

Results, Multi-Gun Match, February 27, 2010

CASA held a Multi-Gun match on Saturday, February 27, 2010. This was the match that was postponed from February 13, 2010 because of the ice and snow in the bays. Only nine members participated, as five of the members and guests who had signed up for the original match were unable to shoot on the later date. The theme for this multi-gun match was movement with emphasis on shooting on the move. The Gunsight formula of distance=time=marksmanship=survival shows how important it is for the good guys to get off the "X" and to put distance between themselves and the bad guys while still returning fire.

Statistics have shown that an untrained bad guy has trouble hitting a moving target beyond five yards. Unfortunately, the average IDPA or USPSA concept of drawing and firing while retreating is performed in an unrealistic manner -- i.e. moving very slowly and usually only straight back. Studies by the Arkansas State Police have shown the importance of returning fire as soon as possible after getting off the "X." Merely creating distance allows the bad guy to shoot at you without the distraction of incoming fire! Therefore, create diagonal distance, return fire, and prevail.

Stage 1. Why Move? This pistol stage consisted of four strings of fire: two as the good guy, and two as the bad guy. Shooters were competing against themselves, the clock, another shooter, and each other in order to determine who was the best of the good guys, and the baddest of the bad guys. String 1 and String 2 (and String 3 and String 4) are the same incidents, but from opposite sides. Note: String winners are shown by "*".

String 1. As the good guy, at a distance of five feet from an IDPA target bad guy (with the center ring cut out), on signal draw and shoot three shots to the center of mass. This scenario was to simulate the good guy deciding to draw on a bad guy who has a pistol pointed just out of reach at the good guy. Why would you decide to draw? Well, you might have no choice but to draw and shoot if you saw the cylinder of the bad guy's revolver start to rotate as he pulled the trigger. Similarly, you might have to draw if you were sure he was going to shoot you anyway. In this string, however, the good guy was not supposed to move in order to give the bad guy the advantage and to show how important it is to get off the "X."

Name	Paul B.	Jared B.	Goose	Alan H.	Wayne J.*	Plunkett	Brenda S.	Dusty W.	Kivel W.
Time to 3rd	1.95	2.19	2.09	1.61	1.55	2.31	2.48	3.32	4.89
Zone (- 0)	3	3	3	1	3	2	3	3	3
Zone (- 1)				2		1			

String 2. As the bad guy, at a distance of five feet from a USPSA metric target good guy, on signal, shoot the good guy five times center of mass. Ready position is the high "gangster ready" with the finger lightly on the trigger -- pistol in the weak hand, held horizontal just in front of the bad guy's face with the elbow in a high chicken wing position.

Name	Paul B.	Jared B.	Goose	Alan H.*	Wayne J.	Plunkett	Brenda S.	Dusty W.	Kivel W.
Time to 5th	1.54	1.88	1.51	1.46	1.8	1.79	3.01	3.17	4.21
A Zone	4	4	4	5	4	2	5	4	5
C Zone	1	1	1			3		1	
D Zone					1				

This scenario tried to simulate the bad guy, who had already decided to shoot the good guy, having to react to the good guy's attempt to draw and fire. Although the bad guy is untrained and unskilled (i.e. firing from the weak hand while starting in an unfamiliar position), he is nevertheless able to inflict death and destruction on the good guy. If you compare the times between String 1 and String 2, it is immediately evident that the bad guy can easily shoot the good guy multiple times before he can draw his weapon. For all shooters, the bad guy was able to get off at least two (and usually four or five) heart hits on the good guy who stands still.

While the outcome of this shootout may be a dead good guy AND a dead bad guy, for us, the good guys, the objective is to not get shot. While it would be nice if the bad guy goes down, that outcome is of secondary importance. If you stand still and draw, you will die. If you move and draw, you may survive. Strings 3 and 4 show that this is true when the good guy moves. These strings were designed to demonstrate conclusively the importance of RAPIDLY getting off the "X" laterally and creating distance in order to give the advantage to the trained good guy shooter: distance=time=marksmanship=survival.

String 3. As the bad guy, facing an array of five USPSA good guy targets at ever increasing distances from 5 feet to 15 yards (representing the path of the retreating good guy), from the high "gangster ready" position, on signal fire one shot at each target. These targets represent the good guy's effort to put as much distance between himself and the bad guy as possible while still returning fire.

Name	Paul B.	Jared B. *	Goose	Alan H.	Wayne J.	Plunkett	Brenda S.	Dusty W.	Kivel W.
1st shot	0.4	0.86	0.97	0.75	?	?	0.41	0.57	1.56
5th shot	5.61	3.72	4.66	4.99	3.6	2.4	5.51	5.81	6.91
Target 1- 5 ft	C	A	A	M	M	C	B	A	A
Target 2	A Head	C	C	M	M	D	M	C	A
Target 3	D	A	C	M	M	M	M	M	M
Target 4	A	D	M	M	M	D	M	M	D
Target 5-15 yd	M (Miss)	M	M	D	M	M	M	M	C

Note: Even though the good guy supposedly was moving away rapidly, the bad guy was able to react to the start signal and to get off the first shot in about half of a second -- but with two misses, two C zone hits, and four A zone hits. These odds are much better for the good guy than the all A zone hits from the first shot fired by the bad guy in String 2. **Note that the good guy, who was standing still in String 2, got hit all five times by all nine shooters. Contrast this with the good guy who is moving rapidly away in Sting 3-- at least some of the time there are misses rather than four or five center of mass hits. The outcome is not certain -- but at least you have a slim chance while moving, versus no chance whatsoever if you stand still.** This proof reinforces the name of the stage: "Why Move?"

String 4. As the good guy, from the strong hand only low ready, facing a single bad guy V-Tac skeleton target (with USPSA zones on the target) five feet away, on signal retreat rapidly while firing. Fire at least one shot at the bad guy from 15 yards to terminate the fight. The V-Tac skeleton target also has three marked boxes that differ from the traditional USPSA scoring zones - and indicate an effective head shot, heart shot, and pelvic shot. The later target zone reportedly is a very effective area that can be used in order to disable a bad guy -- if he crumples, he can't shoot well.

Note: For purposes of safety, the good guy was allowed to have the pistol at low ready waiting for the start signal. It was considered just too dangerous in a match environment to draw while in a full sprint to the rear/diagonal rear. Obviously, CASA tactical shooters should master realistic rapid movement with unloaded weapons before attempting to draw a loaded weapon while running at full speed.

Name	Paul B.	Jared B.*	Goose	Alan H.	Wayne J.	Plunkett	Brenda S.	Dusty W.	Kivel W.
1st Shot	0.53	0.67	0.87	0.7	?	?	0.92	0.9	3.43
Last (15 yds)	5.96	5.39	4.24	6.19	4	7.53	8.51	11.06	12.53
A	2	4	1	7	1 heart	3 + 1 heart	3	5	2
Upper A/B	4	1					1		13
C		1	2		2	1	1	2	
D			1				1	1	

The results from Strings 3 and 4 are not so straightforward as Strings 1 and 2. Most good guy shooters on String 4 emphasized returning fire, while others (Goose and Wayne J) emphasized retreating. All I can say for certain is what I (Wayne J.) did: I got a heart shot on the bad guy inflicted from about seven feet while I was moving as fast as I could -- reacting to the signal and retreating. Even so, it took me four seconds to get off four shots, including a miss and a quick shot from 15 yards away that was only a C Zone hit.

It appears in this type of scenario that the good guy must get the first hit in order to have a good chance of survival. It also appears that getting the first hit on the bad guy (and avoiding getting shot) is possible only with rapid diagonal movement (i.e. lateral movement that also increases the distance between shooters). Bottom line -- getting shot "up close and personal" is to be avoided at all costs!

Stage 2. Navy Qualification (Modified) for Rifle. For this stage, two or three shooters were on the firing line at the same time, fifty yards from 10-8/EAG Tactical targets. Starting at low ready, shooters fire five shots standing, five shots kneeling, and five shots prone, with a magazine change between each position. Par time was 25 seconds, with shooter's time accounted for in five second increments. The score keeper called out five second intervals for the shooters. Note: This deceptively simple drill tests weapon manipulation and marksmanship skills, requires only 15 rounds, and can be self-administered. The drill is a great analytical tool. Free used targets for this stage usually are available in the CASA target bin.

Name	Paul B.*	Jared B.	Goose	Alan H.	Wayne J.	Plunkett	Brenda S.	Dusty W.	Kivel W.
Time	35	DNF (Malf)	40	35	35	35	DNF (Malf)	45	60
Time Penalty	10		15	10	10	10		20	35
Center (+0)	12		9	11	11	8	5	4	3
Green (+1)	3		6	4	4	5	4	8	6
White (+2)						1	1	3	4
Miss (+5)						1	5		2
Score	48*	DNF	61	49	49	57 (Re-shoot)	DNF	79	119

Stage 3. "U" Move and Shoot for Pistol, Shotgun, and Rifle. The targets for this stage were arranged on all three sides of CASA Bay 8: eight USPSA metric targets for pistol at six yards; six poppers and two clay pigeons at 10 yards, with four clay pigeon flippers included on four of the poppers; and eight USPSA metric targets with varying hard cover for rifle at 15 yards. A line of double-stacked barrels divided the pistol and rifle targets. On signal, the shooter advanced and shot around the right side of the barrel while on the move for each of eight pistol targets; abandoned the pistol, took the loaded shotgun and fired at six poppers, four flying clays, and two stationary clays; abandoned the shotgun, loaded the rifle and fired around the right side of the barrels at eight targets while moving up range. The upside down "U" shape of the arrays named this run and gun stage.

Name	Paul B.	Jared B.*	Goose	Alan H.	Wayne J.	Plunkett	Brenda S.	Dusty W.	Kivel W.
Raw Time	181.67	113.02	139.91	110.14	144.42	159.61	215.66	234.84	226.54
A	P=19 R=11	P=15 R=9	P=10 R=6	P=16 R=7	P=13 R=5	P=13 R=6	P=6 R=6	P=20 R=6	P=19 R=8
Upper A/B	R=2	P=2 R=2	P=1 R=3	R=1		R=1	P=10	R=3	R=1
C	P=5 R=10	P=5 R=6	P=9 R=10	P=7 R=5	P=10 R=15	P=6 R=8	P=3 R=11	P=3 R=9	P=2 R=9
D	R=1	P=2	P=3 R=1	P=1 R=6	P=1 R=2	P=4 R=7	R=1	P=1 R=5	P=1 R=6
FTN		R=5	P=1 R=3	R=5	P=1 R=1	P=1 R=3	P=5	R=1	
ENH	S=1			S=1	S=1	S=2		S=2	S=2
TNE							R=2		
Total	191.67	138.02*	159.91	145.14	164.42	199.61	270.66	259.84	246.54

Note: P = pistol; R = rifle; and S = shotgun. Number and type of zone hits is for information only, as targets can be neutralized by different combinations of hits. Obviously, a fast time and all "A" zone hits with pistol and rifle would represent the best shooting and the best total score.

FTN = Failure To Neutralize. Two "A" or two upper "A/B" or three total hits were needed to neutralize a target. 5 second penalty.

ENH = Engaged No Hit (e.g. S=2 indicates that two clays flew on without hit). 10 seconds penalty for each.

TNE = Target Not Engaged (e.g. failed to shoot at clay, usually while slowly cycling pump shotgun or reloading) 15 second penalty.

Misses could be made up. As several former Delta Operators have observed, however, "you cannot miss fast enough." A shooter had better neutralize the bad guys even when they miss or hit hard cover. Oh yeah-- be sure to switch on your red dot optic on a pre-staged rifle!

Stage 4. Dos XX or (Dash XX). This stage got its name from the "X" patten covered by the shooter while moving on the diagonals and firing at the targets.

String 1 Shotgun. The target array consisted of three sets of three popper steel targets. At the start signal, the shooter moved parallel to the target line firing at the center popper of each group of three, backed up on the extreme side of the target array and reloaded, moved forward diagonally to the left across the array firing at the left popper; backed up on the other extreme side of the target array while reloading, and then moved forward diagonally to the right across the array firing at the right popper of each group. Distances to the steel targets ranged from 10 yards to 15 yards.

Name	Paul B.	Jared B.	Goose	Alan H.	Wayne J.	Plunkett*	Brenda S.	Dusty W.	Kivel W.
Time	53.91	67.32	52.93	49.61	52.44	39.71*	125.49	78.95	62.56

String 2 Pistol. The target array consisted of a left target (shot at least three times while moving backwards), an extreme right target (shot at least three times while moving backwards) and five targets in the center that had to be shot once on each trip across the array - parallel at 10 yards and diagonally from fifteen yards to ten yards. Each of these five center targets should have had three hits each at the end of the string. Misses could not be made up as the intent of the stage was to test marksmanship while on the move. Any miss on the five center targets resulted in a failure to neutralize penalty of +5 seconds. Obviously, the best score would be a fast time with all targets neutralized (and all A zone hits). Zone hits are provided for information purposes only as the targets could be neutralized by different combinations of three hits. The table reveals that Jared B. selected the best combination of speed and accuracy.

Name	Paul B.	Jared B.*	Goose	Alan H.	Wayne J.	Plunkett	Brenda S.	Dusty W.	Kivel W.
Raw Time	50.09	45.88	39.24	46.75	41.79	47.36	59.88	66.73	51.77
A	5	14	6	11	9	5	12	8	2
Upper A/B	2		1	2	1			3	1
C	11	3	5	5	6	10	3	3	1
D	4	4	3	2	5	4	4		1
FTN			4		1	1	1	5	7 ENH=3
Final Time	50.09	45.88*	59.24	46.75	46.79	52.36	64.88	86.73	116.77

Stage 5: No Peeking.

Scenario: You are visiting Bubba's Discount Diamonds and Finance Company with your girlfriend. Bubba runs the stores with his daughter (at the Discount Diamonds jewelry store) and son-in-law (at the Finance Company). It is in a tough neighborhood, and Bubba keeps a shotgun and a box of shells behind the jewelry counter. He has been robbed several times by a gang of thugs. As you bend over the counter looking at a diamond you lose situational awareness. You are thinking to yourself "should I buy this dazzling rock or get a new Bravo Company M4 flattop with Aimpoint red dot sights and 3X magnifier -- both will cost about the same." Your girlfriend says "Oh, honey, thanks for thinking of me." Suddenly Bubba says "Oh crap, here they come again" and falls to the floor with a heart attack. As the timer buzzer sounds, you look up and react appropriately.

Analysis of situation:

(1) When do you draw?

Most shooters assumed the robbery was in progress and immediately drew their weapon before they analyzed the situation.

If you draw and expose your handgun outside of the concealment provided by Ms. Piggy, then she (your beloved girlfriend) is in the line of fire by the guy armed with the .45. The beautiful Ms Piggy was chosen as your girl friend in order to distract you from the situation.

The school solution would be to unobtrusively draw your weapon while concealed by Ms. Piggy or the jewelry counter, to use the jewelry counter

as cover/concealment, and to engage the bad guys from the side of the counter adjacent to the shotgun. This takes Ms Piggy out of the line of fire, provides some concealment and cover for yourself, puts you close to Bubba's shotgun to control it or to have it close by if you need it when/if you blaster malfunctions. That location by the jewelry counter also allows you to control the coke can guy.

Several shooters used Ms Piggy as "soft cover" while they leaned out and engaged .45 guy who was robbing Bubba's daughter. We interviewed Ms Piggy to get her feeling about this situation -- her reply "What do you think I am -- stuffed sausage?" Needless to say, the engagement is off. One shooter wanted to push her aside (a little hard to do with a target stand or Ms Piggy), but he had the right idea.

(2) How many times do you shoot the bad guys?

All too often the instructions we receive control our thinking about shooting a target. IDPA and USPSA shooters are usually told to shoot two or three times. Real bad guys may need to be shot at least five times to remove any immediate threat to you or others. Remember that mortally wounded bad guys have killed many soldiers, police officers, FBI agents, and armed civilians.

One shooter only shot each bad guy once. That would be very risky unless brain matter was splattered all around.

(3) What do you do with the coke guy behind the counter?

Once you shoot the guy with the .45, Bubba's daughter is no longer in danger. Did you ask her if the guy with the coke can was friendly or bad?

If he is a bad guy and you leave him alone, he may get the shotgun. He is not an obvious immediate threat (for self-defense purposes) but he probably is a gang member. Remember that for purposes of the stage, only Bubba, his daughter, and son-in-law were in the business. In addition, the coke guy is on the wrong side of the counter if he were merely a customer. He may be a gang leader who is smart enough not to carry a weapon or to not display it openly. Possible solutions: continue to cover him yourself; put him on the floor and have the daughter or Ms. Piggy cover him with the shotgun; or run him out the door with threats of death and destruction.

One shooter suggested (with a grin) that it might have been a good idea to "put two in the A zone and plant a knife on him!" Not a good idea under any circumstances, and certainly not if he turns out to be an old family friend of Bubba!

(4) If you decided to clear the stores, did you take the shotgun with you to deal with unforeseen threats (either ahead of you or behind you) or as a useful weapon if you have a catastrophic malfunction of your own weapon?

This was an intentional part of the stage design, forcing you to either leave it with Ms. Piggy or Bubba's daughter, or to clear the house with strong hand only as you carry the shotgun with you. You probably would not use the shotgun for house clearing initially, as it was Bubba's gun and you may not be familiar with it. But you probably would not want to leave it behind unattended where the coke can guy might grab it and use it against you.

One shooter took the shotgun and used it to clear the finance company. That was a bad idea, as it was difficult to use efficiently in the hallway. In addition, the shotgun, even at close range is not a precision weapon, and there was no way to tell that the shot at the safe would be so easy to make

while avoiding the son-in-law hostage. The pistol probably could be manipulated faster and more accurately in the close confines of the jewelry store, the hallway, and in the finance company offices. The shotgun was the ideal weapon for dealing with the gang members behind the store.

- (5) Did you grab the extra shotgun ammo? If you chose to employ the shotgun, then you probably would want the extra ammo in your pocket.
- (6) What was your reaction to the armed coke can guy in the finance company? That was intentional, as the stage was designed to get you to relax as you initially saw the coke can in his left hand. The pistol was not visible until more of the "pie" was sliced as you exposed more of yourself around the corner.
- (7) Did you forecast your position as you came around the corner into the "funnel of death" for the two bad guys in the finance company or for the guy set up at the back of the store?

One shooter stepped too far around the corner rather than slicing the pie. He would have been shot by the second coke can guy.

Another shooter was leading with his head rather than his muzzle. He would peek around the corner and then lead with his weapon. This merely telegraphed his position. When slicing the pie, the shooter should be well back from the corner, and the only thing visible should be the muzzle and the eye looking over the sights as the shooter "slices the pie."

Moving through a house is a matter of controversy in the SWAT community. Do you go slow or move rapidly to dominate. As a single shooter, you can hardly move rapidly. But those walls probably will not stop a round, so you could be shot through the wall while slowly "slicing the pie."

An alternative solution for this scenario would be for you to summon the police while remaining barricaded in the jewelry store. This has several advantages: you could control the coke can guy, give aid to Bubba on the floor with a heart attack, bravely defend Ms. Piggy ("Oh, you are My Hero") and Bubba's daughter, and await the police. Trying to clear the house on your own clearly places you in extreme danger from four more armed bad guys hidden around the corners and from all the gang members out back.

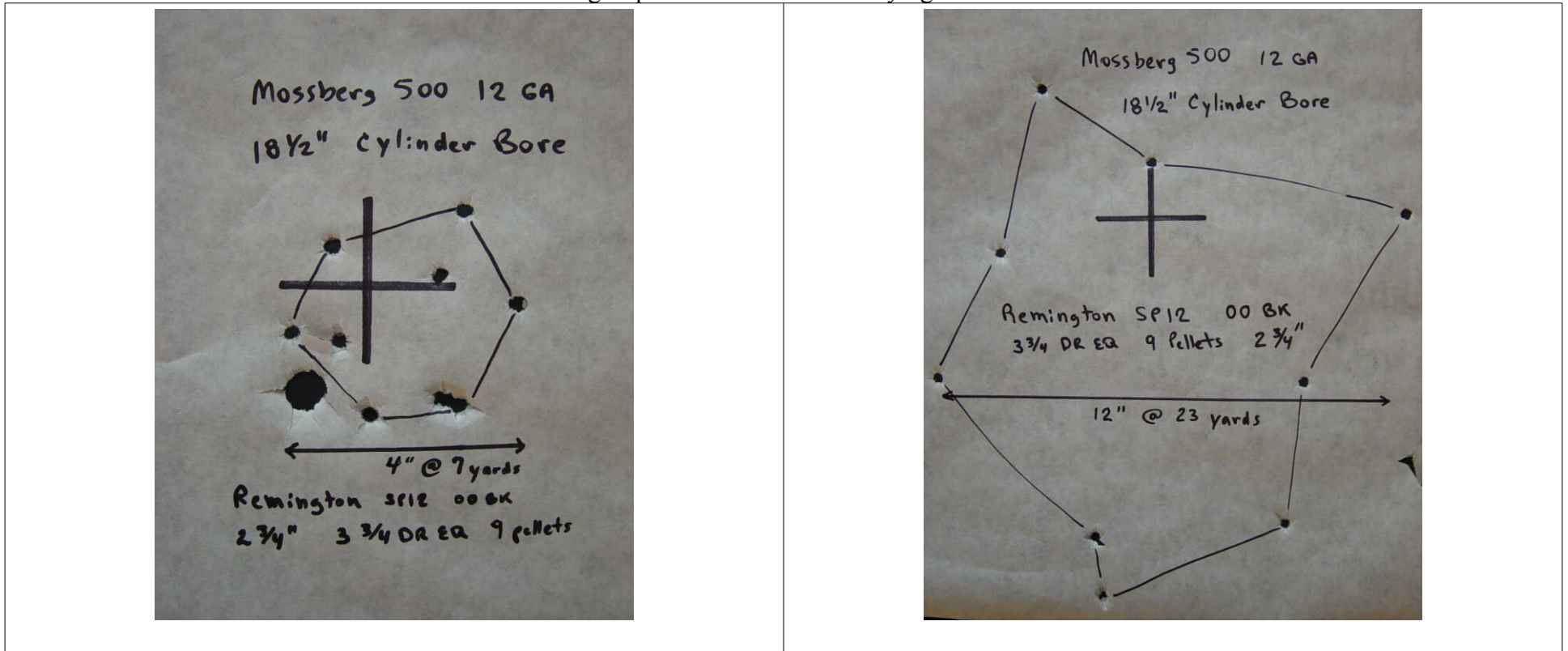
- (8) Where was the barrel of your shotgun as you shot at the clay pigeons? The bad guy just around the last corner (the IDPA target with center zone removed) was intended to be within arms reach of the corner where he could have grabbed the barrel of your shotgun if you were too close to his hidden position. The school solution: stay back and never crowd a corner with a long gun or pistol as a person concealed on the other side could grab your weapon and divert it while they fired at you from close range.
- (9). This type of scenario had no fixed solution. Instead, it presented several alternatives to you as the good guy. Each alternative required actions of a particular manner to avoid either you or Ms Piggy getting killed. It is helpful to remember that your concealed carry weapon is for the protection of you and your loved ones. While it might be praiseworthy to see yourself rescuing the son-in-law at the safe, you probably would get killed.

(11). The likely outcome in this case based on what was observed would be that either Ms Piggy or you would be shot once the .45 guy noticed the weapon in your hand -- probably before you had clearly identified him as a threat. If you survived the initial encounter and then tried to rescue the son-in-law in the Finance Company, the likely outcome would be that you would be shot by the second coke can guy immediately after you attempted

to shoot the son-in-law's assailant at the safe. The action in the Jewelry Store has alerted them to the presence of a trouble maker, and they may have been ready for you. Those interior walls would not stop the bullets that the second bad guy would send in your direction while you stood behind the corner. As a good guy, you have to identify your target clearly and what is behind it. The bad guys have no similar constraints to keep them from shooting through walls. [These comments are based on 13 shooter's actions. Please send comments about "No Peeking" to wr9r@conwaycorp.net]

Stage 6. Pattern Shotgun with 00 Buckshot. This was an optional stage that allowed shooters to pattern their shotgun for 00 buckshot at 7 yards, 13 yards, and 23 yards. These first two distances were chosen as examples of indoor self-defense engagements across rooms and down hallways. The longest distance was chosen to exemplify the extreme shotgun 00 buckshot range outdoors with an 18 1/2 inch cylinder bore. Somewhere around 25 yards this shooter would have to transition to slugs to ensure effective impact on targets (if FliteControl loads were not used).

As an example of the results obtained at the match, here are the patterns from a Mossberg 500 12 gauge shotgun with an 18 1/2 inch cylinder bore barrel. Each 00 buckshot is 8.4mm in diameter. These groups would be considerably tighter with the Federal FliteControl 00 Buckshot round.



See [this link](#) for photos of 00 buckshot penetration in ballistic gelatin when fired at five yards. " Considerable penetration on average of 20 inches was noted, with the temporary stretch cavity measuring approximately 11 inches. . . . If excessive penetration is not an issue, performance as observed in this test would likely be strong in a tactical application." Translation -- 00 buckshot kicks butt at close range!