FRONT SIGHT

FIREARMS TRAINING INSTITUTE



Practice Guide

Tactical Shotgun

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All inquiries should be addressed to:

Front Sight Firearms Training Institute
7975 Cameron Dr., #900
Windsor, CA 95492
(800) 987-7719

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Design and Editing by: J. Scott Hoerner
Photography by: Dennis Bower
Captions by: J. Scott Hoerner
Demonstrations by: Brad Ackman

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Disclaimer

This Practice Guide is not intended as a substitute for the safe and professional instruction provided in Front Sight's Tactical Shotgun Course.

THIS IS NOT A TRAINING MANUAL. FRONT SIGHT STRONGLY ADVISES YOU AGAINST PRACTICING THE TECHNIQUES IN THIS PRACTICE GUIDE UNLESS YOU HAVE COMPLETED THE FOUR DAY TACTICAL SHOTGUN COURSE AT FRONT SIGHT.

Front Sight assumes no liability for any damages or negligence that may occur through the use of this Practice Guide.

Students wishing to pursue training should contact Front Sight at (800) 987-7719 or www.frontsight.com.

Front Sight recommends that all procedures and techniques mentioned in this guide be performed at a proper firing range under carefully controlled conditions. By using this guide, the reader accepts the responsibility for any and all accidents, damage or injuries that might occur.

PART ONE

In this section:

The Purpose of This Practice Guide 8
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The Purpose of This Practice Guide

At Front Sight, our goal is to make you as good as we possibly can during the time you spend with us. That, however, is only part of the process to gaining lasting skills in gun-handling, marksmanship, and tactics, and establishing a combat mindset. When you leave Front Sight, it becomes your responsibility to practice the techniques you learned during your course at Front Sight.

To assist you in your continued practice, we have created this guide. It reviews many of the techniques taught in the 4-Day Tactical Shotgun Course. This guide is more than just a "dry practice" review. Many of the described techniques, such as malfunctions and reloads, involve a loaded weapon. Such techniques cannot be practiced safely during dry practice and must be practiced only at a proper firing range under carefully controlled "live-fire" conditions.

Practice diligently; practice often; and by all means — practice CORRECTLY!

The Four Universal Firearms Safety Rules

Rule 1: Treat every weapon as if it were loaded.

Dry practice means practicing with an unloaded weapon to polish the skills and techniques learned on the range. Even during dry practice, treat the weapon with the same respect as a loaded weapon. That respect, or mindset, generally prevents any negligent discharge that might otherwise occur. A negligent discharge means firing a round that you didn't anticipate firing.

Rule 2: Never let the muzzle cover anything you are not willing to destroy.

Usually, if you violate Rule 2 what you end up covering is yourself. You end up covering your hand, your leg, or some other body part. You need to be what we call "muzzle conscious." Know where that muzzle is pointing all the time and never point it at anything you do not intend to shoot.

Rule 3: Keep your finger off the trigger until you're ready to fire.

When you are pointed in at your target and have made the decision to shoot, ONLY THEN is your finger on the trigger. Any other time the trigger finger is resting on the reference point.

Rule 4: Be sure of your target and what's inline with your target.

On the shooting range your target is generally a flat sheet of paper. No one is in the foreground because everyone is on the same firing line. There is nothing behind the target except a large berm to absorb the impact of the rounds. On

the street, Rule 4 is significantly more complicated. Several questions need to be answered. First, are you about to shoot the correct individual? If the answer is yes, then is someone going to step in front of your sights? And finally, if you press the trigger and that round over penetrates right through your adversary and continues downrange, what's it going to strike downrange? It goes without saying that once you have fired that shot you cannot alter it's course and you certainly can't get it back. You need to be absolutely certain of Rule 4 before you press the trigger.

The Five Levels of Competence

Intentionally Incompetent: Believe it or not, there are those who own and carry firearms that clearly know of their incompetence, but lack even the slightest bit of courage or motivation to improve their skills. The **II** avoids training out of laziness and fear of further exposing his incompetence to others. Graveyards are filled with the **II**. Sadly, the **II** often take those who count on them most — partners, family, and team members — to the grave with him. Unfortunately, the **II** cannot be helped to any substantial degree due to his lack of motivation to retain any training. Time wasted by coddling the **II** is better spent on the student who wants to improve. Fortunately, we rarely see the **II** at Front Sight.

Unconsciously Incompetent: The **UI** does not know that he does not know. The **UI** represents approximately 95% of all gun owners and includes people, for example in the police and military, who carry a gun for a living. The **UI** is incompetent but does not know he is incompetent because he has had no training or poor training, and has not yet experienced a tactical situation, which would clearly demonstrate his inadequacies. Examples of the **UI** can be found everywhere. The police officer who boasts that he has never had to draw his pistol in 10 years of duty is a lucky **UI**. The officer who only practices shooting his weapon a few times per year in order to pass the mandatory range qualifications is **UI**. The gun owner who buys a gun and box of ammo, fires a few shots at the range and then places the gun in his closet, confident he can use it effectively to protect himself is **UI**. The hunter who only shoots once a year to sight-in his rifle before going hunting is **UI**. Military personnel who receive basic rifle training, but have not handled a weapon **with live ammunition** in over six months are **UI**. Unfortunately, the **UI** often learns of his ineptitude for the first time under the most extreme stress situations. When the flag flies, the **UI's** first lesson may be his last.

Consciously Incompetent: If the **UI** survives his first lesson, and is smart enough to place the blame on the man in the mirror, the **UI** automatically graduates to the level of **CI**. The **CI** now knows he does not know and seeks help in acquiring the proper skills in the use of his weapon. The **CI** is a motivated student of weaponscraft. Although the **CI** is still operating at a level of incompetence, the **CI** recognizes his faults and in doing so can focus his efforts toward reaching a level of competency.

Consciously Competent: With proper training and practice, the **CI** develops into the **CC**. The length of time needed to develop from **CI** to **CC** is directly related to the quality of the training and the motivation of the student. The **CC** is able to manipulate his weapon and clear malfunctions in a safe and efficient manner. The **CC** understands the principles of marksmanship, shot placement and ammunition management. Quick assumption of field positions and the use of cover are familiar concepts to the **CC**. The **CC** has adopted the combat mind set as his own. As the level indicates, the **CC** is very quick and competent, but must constantly think about what he is doing. Every decision and action occurs as a result of an intricate thought process and has not yet reached a reflex response level. The **CC** will respond effectively to most stress situations that do not require split second decisions or actions.

Unconsciously Competent: As the fifth and ultimate level of competence implies, the **UC** has programmed his mind and body after thousands of repetitions to react in a fraction of a second with consistent responses that require no perceivable thought process. The **UC** functions flawlessly even under stressful situations because the **UC's** extensive training overrides his conscious thought process. As you can imagine, the **UC** is not common in today's society. This sad fact is due more to lack of proper training than to lack of motivation. Here are a few examples of the **UC in action**. In the heat of a gun battle, a pistolero hears a "click" as his hammer falls on a defective round. He reflexively taps the

magazine, rack-flips the action and delivers two rounds into his adversary's chest without consciously recognizing that his gun had malfunctioned. Upon sighting a trophy, a hunter slings up as he drops into a steady sitting position. He fires, manipulates the bolt on recoil — without the rifle leaving his shoulder or his eyes leaving the game — producing a one-shot kill and he does it all in less time than it takes to read this sentence. The combat shotgunner, confronted with a rapidly deteriorating hostage situation at 10 yards, immediately aims his front sight at the outside ear of the gunman, then confidently delivers half of the shotgun's pattern to the gunman's head.

At Front Sight we take motivated people, conscious of their inadequacies or not, and develop their minds and bodies to a level of competence that transcends 95% of the people who carry firearms for a living. For those who are already competent, Front Sight will challenge your abilities and elevate your competence to the unconscious plane.

Shotgun Discussion

The shotgun is unique in defensive shooting in that it delivers multiple projectiles with each shot. This, combined with large payload (300-600 grains) and moderately high velocity (1000—1800 feet per second) make it a devastating weapon against human adversaries.

The conical pattern of shot also makes the shotgun particularly effective on moving targets and in low light. This spread begins at the muzzle but is not significant for a few yards. Additionally, at some distance the pattern will spread enough that there will not be enough pellets on target to be effective and/or the pellets that miss will be a danger to individuals other than the intended target. *(Safety **rule four** demands that we be aware of people or objects around or beyond the intended target.)*

Shot pattern effectiveness is often broken down into three "zones", designated as "A, B, and C". In the **A zone**, the shot has spread very little and essentially strikes the target as a single projectile. The shot is devastating but must be delivered accurately as there is no pattern to give a margin for error. The A zone extends from the muzzle to around five to seven yards.

The **B zone** begins at five yards or so where the shot charge has opened to a hand span sized pattern. A round that is fired slightly off center will still place several pellets in the intended vital areas. This zone extends to the distance where the percentage of the shot charge on target is not effective or the pellets that will overshoot the target will pose a rule four problem. Remember also that a round lead pellet of 50 grains or so loses velocity and energy quickly. In general. the shotgun's expanding conical pattern of shot generally limits it's effective range with buckshot to 30 yards or so. This distance varies with shot size, ammunition design,

velocity, barrel length, and muzzle constriction, or "choke".

Beyond this effective buckshot range we have the **C zone**, which is the province of the single projectile slug round. Almost any shotgun is capable of a torso sized slug pattern out to 100 yards.

Aftermarket barrel modifications such as the Vang-Comp system by Hans Vang can tighten the pattern and extend the "B" zone. Some of the new generation tactical buckshot loads use specially designed shot cups to accomplish the same thing. Remember that tightening the pattern means that you also extend the "A" zone where there is no appreciable spread. Given that most gunfights occur at close ranges, one must take care not to choke the shotgun pattern so much that it is a single projectile weapon in it's most likely deployment distances. For combative use, cylinder bore or improved cylinder chokes are the norm.

Shotgun Selection

For defensive use a pump action or semi-automatic shotgun in 12 or 20 gauge would be the preferred choices.

Pump guns are less expensive and more forgiving of low powered ammo. They are more prone to operator induced malfunctions until one builds the habit of cycling the gun consistently after each shot.

Semi-automatic shotguns are a little easier to use but require more diligence in cleaning and maintenance and may be less reliable with low powered ammo. They are also substantially more expensive than pumps.

The preponderance of fighting shotguns are 12 gauge and so there is a wide choice of ammunition and accessories for the 12. The 20 gauge has adequate muzzle energy for defensive use and the guns are lighter and thus faster handling than the 12 gauge guns. They are worth a look if smaller statured family members may be using the gun. Ammunition

choices are somewhat limited in the 20 gauge, with #2 or #3 buckshot being the commonly available buck load.

Weight, balance, and stock length are important factors in shotgun choice and outfitting. A lighter gun is faster handling and easier to train with. A heavier gun has more inertia and will have less felt recoil. A gun with its weight biased toward the butt stock will feel "lighter" than a gun of equal weight that is muzzle heavy. A shortened butt stock will move the weight of the gun back towards the body where the shooter has better leverage. Additionally, proper stock length will facilitate mounting the gun in the shoulder "pocket", the depression just inside the deltoid muscle below the collarbone. When shooting with a stock that is too long the butt stock tends to slide outward into the juncture of the bicep muscle.

Sights

Bead sights are durable and fast for "B" zone shooting. They require some skill to guarantee precise slug hits at distance. Rifle sights are excellent for precise slug shooting but seem a tiny bit slower for close in shots. Ghost ring sights with a large rear aperture and front post work well through all distances. For combative use in the "B" zone, the differences are negligible.

Accessories

A "plain Jane" shotgun with a bantam stock and bead sight will serve well. A simple carry strap is sufficient for training purposes.

There are a few basic accessories worth adding.

A sidesaddle or butt stock mounted ammo carrier will facilitate reloads. For "grab and go" use, the ammo in and on the gun is all you'll have.

A mounted flashlight is useful, particularly on the pump guns. This can be a dedicated flashlight forend or an

inexpensive tactical flashlight attached with a scope ring and a piece of weaver rail.

Remember that weight attached to the forward part of the gun will make it less maneuverable. Also, semi-automatics may not function reliably with excess weight on the gun.

Dry Practice Procedures

Strictly adhering to the procedures described below will allow you to safely practice with your weapon when you leave the range.

A few definitions are needed for clarity:

Dry Practice:
Describes a practice session or exercise not involving ammunition. The weapon is completely unloaded. Note that we do not use the term "dry fire" as you cannot fire an unloaded weapon and when calling out a range command we do not want any confusion between dry practice and firing the weapon.

Live Fire:
Describes a practice session or exercise using ammunition. **The weapon is loaded.**

Negligent Discharge:
The act of firing the weapon unintentionally.

Notice that the words "accident" and "accidental discharge" have been purposely avoided because they imply a sense of chance or lack of control. A weapons fires only when the handler presses the trigger—there is no element of chance involved. In our many years associated with weapons, we have never seen a gun of any kind fire by itself. The handler may not intend to fire a round, but he is responsible for it regardless of his intentions. The term "negligent discharge" more accurately places the responsibility where it belongs.

We are well advised to practice the skills we learned on the range. You cannot significantly improve your shooting skills through additional shooting and often the more you shoot, the worse you shoot. Your skill with firearms is maintained and improved through **CORRECT DRY PRACTICE.** The importance of dry practice cannot be overstated.

Homes, apartments, and hotels are clearly poor places for a bullet to unintentionally escape from the muzzle, yet because of convenience, these are the places we most commonly dry practice. The following system will allow you to safely conduct dry practice anywhere.

The three main elements of safe dry practice are:

- Proper mind set
- Control of your environment, and
- Separation from ammunition

Proper Mind Set: Because safety lies between the ears and not with mechanical devices, proper mindset is crucial to safe dry practice. Realize that handling weapons can be disastrous if the handler's attention is elsewhere. Dry practice must be conducted in a structured, serious fashion. Often as familiarity increases, so does complacency. This gives rise to many seasoned shooters having negligent discharges. Some people believe that if you handle weapons long enough you will eventually have a negligent discharge. We strongly disagree. There is no reason, other than negligence, that you will unintentionally fire a round. If you treat dry practice with the respect it demands, you will never feel the helpless agony associated with tracing the path of the round that you did not want to fire or have to utter the hollow excuse, "I didn't mean to shoot."

Control of Your Environment: For safe dry practice you must have control of your immediate environment so you can eliminate all possible distractions. If you don't have control of your environment, don't dry practice until you do.

In preparation for dry practice:

- Turn off the television and stereo
- Take the telephone off the hook
- Close the drapes
- Send the family on an errand
- Send the family on an errand

This distraction-free environment will help result in safe and productive practice. Part of your practice environment is obviously the target.

- Construct a target specifically for dry practice. The target should be used for dry practice only and should be removed immediately when you have finished practicing. Don't use part of the building (doors, mirrors, or light switches) or its furnishings (televisions, pictures, computers) because these items may tempt you to practice your presentation "just one more time" after you have quit your dry practice session and have holstered the weapon. This sounds unbelievable, but is the most common reason for negligent discharges.

- Select a simple target, such as a piece of white paper cut to a desired size. If you want to simulate shooting at longer distances within the confines of your home, reduce the size of the target. For added precaution, tape your target to something capable of stopping, or at least slowing, a bullet. A brick or cinder block wall is ideal.

- At the conclusion of the practice session, remove the target to avoid the "just one more time" syndrome described above. Some people advocate dry practicing in conjunction with watching television as the characters in the program serve as targets and the scene change is your start signal. This is bad business (except for the television repair man) because the person practicing tends to shift his attention to the television, thereby diluting his concentration and losing control of his immediate environment. The television also remains as a tempting target after the dry practice session is over. Many televisions have been destroyed in this process. Besides, the thin veneers of glass and plastic that comprise a television do not make a good bullet stop.

Separation from Ammunition: Physical separation from your ammunition supply is mandatory to ensure a safe dry practice session. Unload your weapon AND yourself. This includes

- The chamber
- All magazines and speed loaders
- Ammunition carrying devices such as butt cuffs on long guns
- Your pockets

Place all the ammunition in a container such as an ammo can or range bag and put it in another room, away from where you will be dry practicing. You will remain in one room only while dry practicing, so you will effectively be separated from your ammunition supply.

Questions:

1. What about keeping ammunition in the magazines so the have the proper weight, feel, and function for reloading or malfunction clearing practice?

   ABSOLUTELY NOT. At some point you will end up with a round in the chamber. The muscle memory you program through dry practice with an empty magazine will be no different than using a full magazine.

2. What about using snap caps or similar devices to protect the weapon from the hammer falling on an empty chamber repeatedly?

   This too is a poor idea because the habit of placing something in the chamber prior to dry practice will eventually lead to a negligent discharge. It is also likely that your snap caps can find their way into your live ammunition and result in a *click* when you wanted a *bang*! This can be hazardous to your health as well. In terms of damage to your weapon, with the exception of rim-fire handguns and rifles, dry practice is not detrimental to a modern weapon.

Dry Practice Checklist

- Set a realistic dry practice goal before you start. A long practice session is not necessarily better because quality, not quantity, is the goal.
- Establish the proper mind set for dry practice.
- Establish and maintain control of your dry practice environment to eliminate all possible distractions.
- **UNLOAD THE WEAPON AND YOURSELF** and place the ammunition in another room.
- Chamber check the weapon to verify that it is unloaded and say, "The weapon is unloaded and I am ready for dry practice."
- Select an appropriate sized target and place it on a solid surface capable of stopping a bullet.
- Chamber check the weapon again and then begin dry practice.
- Terminate the dry practice session before significant physical and mental fatigue set in.
- Remove the dry practice target immediately upon finishing the dry practice session.
- Return the weapon to fighting mode — loaded and placed in its usual location such as a holster, fanny pack, briefcase, or nightstand.
- Say aloud, "The weapon is loaded and dry practice is over."

PART TWO

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Patterning the Shotgun

Patterning the shotgun is the process of testing the ammunition, gun, and choke combinations to measure pattern size and density at chosen distances. The patterning process involves firing several rounds of one type of ammunition at each of several distances to see what size pattern that ammunition creates. If necessary, this is repeated with different ammunition until the gun/ammo combination yields the desired performance.

A critical distance for tactical shotgun is the outer limit of the "B" zone, or where the pattern has spread so far as to either be ineffective on an adversary or endanger things other than the intended target. In practice, shot effectiveness will involve many factors but the common measure of the end of the "B" zone is the distance where the buckshot pattern begins to expand beyond the size of the thoracic cavity. A rough estimation of shot spread with buckshot is about one inch of pattern spread for each yard of distance. The actual spread of shot is dependent on many factors, including shot size, shot velocity, shot cup design, barrel length, and barrel choke.

Remember that although we can get a general idea of how one type of ammo will pattern in one gun, there is no way to know exactly where any given pellet will impact the target. Patterning gives us a reasonable expectation of what the overall spread of shot will be. In general most shotguns will keep most brands of 00 buckshot in the thoracic cavity out to 15-20 yards. Tighter patterns extend the "B" zone but have less shot spread at shorter distances. Trying different brands and loadings of buckshot is the easiest and least expensive way to achieve the shot performance you desire.

However, keep your priorities in order. Select ammunition based **first** on reliability in your gun, then on **consistent** patterns, then on pattern size that meets your personal preference.

Reference Point for the Trigger Finger



The trigger finger should be off the trigger and rest along the receiver.



Finger may be staged on cross bolt safety.

Clearing pump guns



If the action is already open, look and feel for ammunition in the chamber and receiver.



If necessary, reach over the top with your support hand. Regardless of the method used, **you must feel the edge of the chamber** to be certain there is not a shell in the chamber.



If the action is closed, press the action release and open the action about an inch. Slide the support hand back to feel for a shell.



If you do not feel a shell, reach in far enough to verify that the chamber is empty.



Use the support side thumb to push the shell carrier up out of the way and feel for ammunition in the magazine tube. You may have to partially close the action on some shotguns to lift the shell carrier out of the way.



If the gun is cleared and you are not loading, open the action fully and, if the shell carrier is still up, push it down to clear the ejection port.

Clearing Semi Autos



If the action is open, look and feel for ammunition in the chamber and receiver.



If the action is closed, right-handed shooters use the edge of the support hand to open the action about an inch. Use a finger to feel for a shell or the edge of the chamber. Be sure to let the bolt "slam" forward into battery. Do not ease it forward.



An alternate method is to use the firing hand to pull the bolt back as the support hand checks the chamber and receiver.



Left-handed shooters use the support hand thumb or fingers to open the bolt as they check the chamber and receiver.



Push the bolt release to close the bolt and use the support hand thumb to check the magazine.



If you are clearing the weapon, lock the bolt to the rear. Benelli, Fabarms, and some other weapons will need to press the shell release to lock the bolt open.

Proper Index for Ammunition

Shotguns must be loaded and reloaded one round at a time as they generally do not have detachable magazines. Inserting a round into the magazine backwards can disable your shotgun or make it a single shot weapon. It is vital to develop consistent and reliable indexing on each round of ammunition.



Proper index for magazine loading is with shell high on pads of fingers, brass on small finger, index finger on crimp. The thumb can feel the rim to verify that the round is oriented properly. The index finger can usually distinguish a slug from a round of shot by the crimp or lack thereof.

Magazine Tube Loading



Use the trigger guard as an index point to align the shell with the loading port.



Use the thumb to drive the shell into the magazine.



Pump guns push the action release and rack the action to chamber a shell.



Semi-auto operators will run the bolt to the rear and release it to chamber a round. Guns like the Benelli M1 with magazine disconnects must first hit the shell release to drop a round onto the carrier.



Continue loading the magazine to capacity.



Perform a chamber check to verify loading and check extractor function

Ejection Port Loading - Pump Guns



With the action open on an empty gun, index a shell high on the finger pads and cup the receiver with the heel of the hand indexed on the front of the trigger guard.



Roll the ejection port slightly downward. The shell is against the receiver just behind the ejection port. Slide the round forward and let it fall into the ejection port. Continue the hand's forward motion onto the forend and close the action.



Left-handers index the shell with brass on index finger like a dart. Push the shell into the ejection port. Continue the hand's forward motion onto the forend and close the action



Continue loading the magazine to capacity.

Ejection Port Loading—Semi-autos



With the action open on an empty gun, index a shell high on the finger pads and cup the receiver with the heel of the hand indexed on the front of the trigger guard and the small finger touching the bolt handle.



Drop the shell into the ejection port and push the bolt release to chamber the round.



Left-handers index the shell with brass on index finger like a dart. Drop the shell into the ejection port. Push the bolt release to chamber the round



Continue loading the magazine to capacity.

Unloading—Pump Guns



Tuck the shotgun under the firing side arm and open the action halfway.



Bring the firing side hand under the ejection port as the support hand opens the action to eject the chambered shell.



Roll the gun clockwise and catch the second round off of the shell carrier as well.



To unload the magazine on a Remington 870 leave the action open and push the carrier up out of the way.



With the action open, the shell stop on the ejection port side is retaining the shell in the magazine.



Use a finger or thumb to press the shell stop and unload the magazine.



With Mossberg shotguns, the action must be closed to unload the magazine. The shell stop opposite the ejection port retains the shell.



Remington 870 and Winchester pump shotguns can also be unloaded with the action closed. The shell carrier must be held out of the way as the shell stops are manipulated to release shells from the magazine.
(Technique shown with a Benelli for illustration purposes)

Unloading—Semi-autos



Tuck the shotgun under the firing side arm and hook the bolt handle with the firing side hand. Bring the firing side hand under the ejection port .



Open the action to eject the chambered shell.



With Remington 1100 and 1187 semi-autos the next round can also be rolled off the carrier.



Close the action and turn the gun over. As the firing side thumb holds the carrier up, the support side index finger depresses the shell stop to release the shells from the magazine.

Grip and Stance

How the shooter holds the shotgun, the gun's placement in the shoulder pocket, on the cheek, and the shooter's body position or posture combine to form a shooting position. Consistency and efficiency in the assumption of shooting positions will enhance speed and accuracy.



Shoulders are slightly forward of the hips and the head is fairly upright. The toe of the stock is placed high in the shoulder pocket to bring the sights up to the eye. The shotgun is pulled tightly into the pocket by the firing hand. The support hand grip on the forend is neutral without back pressure. The cheek is pressed firmly into the comb of the stock. The firing hand thumb is on the tang of the gun rather than wrapped over the top of the stock



The body is bladed comfortably so that feet, knees, hips, and shoulders are aligned. Firing side elbow is at a comfortable angle of 45 degrees or less, not "chicken-winged" horizontally. Support elbow is pulled under the gun as close to vertical as is comfortable. Rolling the elbows inward as though "wringing out a dishrag" will tighten the upper torso and help manage recoil.

Mounting the Gun From the Ready Position



The **ready** position has the gun in the shoulder pocket with the muzzle depressed enough to allow a clear field of view. Shooter's hand is staged off the trigger, ready to disengage the safety.



On the firing cue, safety comes off and gun pivots up to the cheek weld. Finger goes on the trigger as the sights come onto the target.

High Ready



The **high ready** position has the stock trapped between body and forearm with the muzzle angled upward just below the line of sight. "Eye, muzzle, target".



On the firing cue, safety comes off and gun pushes forward to clear the body and then pulls straight back into the pocket.



Field Ready



The **field ready** position has the stock trapped between body and forearm with the gun angled down and across to the support side. "All day carry" with relaxed, upright posture.



On the firing cue, safety comes off and gun arcs up and forward to clear the body and then pulls straight back into the pocket.



After Action Drills

Once an opponent has been engaged and is not an immediate, shootable threat, perform after action drills to secure the environment. **Quick check** the immediate area for further threats, refocus on the primary adversary for a **final check** on him, then **scan** the surroundings in detail. Remember that the known, deadly threat in front of you takes precedence unless you are already aware of other threats. It is always advisable to move to cover or to an advantageous position during a fight, yet on the live fire range it is not safe to move to any great extent.

Safe dry practice is the venue to ingrain the habit of moving to cover.



If your opponent is a deadly threat, shoot him until the threat stops! Once the threat has ceased, lower the weapon to assess the situation **while moving** to a position of cover or advantage. If you are not shooting, finger comes off the trigger.



While maintaining awareness of the downed opponent, **quick check** the immediate area for other threats. Turn the head only for brief "snapshots" and return to the primary threat.

The **final check** of the downed adversary may take seconds or minutes. You may have to keep your attention on him until police arrive or you can retreat. If your opponent is still a potential threat, move to a position of advantage and use quick checks to maintain awareness of your surroundings. **Reload and check your gun!** When it is safe to do so, perform a detailed **scan** of your environment, eyes and muzzle aligned like the turret of a tank. Scan in vertical bands, near to far, in a 360 degree circle. Remember that, on the street, the entire after action sequence is done from cover or a position of advantage. Do **not** ingrain the habit of standing in the open while practicing after action drills.



Keep your shotgun fed! If you're not shooting something, you should be loading.

After Action Drills Summary

- **Finish the fight!**
  Don't take your attention off of an active, known threat to look for potential threats.

- **Move!**
  Don't be an exposed, static target. Move aggressively to a position of cover or advantage.

  Circle a downed opponent as you quick check to clear your surroundings if you need to.

  Escape if you can do so safely.

- **Fight off tunnel vision**

  Once the main threat is down, look around.

  Take a few slow, deep breaths.

- **Keep your gun running!**
  Reload your rifle at every opportunity.

  Chamber check or glance at your gun to make sure it's functional.

- **Check for injuries!**
  Check yourself for injuries that you may not have felt. Apply direct pressure to stop any serious bleeding.

- **Call for help!**
  Get police and medics on their way. Make sure that dispatch knows that you're the victim. Be very careful as the police arrive so they don't perceive you as a threat.

Tactical Reload



Shotguns are low capacity weapons so it is imperative to keep the magazine topped off. **"Shoot one, load one."**



With a home defense shotgun, the ammunition in and on the gun may be all you have. A sidesaddle is a convenient way to carry spare ammo.



Carrying ammo brass up is more secure but requires some effort to obtain a consistent loading index.



Brass down facilitates proper ammo index but requires a snug carrier to keep ammo in place.

Select Slug

A select slug drill is performed if a slug shot is required but the shotgun is loaded with shot.



As you recognize the need for a slug, disengage the safety.



Stage the firing hand on the action release as you acquire a slug and insert it into the magazine tube. If the magazine is full, cycle the action to eject a round and then load the slug into the magazine.



Cycle the action to chamber the slug as the gun is pointed in.



Make the decision to fire or not.

Select Slug—Rollout Method

The rollout method is similar to the standard unloading procedure. It works well with Remington and Mossberg pump guns. The advantage of this method is that it does not require space in the magazine.



Disengage the safety and press the action release. Open the action and eject the chambered round. Roll the gun aggressively to dump the second round off the shell carrier. The receiver is now clear.





Load a slug into the ejection port. Close the action and point in.



Make the decision to fire or not.

Select Slug—Semi-autos with Magazine Disconnect (Benelli, Beretta, Fabarms)



Index a slug in the support hand and bring it up under the forend. Use this motion to raise the gun to point.



The firing hand comes forward and runs the bolt to the rear, ejecting the round in the chamber.



The support hand moves back and drops the slug into the chamber. Move the support hand back to the forend. The firing hand releases the bolt and moves back to a firing grip.



Make the decision to fire or not.

Select Slug—Semi Auto Magazine Tube Method

Left handed shooters with a Benelli or other guns with magazine disconnects may need to use this method.



Disengage the safety and obtain a slug with the support hand. Load the slug into the magazine tube. If the tube is full, hit the shell release and cycle the bolt to eject a round and then load the slug into the magazine.





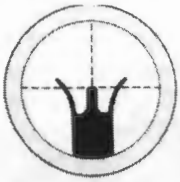
Press the shell release first then run the bolt to chamber the slug..



Make the decision to fire or not.

Three Secrets

Sight Alignment



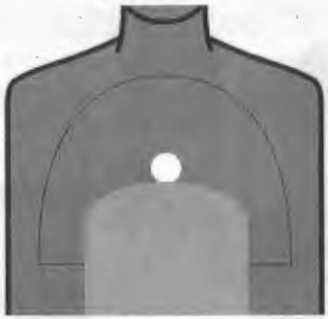
Ghost Ring Sights



Bead Sight

Sight Alignment is the relationship between the firing eye, rear sight and front sight. With ghost ring sights, correct Sight Alignment is when the *tip* of the front sight is centered both vertically and horizontally in the rear sight aperture. With rifle sights the front post is centered in the rear notch with the top of the post level with the top of the rear notch. When using a bead sight, only the bead is visible above the receiver and the top of the bead is on the center of the target.

Sight Picture



Sight Picture is placing correct Sight Alignment center mass on the target. The target and the rear sight should be out of focus, with a sharp, clear view of the tip of the front sight or bead. In order to get this clear view of the front sight tip, the support eye should be closed. Correct Sight Alignment and Sight Picture become increasingly important as target distance increases. Slight errors in either that allow reasonable hits at close range will cause misses at greater distances.

Trigger Control



Trigger control is manipulating the trigger in such a manner that when the shot is fired, Sight Alignment and Sight Picture are not disturbed. The trigger press must be straight to the rear and consistent. Pressing the trigger is a physical skill; controlling the trigger is a mental skill.



In order to control the trigger, the placement of the trigger finger needs to be consistent. Ideally, the center of the pad should be in contact with the trigger (above) in order to apply steady pressure straight to the rear.

Once the shot is fired, trap the trigger to the rear. While the weapon is recoiling, continue to apply the Three Secrets until the round has left the muzzle. This is Follow Through. While in the Follow Through, on semi-automatic weapons, the trigger finger is relaxed just enough to acquire the trigger reset in case subsequent shots need to be fired as you recover to your aiming point. The finger should not leave the trigger until you are done shooting. Pump guns are cycled during the recoil so that when the sights recover to the target, if it is still there, another shot can be taken.

When first Dry Practicing presentation and the Three Secrets, it will be more beneficial to separate them. Practice presentations, being as consistent and as smooth as possible in mounting the gun, acquiring the sights, and placing the trigger finger on the trigger.

When working on trigger control, use a blank or neutral background to aim in at so all there is to look at are the sights. Watch the front sight carefully when manipulating the trigger. Any movement in the front sight when the hammer falls on the dry press indicates an error in trigger control.
Pump gun users must ingrain cycling the action while holding the sights on target.

Once there is no movement in the sights when the trigger is pressed, alternate presenting to the blank background and the dry practice target while pushing to go a little faster each time. If movement of the front sight or bead begins to creep in during the dry press, slow down, or separate presentation from the Three Secrets again until the trigger control is back.

Muzzle Up Sling Carry





Grasp the front sling attachment point with the support hand. Let the gun hang vertically as you push the firing hand through the sling.





Hang the slung shotgun on the firing side shoulder, like putting on a coat. One hand stays on the weapon when it is slung.

Presentation from Muzzle Up Sling Carry





Reach under the sling and grasp the shotgun with your support hand. Lift the gun to clear the sling from the shoulder and pull the firing arm out of the sling.





Acquire a firing grip on the shotgun and come to the desired position.

Muzzle Down Sling Carry




Grasp the rear sling attachment point with the firing hand. Let the gun hang vertically as you push the support hand through the sling. The support hand controls the shotgun as it is slung.




Hang the slung shotgun on the support side shoulder, like putting on a coat. One hand stays on the weapon when it is slung.

Presentation From Muzzle Down Sling Carry





Slide the support hand up and grasp the gun at the balance point, just forward of the trigger guard. Lift the gun slightly to free the sling and thrust the gun forward to horizontal.





The gun rolls outward as the firing hand obtains a firing grip and pulls the gun through the support hand grip to the shoulder pocket.

Tactical Sling Carry



Pull the tactical sling loop open and place it over the head while inserting the support arm into the sling loop.



Adjust the sling loop across the back and shoulder. One hand controls the shotgun as it hangs on the sling.

Removing a Tactical Sling



Drop the support side elbow through the loop of the tactical sling and hook the sling with your thumb.



Lift the sling loop over your head and obtain a two handed grip on the shotgun.

Malfunction Clearances

A **malfunction** is loosely defined as an interruption in the operation of the gun that can be cleared in the field quickly without the use of tools. In contrast, a **jam** is a stoppage that will require tools, disassembly, or even an armorer's services to clear it. If we experience a jammed gun mid-fight our options are retreat or transition to another weapon. If our weapon malfunctions we first try to deal with it on a symptom specific basis, i.e. look at or feel the weapon to see what's wrong and then fix that specific problem. With practice, the physical clearance procedures should be ingrained to the point of being nearly reflexive.

Once the malfunction is cleared, however, the decision to fire or not must be a **conscious decision**. Take care in your malfunction clearance practice not to ingrain a trigger press as the unthinking, reflexive finale of the clearance process.

A serious malfunction or an empty gun may take you out of the fight for several seconds. Standing in place with your gun inoperative makes you an easy target. Since aggressive movement is seldom allowed during range practice, it is all too easy to ingrain the habit of standing still while managing your gun. Fight this trend by incorporating functional movement into your dry practice.

Transitioning to a backup weapon is a great option, if you have a backup weapon. Clubbing your adversary with the inoperative shotgun may be necessary at close quarters.

If you have cleared a malfunction and not fired, **check the gun** to ensure that the malfunction was cleared.

Type One Malfunction - Failure to Fire



The symptom of a type one is a dry trigger press; a "click" instead of a "bang".



Simultaneously cycle the action and roll the gun about 45 degrees to the ejection port side. "Rack-Roll." It is possible to throw the round on the carrier out of the ejection port so do not "flip" the gun; roll it smoothly to the side.



Semi-autos "rack-roll" by running the bolt to the rear.



Make the decision to fire or not. Notice that the gun stays high throughout the procedure.

Type Two Malfunction-Failure to Eject



The initial symptom is a "dead" trigger, which does not give enough information.



Roll the gun ejection port up so you can see the chamber. A hull in the port indicates a failure to eject.



Visual focus is back on the threat as you "Rack-roll".



Semi-autos "rack-roll" by running the bolt to the rear.



Make the decision to fire or not. Notice that the gun stays high throughout the procedure.

Type Three Malfunction-Failure to Extract

A type three malfunction, or failure to extract, occurs when the hull in the chamber is not extracted as the bolt moves rearward. As the gun cycles, a live round is released onto the carrier and driven into the back of the stuck hull. This can be caused by a dirty or corroded chamber or shell, a weak or failed extractor, or an overloaded cartridge that over expanded when fired.

Whatever the cause, a type three malfunction may actually be a jam requiring that the stuck hull be driven or pried out of the chamber. The goal of our reflexive type three clearance procedure is to rapidly clear the chamber **or** quickly recognize a jam so we can take other actions.

Type Three Malfunction-Pump Guns



The initial symptom is a "dead" trigger, which does not give enough information.



Start moving to cover! Roll the gun ejection port up so you can see the chamber. A shell is stacked behind a hull or shell lodged in the chamber.



Rack-roll to clear the live round out of the receiver



You may have to push the carrier down and dig the live round out.



Slam the action closed on the hull.



Hit the action release and cycle the gun to extract the hull.



You may have to drive the action open by butt stroking your knee or the ground while driving the forend back.



Make the decision to fire or not.

Type Three Malfunction-Semi-Autos



The initial symptom is a "dead" trigger, which is not enough information.



Start moving to cover! Roll the gun ejection port up so you can see the chamber. A shell is stacked behind a hull or shell lodged in the chamber.



Rack-roll to clear the live round out of the receiver.



Rack-roll again to clear the hull out of the chamber.



You may have to force the action open by butt stroking your knee or the ground while driving the bolt open.



Benellis, Beretta 1201s, and other guns with magazine disconnect must press the shell release and run the action a third time to chamber a round.



Make the decision to fire or not.

Emergency Reload-Pump Guns



With pump guns, the first symptom of an empty gun will be a type one malfunction. "Click"



Rack—Roll.



Another "click". The gun is probably empty. **Start moving to cover!** .



Open the action and look into the chamber to verify an empty gun.



Perform an ejection port load.



Make the decision to fire or not.



Load to capacity as soon as possible.

Emergency Reload- Semi-Autos



With a semi-auto, the first symptom of an empty gun will be a dead trigger, which is not enough information..



Start moving to cover! Look and verify an empty gun.



Perform an ejection port load.



Close the action and make the decision to fire or not. Load to capacity as soon as possible

Supported Positions

Supported firing positions are used when a more stable firing platform is needed than the offhand position can provide, or when you need to conform to cover or concealment.

When choosing a supported position, keep in mind that you will still need to be able to see your target. Also be mindful of how long it will take to assume a position, and to get out of it in order to move, if you need to.

The supported positions discussed below are under ideal circumstances, providing maximum bone support and muscle relaxation. When applied in the field, the positions will probably need to be modified to fit the terrain and the situation. Do what is necessary to get as stable as possible and get the hit!

Kneeling Position



Take a short step towards the target with the support foot, pointing it directly at the target. Safety comes off but finger is off and away from the trigger.



Ease the firing side knee to the ground. Support arm triceps braces on support knee. Note that shoulders are forward of hips for recoil control. Try to sit directly on the firing side foot.



Elbow drops to outside of knee for after action drills. Tactical reload should be done as soon as possible.



Shift your weight to the forward foot and recover to standing. Remember to keep scanning as you rise.

Sitting Position



Support foot steps across firing foot and then slightly rearward.



Lean torso forward and collapse straight down. Brace the triceps on your knees.



A variant with support triceps braced on support side knee.



Open legged sitting position is a useful on position for uneven terrain.



To recover from sitting, tuck the firing side leg in close and extend the support side leg.



Roll forward over the firing side leg to a kneeling position. Recover to standing. Remember to maintain your scan as you change levels.

Squat Position



To assume the squat position, disengage the safety and lean forward slightly.



Collapse straight down to the squat position, triceps braced on knees. The soles of the feet should be flat on the ground. The shoulders must be well forward of the hips for recoil management.



The elbows move outside of the knees for after action drills.



To recover simply stand up. Remember to continue your scan as you change levels.

Prone Position



Disengage the safety and sink into double kneeling.



One hand controls the weapon as the other reaches out to control your fall forward. When assuming the prone, the feet remain in place as you roll forward.



Align the support side elbow directly under the gun. Flatten the feet to minimize motion and reduce your exposure. "Melt into the ground."



When you decide to rise, bring your support hand back under your chest and push back to double kneeling.



Raise a knee so you have your "get up" foot in place. Remember to scan at each level. Reload your shotgun as soon as possible.

Harries Flashlight Technique



If you do not have a dedicated light on your weapon, a hand held light can be used. The weapon is supported on the back of the support wrist. The flashlight beam should be aligned with the barrel.



After firing a pump gun, turn the light off and move while reversing the support hand position to rack the action.



Realign the flashlight and activate the light if appropriate.



The flashlight can be temporarily stowed in the firing side armpit for reloads and weapon manipulations. Lens should be to the rear in case the light is inadvertently locked on.



A dedicated flashlight forend like this unit from Surefire is a useful addition to a tactical shotgun.



An inexpensive section of scope mounting rail can be used to mount a flashlight or weapon light.

Hearing Protection



A low profile, headset type hearing protection with a cutout for a rifle or shotgun stock is highly recommended, especially if the rifle or shotgun is your primary home defense weapon. You will lose hearing if you fire a rifle or shotgun inside a closed space with no hearing protection.



High profile, headset type hearing protection may get knocked off the firing side ear. During practice, it is wise to wear an earplug under the firing side earmuff as insurance.

Training Notes

Remember, *no ammunition is used during Dry Practice*! **Follow the four safety rules and the dry practice procedures.**

Your two main goals to practice during training for a potential gunfight are 1) Get the hit and 2) Keep the gun running.

When practicing techniques, especially new ones, slow is smooth, and smooth is quick. Be smooth, and you will be fast when it counts.

Training on a live-fire range will allow you to:

- Safely practice weapons handling with a 'hot' or loaded weapon.
- Practice your marksmanship skills.

Some of the drawbacks to range training may be:

- You may be limited in how you move, if not required to be completely static.
- You may be on a range that allows you a good field of view, especially of your target, and you are standing on a firing line in the open with no option to seek cover.
- Firing cues are usually commands or the target turning towards you, or some other artificial means of letting you know it is time to fire.
- You will not get any realistic feedback from your target.
- You may be limited in your options on how to respond to the threat.
  - You are told how many rounds you may fire, and how quickly.
  - You cannot disengage, or back away.

When practicing on your own, as much as possible, you should keep the following in mind:

- Realize that you always have three choices when dealing with an adversary you are not able to avoid, depending on the circumstances:
  - You can hold your ground to see what he does.
  - You can retreat if conditions permit.
  - You can choose to engage if you think it is necessary.
- When dealing with one or more opponents, it is ideal to be in a position of advantage; behind cover or at least concealed from view if at all possible.
- Know how much ambient light is available to you in your environment, and plan accordingly.
  - Master switch for the home that turns on at least one light in every room.
  - Flashlights and spares.
  - Knowing how much light is available to you in case you don't have a master switch or flashlight.
- Is there a way to minimize the threat areas you have to control?
- Is there a way to stack, or line up, multiple threats so they are easier to deal with?
- What in your environment can be used as a barrier to your adversary?

Some questions you need to ask yourself:

- Planning to defend your home is a great idea, but is that the only potential location for an attack on you and your family?

- Have you given thought to a potential fight starting in or around a vehicle or vehicles?

- Have you given serious thought to who you might be fighting? Is it going to be a Hollywood

stereotype villain, or are the people you might have to fight going to look like normal, or almost normal, citizens? Are you keeping up with the local news? Who is committing violent crimes in your area, such as armed robbery or home invasions or are involved in carjackings?

- How will you know when to shoot? Have you decided what your 'trigger' or 'line in the sand' is going to be for different situations?

- Once that line is crossed, are you mentally prepared to use deadly force in defense of yourself or others?

- Have you made the decision to be a dedicated opponent? Are you mentally prepared to win, even if you have sustained injuries?

- Have you made decisions on what you should do after the fight?
  - Move to safety.
  - Call for help.
  - Check for and treat any injuries to yourself or family members.
    - Do you have the training?
    - Do you have the equipment?
  - Staying busy with planned routines is a good way to blunt the effects of shock and help you stay alert.

Your dry practice should evolve beyond a static firing line, keeping in mind the questions above that pertain to you and your situation. You should practice as much as possible in an appropriate and realistic environment. For example, practicing reloading or clearing malfunctions in a supported position in low light or darkness, actually moving to real or simulated cover, etc. Red guns and Airsoft™ guns are another way to train realistically, where the potential to cover your body or someone else's with a muzzle is heightened.

Sometimes, all you need is your mind and an active imagination in order to practice, at least mentally, what you would do. For example, if you were attacked at a mall, parking garage, traffic light or any public place you and your family might be, how could you avoid or defend?

Remember, YOU are the weapon, your gun is just a tool.

PART THREE

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Reading Your Target

Almost all of your improvement in gun handling and marksmanship will come through correct dry practice. However, you must validate that correct dry practice on occasion with live fire drills. These live fire drills must be conducted at a proper firing range under carefully controlled "live fire" conditions.

These target reading skills will be easier to apply to slug shots, although you can probably also read the placement of your buckshot patterns at mid-B zone ranges.

After firing several shots to the thoracic cavity of your target, you will have a group on the target which is full of valuable information. The diagrams and discussions in this section will help you diagnose which techniques you are doing correctly and which ones still need attention. We call this "Reading Your Target". The following information assumes your weapon is correctly sighted in and functioning properly.

You must remember that as the distance to your target increases small errors in sight alignment, sight picture, and trigger control that would still allow reasonable hits at close range will cause peripheral hits or misses.

Proper Handspan

Ideally your group will be approximately a handspan in size and well centered in the thoracic cavity. This shows you have the correct balance of speed and accuracy. Remember, under the stress of an actual gunfight, that group will approximately double in size but it will still be inside the thoracic cavity.



Group Too Small

As nice as this group looks, it is too small. You are taking too much time do deliver very accurate shots. On the spectrum of speed vs. accuracy, this group represents too much accuracy. Your opponent may take advantage of your slow delivery and hit you first. Speed up a little bit.



Group Too Large

This group is too large and means you are sacrificing accuracy for speed. You are going too fast. Under the conditions of a gunfight, especially if the range to the target increases, some of these hits will be peripherals or misses. Slow down a little bit.



Group Well Centered but Huge

This very large group is indicative of not focusing on the front sight. You may be looking over the top of the weapon entirely and focusing on the target or looking through the sights but focusing at the target. In either case, looking at the target cannot guarantee proper sight alignment or sight picture and the hits are poor. Slow down and focus on the front sight. Depending on the distance to the target, not focusing on the front sight will cause your shots to miss the thoracic cavity, if not the target entirely.



Group High

This is a proper hand span group but it is high in the thoracic cavity. There are two causes for this. First is incorrect sight alignment. You are simply holding the front sight too high in the rear sight. Make certain the front sight tip is centered both vertically and horizontally. Secondly, some shooters aim too high in the thoracic cavity. This is usually caused by a misunderstanding of human anatomy or ballistics of their bullet. Hold right in the center of the thoracic cavity. That gives you the best chance at hitting vital tissue and gives you the largest margin for error.



Group Left

Groups which are at the proper height but are off to one side generally reflect incorrect trigger finger placement. If the right-handed shooter is hitting to the left, there is generally not enough trigger finger placed across the face of the trigger. If just the tip of the trigger finger contacts the trigger, the weapon is commonly pushed to the support side as the weapon fires. This can also be caused by a right handed shooter 'bucking' the firing shoulder into the weapon, or a left handed shooter 'flinching' the firing side shoulder away from the weapon, as it is fired in anticipation of the shot being fired and the associated recoil.



Group Right

If the right-handed shooter is hitting to the right, there is generally too much trigger finger placed across the face of the trigger. The weapon is commonly pulled to the right as the weapon fires. This can also be caused by a left handed shooter 'bucking' the firing shoulder into the weapon, or a right handed shooter 'flinching' the firing side shoulder away from the weapon, as it is fired in anticipation of the shot being fired and the associated recoil.



Group Moderately Low

Groups which are near the bottom edge of the thoracic cavity are typically caused by either rushing the trigger press, or at close range, a difference in the sight height over the bore height. Ensure you gently press the trigger to obtain a surprise break. If it is due to sight height, with a correct zero, you will still be in the thoracic cavity.



Group Very Low

Groups which are low, or very low and to one side, are caused by "mashing" or "slapping" the trigger. Mashing means squeezing with the whole hand (or hands) just before the shot is fired. Slapping means rushing the trigger press and having the finger fly off the trigger after the shot is fired. These problems are very easily detected and corrected through dry practice. They are commonly caused by too much shooting and too little dry practice.



Tactical Shotgun Skills Test

Shooting	Range	Time	Points
Single Shot	15m	1.3	15
(Three shots total, once from each ready position.)			
Single Shot	20m	1.5	15
Ejection Port Load	15m	3.8	20
(Four shots total, from ready; fire, reload one, fire. Done twice.)			
Multiple Targets (Buckshot)			
Two Targets	15m	1.6	10
Three Targets	15m	2.1	15
Four Targets	15m	2.6	20
Select Slug	35m	4.5	5
Single Slug Shot	35m	2.5	10
(two times, from ready of choice)			
Select Slug	50m	5.0	5
Single Slug Shot	50m	3.0	10
(two times, from ready of choice)			
Hostage Rescue (Two Times)	7m	1.7	10
Close Contact	3m	On Command	5
Total Points Possible			**140**

Scoring

Each thoracic cavity shot is worth a possible five (5) points in the thoracic cavity: two (2) points are awarded for all other areas inside the target silhouette.

Hostage rescue shots in the cranio-ocular cavity of the hostage taker are worth five (5) points; two (2) points are awarded for all other areas inside the target silhouette.

Five point penalty for hitting hostage target

Close contact shots with half or more of the shot pattern anywhere in the target silhouette are worth five (5) points.

Reloads

Penalty points only; assessed for time or procedure violation. Each reload performed twice.

Description	Time (sec.)	Max. Penalty
Emergency Reload	3.7	-6
Tactical Reload	3.5	-6

Malfunction Clearances

Penalty points only; assessed for time or procedure violation. Each malfunction clearance performed twice.

Description	Time (sec.)	Max. Penalty
Type 1	1.2	-6
Type 2	1.4	-6
Type 3	5.0	-6

Maximum Points Possible 140

Distinguished Graduate (90%)
Down 14 Points or Less

Graduate (70%)
Down 15-42 Points

Achievement (<70%)
Down 43 points or more



Front Sight Firearms Training Institute
7975 Cameron Dr., #900, Windsor, CA 95492
Phone (inside the US): (800) 987-7719
Phone (international): (707) 837-0603
Fax: (707) 837-0694
www.frontsight.com

For more information about Front Sight please email us at
info@frontsight.com

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