 1.30 sec
 - c. 3 rds – 1.65sec
 - d. 4 rds – 2.00 sec

2. From Holster
 - a. 1 rd – 1.75 sec
 - b. 2rds – 2.10 sec
 - c. 3 rds – 2.45 sec
 - d. 4 rds – 2.80 sec

b. Support Hand 7yds - Steel

1. From Ready
 - a. 1 rd – 1.15sec
 - b. 2rds – 1.60 sec
 - c. 3 rds – 1.95 sec
 - d. 4 rds – 2.30 sec

MOVING TARGET

TRACKING

1. Firearm moves at same speed as target
 - a. *Consistent Hold with necessary Lead*
 - b. *Follow through*

OVERTAKING

1. Firearm moves faster than target
 - a. *Slow firearm movement establish necessary lead*
 - b. *If swing past you can establish a stationary hold*

FIRING ON THE MOVE

FORWARD

- A. Firearm held at the Ready

- B. Legs become shock absorbers

- C. Roll your feet

- D. Walking

- E. Shorten stride

- F. Speeds
 - 1. Covert
 - 2. Warrant
 - 3. Rescue

- G. Commands
 - 1. Move
 - 2. Threat
 - 3. Up



BACKING OUT

A. Firearm held at the Ready

B. Legs become shock absorbers

C. Roll your feet

D. Step and Drag or Drag & Step

E. Full Step

F. Keep weight forward

LATERAL MOVEMENT

A. Consistent Movement Technique

- 1. Normal
- 2. Side Step
- 3. Rearward
- 4. One - Handed

B. Consistent Upper body Platform

C. Control Firearms Movement

D. Fire Ahead (if possible)

E. One Target at a Time

F. Eyes Focused on one target at a time

MULTIPLE TARGETS ON THE MOVE (REDUCING SIZE)

A. 4 TARGETS OFFSET

B. MOVE ON
COMMAND

C. WARRANT SERVICE
SPEED

D. DOUBLE TAP EACH

E. ZERO MISSES



<h1>SHOOTBACK PAINTBALL SYSTEM</h1>

The shootback paintball system incorporated into the target trailer provides a very unique and real opportunity to place shooters in a stressful training environment in which they must apply proper use of cover techniques. In addition, while applying force under the threat of “being shot” students and instructors can evaluate skills and performance under these stressful conditions. Not thinking while fighting, not using cover correctly, being exposed for too long, and not applying force appropriately can result in a shooter being hit by a paintball; just as with a real bullet. Like “real” bullets, one doesn’t wish to be hit by the paintballs. Fortunately, the punitive aspects of being hit by a paintball are vastly easier to recover from in contrast to a real bullet. Use cover correctly, hit the targets, limit your own exposure, and most importantly **THINK** while fighting, and your chances of being “painted” are reduced. That is the goal and major benefit of the shootback system.

Keep in mind the paintballs will be coming from multiple directions and angles. Be aware. All pertinent safety gear must be worn properly while engaged against the shootback system. In the event that you are hit, **DO NOT** stop fighting. **DO NOT** violate required range safety procedures, and above all else **NEVER QUIT**.

COVER AND EXPOSURE TIMES

NOTES

Cover and exposure times in relation with the use of cover are an integral part of this course. COVER TIME refers to the amount of time a shooter can stay protected behind a piece of cover without engaging a target. This is an important consideration because in a fight, while your cover may protect you, you do not have visual control of a subject and you are certainly not attempting physical control. So, cover times are used to spur students to begin controlling subjects (targets) once they have established protection from behind cover. Taking too much cover time has negative aspects and may result in punitive measures during the training session.

EXPOSURE TIME in relation to the use of cover is another valuable aspect as exposing yourself away from cover too long provides an increasingly greater opportunity for a subject (shootback system) to hit the officer. So, once the student exposes oneself away from cover, there is a small time window available to engage the targets before they shootback. As exposure time runs out, one might consider getting behind cover to protect oneself from incoming rounds. During the training sessions, running past the exposure times will invariably result in the punitive effects of paintballs striking their body.

Horizontal lines for taking notes.



**SHOOTBACK/COVER/
REDUCING TIME REP DRILLS**

- A. UTILIZING COVER**
- B. COVER AND EXPOSURE TIMES**

SINGLE ROUNDS

- 1. From "Ready" 7yds**
 - a. 5sec cover/1.15 expose
 - b. 5sec cover/1.05 expose
 - c. 5sec cover/1.00 expose
 - d. 5sec cover/.90 expose
 - e. 5sec cover/.80 expose
 - f. 5sec cover/.70 expose

DOUBLE TAPS

- 1. From "Ready" 7yds**
 - a. 5sec cover/1.25 expose
 - b. 5sec cover/1.15 expose
 - c. 5sec cover/1.05 expose
 - d. 5sec cover/.95 sec expose
 - e. 5sec cover/.85 sec expose

MULTIPLE ROUNDS

- 1. From "Ready"**
- b. 10yds - Steel**
 - 3rds – 5 sec cover/1.60 expose
 - 4rds – 5 sec cover/1.85 expose
 - 6rds – 5 sec cover/2.10 expose

RELOADS

- 1. 7yds – Steel**

Cover while reloading

f. 1.50 sec	Speed	1 reload 1- 3.25 sec
		2 reload 2 –3.75 sec
		3 reload 3– 4.25 sec
	Tactical	2 reload 1 – 4.00 sec
		3 reload 1 – 4.25 sec
	Emerg.	2 reload 1 – 4.00 sec
		3 reload 1 – 4.25 sec

1 HAND

DRUG & ARMOR

1. Head/Pelvic – 7 yds steel

- a. 5sec cover/2.55 expose
- b. 5sec cover/1.95 expose
- c. 5sec cover/1.70 expose

2. Head/Pelvic – 12 yds steel

- a. 5sec cover/3.50 expose
- b. 5sec cover/3.00 expose
- c. 5sec cover/2.75 expose

a. Primary Hand 7yds - Steel

- 1. From Ready
 - a. 1 rd – .95 expose
 - b. 2rds – 1.30 expose
 - c. 3 rds – 1.65 expose
 - d. 4 rds – 2.00 expose

b. Support Hand 7yds - Steel

- 1. From Ready
 - a. 1 rd – 1.15
 - b. 2rds – 1.60 expose
 - c. 3 rds – 1.95 expose
 - d. 4 rds – 2.30 expose

MULTIPLE TARGETS

1. 7 yards – Steel

1-2-3 targets

- a. 5sec cover/2.45 expose
- b. 5sec cover/1.95 expose
- c. 5sec cover/1.45 expose

2. 12 yards – Steel

1-2-3 targets

- a. 5sec cover/2.70 expose
- b. 5sec cover/2.20 expose
- c. 5sec cover/1.70 expose

LOW LIGHT FIRING

A. EYES

- 1. The Retina**

- 2. The Pupil**

- 3. Photoreceptor Cells -
Rods and Cones**

- 4. Optic Nerve**

B. CONSIDERATIONS

- 1. Dark Adaptation**
 - a. Visual Purple
(*Rhodopsin*).**

- 2. Depth perception**

- 3. Contrast of color**

- 4. The dead spot**

5. **Someone who is in the dark and looking towards or into a lit area can see very well. Conversely, however, a person who is in a lit area looking towards the dark cannot see as well into the dark**

6. **Pupils are sympathetic**

7. **High or Low Firing**
a. **"Don't fight or out think your body"**

8. **Eye Glasses**

9. **Dark objects**

10. **Available light**

C. ACCESSORIES

1. **Flashlight**

2. **Lasers**

3. **Nights Sights**

4. **Car lights**

5. **Flares**

6. **Chemical lights**

7. **Strobes**

8. **Night vision goggles**

D. HAND HELD FLASHLIGHT TECHNIQUES

1. CHAPMAN *(or called the three finger)*

2. HARRIES *(or called the back of the hand to the back of the hand)*

3. AYOOB *(or called the thumb to thumb)*

4. ROGERS

5. SHOULDER

6. GENERAL RULES

NOTES



SURVIVAL SHOOTING STANDARDS

RANGE	DRILL	RDS	HOLSTER	TIME
7yd	Single Rd	1	UN	.75
7yd	Single Rd	1	H	1.50
7yd	DBL TAP	2	UN	1.10
7yd	RELOAD	2+2	UN	4.00
7yd	1Hand Reload	1 + 1	H	9.0
7yd	STOPPAGE	2	UN	3.0
7yd	ARMOR	3	UN	1.75
7yd	MULTIPLE	3+3	UN	2.5
7yd	Multiple Rds	6	H	3.5
7yd	1 HAND Support	1	UN	1.15
7yd	DBL TAP	2	H	1.85
7yd	1 HAND	1	H	1.60
15yd	3rds Multiple	3	UN	1.75
25yd	Dbl Tap	2	UN	1.85
50yd	Single	1	H	5.00
FOTM	Multiples	6	UN	0 misses

FORCE ON FORCE PRACTICALS

1 ON 2

1 ON 1

1 ON 4