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RANGEMASTER

DEFENSIVE TACTICS
FOR THE REAL WORLD

Firearms Training Services
MONTHLY NEWSLETTER



Braced Kneeling



Double Kneeling



Speed Kneeling

In the typical US self defense shooting, all shooting will be done from a standing position. There is usually no time to move to cover, assume a lower position or do anything but get on the sights and start making hits. As with all things, however, there are exceptions and we need to be prepared to deal with them.

cover, prone is probably not a great idea in the close-range urban environment. The original PPC also included shooting from sitting; but again, this is an attempt to adapt rifle training to pistol use.

In defensive contexts, the alternate position most often used will be some form of kneeling. The various kneeling

Alternate Shooting Positions

by Tom Givens

From 1935 until the 1980s, the FBI's Practical Pistol Course and its NRA police competition cousin included firing from prone. This was a hold-over from early training at Quantico by Marine shooting instructors, who were primarily riflemen. In military action, most casualties are caused by flying shrapnel and debris from explosive ordnance. Artillery shells, mortar rounds, aerial bombs, RPG rockets, grenades, mines and IEDs account for almost all serious casualties. Thus, in the military on first contact everyone goes prone, if possible.

For close-range self-defense, prone has a lot of drawbacks. It is slow to get into and out of, it greatly restricts our mobility, and it restricts our vision. On hard, even surfaces like concrete and asphalt, it makes us vulnerable to rounds hitting in front of us and skipping into us. Unless combined with very low

positions have several advantages: they are quick to get into and out of; they offer enhanced stability; they lower your profile, making you a smaller target; they offer better visibility than prone; and they conform well to cover that is too short to use from a standing position. Also, they can make you harder for an assailant to spot initially, as most people scan visually at eye level. This last one applies when the opposition is not targeting you yet, as in an active shooter event where you are present.

There are three basic variations of the kneeling position. These are: **braced kneeling**, **double kneeling**; and **speed kneeling**. Each has its place.

Braced kneeling is an adaptation of the rifleman's position, and offers enhanced stability for more accuracy, IF done correctly. To assume a proper Braced

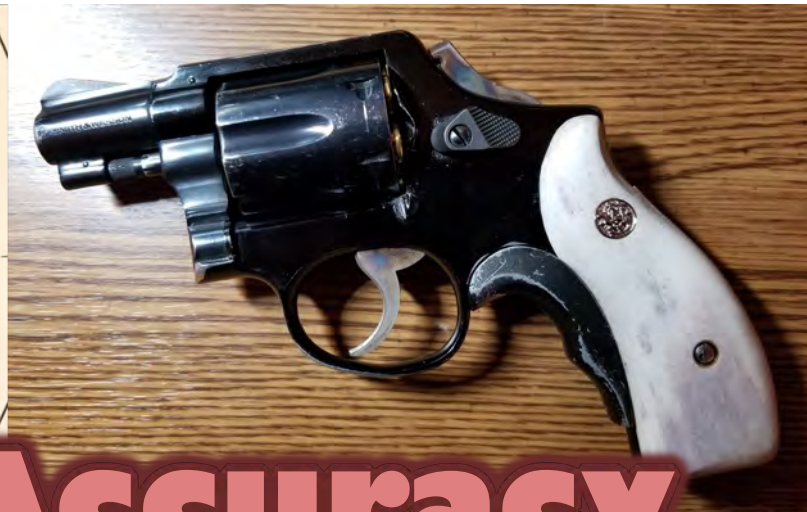
Kneeling Position, the shooter must step forward and across to a line extending forward from the gun side foot. The shooter sits on the gun side heel, bracing the flat back of the support arm elbow on the flat portion of the knee. Upper body geometry stays pretty much the same as in Standing, so the gun is the same distance from the face, resulting in the same sight picture.

Double kneeling is assumed by rocking the shoulders back as the gun is drawn, to prevent crashing the knees into the ground too hard. As the gun is drawn, sit on both feet, with your butt on your heels. From the belt up, body geometry is exactly

like when standing. You can lean out slightly from either side of low cover, like a large concrete planter, and deliver accurate fire with minimal exposure.

Speed kneeling offers no real accuracy enhancement but lowers your profile quickly. You can get into/out of it very quickly. Just step forward with the support side foot and drop to one knee. From the belt up, it's just like standing.

The photos to the right and on the previous page show these positions being used properly. Find the ones that work best for you and give them a bit of practice from time to time. ■



Snubby Accuracy

The untrained often refer to a two-inch-barreled .38 Special revolver (snubby) as an “arm’s length” or “across the card table” gun. Claude Werner is an admirer of the snubby, and he comments that “it’s only an arm’s length gun if you are incompetent.” I tend to agree.

The revolver pictured here is a S&W Model 12, the aluminum frame lightweight version of the M&P, six shot K-frame. This one has the hammer spur removed to prevent snagging during a concealed presentation; gun rendered double-action only; the chambers are lightly chamfered to ease reloading; the cylinder latch was replaced, making the use of speedloaders easier; and it sports a set of Grashorn elk stag stocks and a Tyler grip adaptor.

The elk antler stocks just arrived recently, so after installing them I took the little blaster to the range. I fired 20 rounds of Federal Gold Match 148-grain wadcutters at a single B-8 bullseye target, as follows:

- 5 yards, 1 shot from the holster, 2.5 seconds
- 5 yards, 4 shots from the ready, 2.5 seconds
- 5 yards, 3 shots from ready, dominant hand only, in 2.5 seconds
- 5 yards, 2 shots from ready, support side hand only, in 2.5 seconds
- 10 yards, 5 shots from ready in 5 seconds
- 10 yards, 5 shots from ready in 5 seconds

That’s 20 shots, for a maximum possible score of 200. My score was 195 (photo above). That would be credible performance with a semiauto service pistol, so I’m happy. Why not take your snubby out and see what you can do on this drill? ■



It’s only an arm’s length gun if you are incompetent.”

- Claude Werner

What's your magic number?

1.2.3.4.5.6.7.8.9.10.11.12.13.14.15.16.17

Capacity for

TRUTH

by Tom Givens



The detachable magazine is the heart of a semiautomatic weapon, whether handgun or carbine. The magazine is a feeding device that keeps the weapon's ammunition supply ready for use. Most defensive handguns were designed with a specific magazine capacity in mind.

First, let's get our terms straight. The magazine capacity for which the handgun was originally designed and intended to use is its "normal capacity magazine." If one designs a magazine of the same overall dimensions, but that holds less ammunition than the original design, that is a "reduced capacity" magazine. For example, the Glock 17 was designed with a 17-round magazine that fits flush with the bottom of the grip frame. During the ridiculous Clinton magazine capacity restrictions, these same size magazines were limited to 10 rounds. Thus, the 17-round magazine for a Glock 17 is not a "high-capacity magazine." It is a *normal* capacity magazine or a *standard* capacity magazine. The 10-round magazine for a Glock 17 is a *reduced* capacity magazine.

It is interesting to note that organizations from the US Department of Justice to the Centers for Disease Control conducted extensive studies after the sunset of the 10-year magazine capacity restrictions. None of those studies found any evidence whatsoever that limiting ammunition capacity had any effect on crime. None. In truth, the only thing these capacity restrictions *do* affect is your ability to defend yourself in a life-and-death situation.

The purpose of higher capacity magazines is not to let you shoot more. Their purpose is to reduce the likelihood that you will have to take your pistol out of action to reload it during a

fight in which a couple of seconds can mean the difference between winning and losing. Once your pistol is empty and it must be reloaded it is out of action and cannot be fired until the reloading process has been completed. Master level competitive shooters, real champions, need somewhere between 1 and 1.5 seconds to reload a semiautomatic pistol, using competition gear. A very skillful shooter working with concealment carry gear will need more like 2 to 2.5 seconds to complete a reload. Persons with less skill and practice will require even more time. In simple terms that means that once your pistol is empty you are out of the fight for some period of seconds until you can get it reloaded. During that time, you just might lose the fight.

The purpose of higher capacity magazines is not to let you shoot more.

The amount of time that elapses between shots is referred to as one's "split time." A decent shooter typically has a split time around .25 seconds from shot to shot at close distances. A very good shooter will have splits around .20 seconds. These split times represent the ability to fire four or five shots per second. This means that when firing at combat speed a five-shot handgun will only be able to stay in the fight for about one second. A 10-shot pistol gives the shooter two seconds of firing before he or she has to stop and reload. A 15-shot pistol has three seconds of potential fighting time before it runs out. This is the true purpose of magazines that hold more rounds. They simply allow you to stay in the fight longer. No matter how high your skill level, once your pistol is empty, you are unable to shoot. I prefer a pistol that lets me stay in the fight longer before I have to stop and reload. ■

The
February
Drill of the
Month
Winner
is...



Tim
Reedy

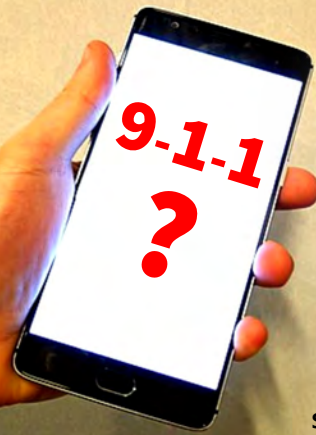
Congratulations!



\$25 Off

You're on Your Own!

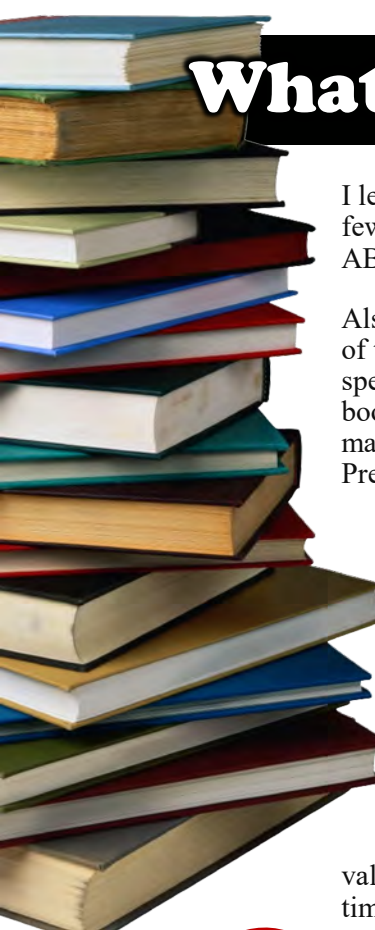
by Tom Givens



To borrow a phrase from trainer Darryl Bolke, when someone breaks into your home or pulls a gun on you in a street robbery, YOU are the first responder. The police are secondary responders, who will arrive long after the event is over.

According to an article in the *Atlanta Journal Constitution*, Atlanta police were the slowest to answer high-priority, life-threatening situations, such as armed robberies, assaults, shootings in progress, and similar high-priority emergency calls among police departments from seven similar-sized cities. The results were part of a survey the newspaper conducted of police response times. In Atlanta, in the period covered by this study, on average, it took 11 minutes and 12 seconds from the time a high-priority 911 call was received until an Atlanta police officer showed up at the scene. The response times reported by the El Paso (Texas) Police Department were only one second quicker than Atlanta's, with an average of 11 minutes and 11 seconds. This is sadly typical in just about all large cities. In rural areas, the response time may be much, much longer. The only person capable of taking care of your family is YOU. ■

What's Tom Reading?

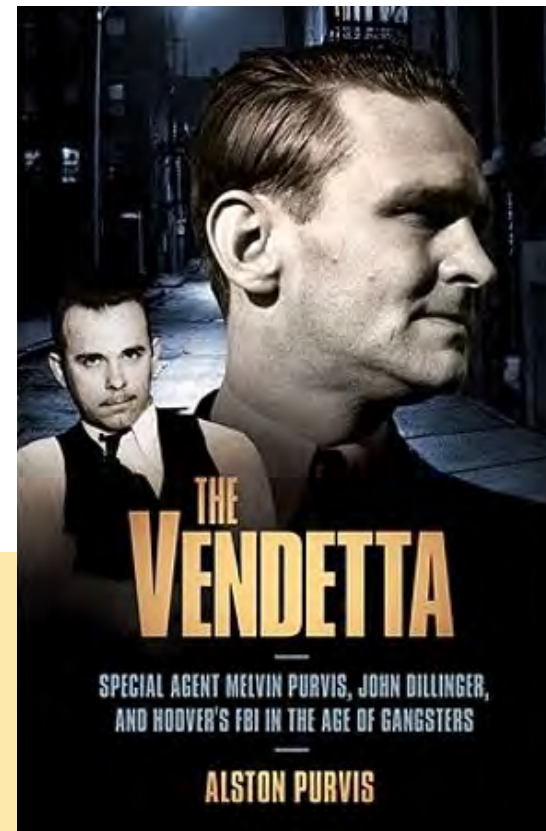


I learn a lot by reading books, and many are found for just a few dollars used on Amazon or old book seller sites like ABE Books. I think I paid about eight dollars for this one.

Alston Purvis is the son of Melvin Purvis, famed "G-Man" of the war on crime in the early 1930's. Purvis the younger spent several years and a great deal of effort researching this book, and he does a good job of detailing the exhaustive manhunt and eventual fatal shooting of John Dillinger, Pretty Boy Floyd, and Baby Face Nelson, three of the most violent gangsters of that era, as well as those of several lesser players.

Today, it's hard to imagine hunting these violent, heavily-armed and highly-mobile offenders without computers, two-way radios, SWAT teams and other modern conveniences. Often, agents had to go house to house just to find a telephone so they could communicate with their office in an emergency. When engaged in a fight, they had to handle with what they had on their person, which was often just a concealed handgun. There are many valuable lessons in this recounting of a violent, turbulent time in American History. Recommended. ■

- Tom



DO T.M.

Throughout 2019, we will be running a Drill of the Month in each edition of the newsletter. The goal is help motivate folks to get to the range and actually shoot their defensive weapons, and to have some fun in the process.

Each month, we'll post a drill or a short course of fire. You are encouraged to go

to the range, shoot the drill, then post your thoughts and a photo of your target on the Rangemaster Facebook page. Each month, I will randomly select one of the posts and award the shooter a \$25.00 discount certificate to use toward the purchase of a book, DVD, or training course. The March DOTM is the Hackathorn Standards (next page).

Drill of the Month:

The Hackathorn Standards

This drill was designed by the legendary Ken Hackathorn, whose credentials include US Army Special Forces Small Arms Instructor, Gunsite Instructor, NRA Police Firearms Instructor, and FBI Certified Firearms Instructor, just to name a few. Ken designed this drill back in 1993, and it became the blueprint from which the IDPA Classifier was developed.

The drill requires three IPSC or IDPA targets spaced one yard apart at heights (from left to right) of five feet, six feet, and four feet. You'll need a total of 60 rounds for all 13 strings of fire.

When head shots are required, a hit anywhere else on the target counts as a miss. If no target zone is specified (or if body shots are required), hits to the head box still count for 5 points. There is no concealment requirement. Strings of fire are shot from the holster unless specified otherwise. Ken grants a 0.30-second grace period on the PAR times. In other words, if a string calls for a 3.00 second PAR, any shot fired within 3.30 seconds counts for score. No extra ("make up") shots are allowed. Here's how the drill is scored:

- Headshots = 5 points
- A-zone (-0 on IDPA) = 5 points
- C-zone (-1 on IDPA) = 3 points
- D-zone (-3 on IDPA) = 2 points
- Miss = 0 points

A score of **250 or more is excellent**. From 200-249 is acceptable. Below 200 means the shooter needs improvement.

Don't forget to post your results on the Rangemaster Facebook page for a chance to win \$25 off Rangemaster products or training. Good luck! ■

1	5 yds	Both Hands	Draw and fire 1 to each head	3 sec
2	5 yds	Strong Hand	Draw and fire 1 to each head	4 sec
3	5 yds	Strong Hand	Draw and fire 1 to each body	3 sec
4	5 yds	Strong Hand	Draw and fire 1 to each body (repeat of string #3)	3 sec
5	8 yds	Both Hands	Draw and fire 2 on LEFT target	2 sec
6	8 yds	Both Hands	Draw and fire 2 on CENTER target	2 sec
7	8 yds	Both Hands	Draw and fire 2 on RIGHT target	2 sec
8	10 yds	Both Hands	<i>El Presidente:</i> Begin facing uprange with exactly 6 rounds in pistol; on buzzer, turn, draw, and fire 2 rounds on each target; then reload from slide-lock and fire 2 rounds on each again	10 sec
9	10 yds	Weak Hand	<i>Weak Hand Pickup:</i> Begin standing, strong hand in small of back; pistol on the ground (butt towards strong side); on buzzer, retrieve handgun, fire 1 on each target from standing or kneeling	5 sec
10	12 to 8 yds	Both Hands	Draw and fire 2 on each target while advancing from 12yd to 8yd	5 sec
11	15 yds	Both Hands	<i>Transition Drill:</i> Begin with hands at shoulder level as if holding a rifle; on buzzer, draw and fire 1 on each target	4 sec
12	20 yds	Both Hands	<i>Prone Drill:</i> Begin standing; on buzzer drop to prone, draw and fire 2 rounds on each target	10 sec
13	25 yds	Both Hands	<i>Barricade Drill:</i> Begin standing behind barricade; on buzzer, draw and fire 2 on each from cover; then perform a tactical/retention reload; then 2 rounds on each from cover while kneeling	24 sec