

## Tactical Rifle Match May 23, 2009

This tactical rifle match was held at CASA on May 23, 2009 during a very busy holiday weekend – with only short notice. This members only tactical rifle match was a “set up/participate/tear down” match where all six shooters participated in every aspect of the match. All shooters used AR-15 platforms (usually the M-4 flat-top family) with two red dots, two ACOGs, one Eotec, and one iron sight. Scoring was on a “time plus” basis, with no penalty for a hit in the “A” or upper “A/B” zone; no penalty for two hits anywhere on the target; only one “C” or “D” hit resulted in a 5 second penalty for “failure to neutralize” (F2N). Shooting at and engaging a target but having no hits was a 10 second penalty (ENH). “Target not engaged” (TNE) was a 15 second penalty, while a hit on a “no shoot” target was a 20 seconds penalty (NoS). Failure to follow procedures was a 5 second penalty.

### Stage: Rifle Reload / Transition.

**String 1: Four IPSC targets at 10 yards; two shots per target, rifle only - two, two, two, reload and two.**

Iron sights	Raw Time	Penalties	Final Time
Alan Holmes	17.47	0	17.47

#### Red Dot/EOTECH

Wayne Johnston	12.85	0	12.85
J Plunkett	12.12	5 (F2N)	17.12
Josh Thompson	9.14	10 (Pro)	19.14

#### ACOG Sights

Paul Bedard	22.7	5 (F2N)	27.7
Jared Bonvell	13.86	0	13.86

**String 2: Four IPSC targets at 10 yards; two shots per first three targets with rifle; transition to pistol for last target.**

Iron sights	Raw Time	Penalties	Final Time
Alan Holmes	13.25	5 (F2N)	18.25

#### Red Dot/EOTECH

Wayne Johnston	10.77	0	10.77
J Plunkett	11.21	0	11.21
Josh Thompson	7.83	10 (Pro, F2N)	17.83

**ACOG Sights**

Paul Bedard	19.75	0	19.75
Jared Bonvell	9.73	5	14.73

**Stage: EI Presidente (Modified)**

**String 1: Three IPSC targets four yards apart at 10 yards; rifle only; two each, mag change, two each.**

Iron sights	Raw Time	Penalties	Final Time
Alan Holmes	17.29	0	17.29

**Red Dot/EOTECH**

Wayne Johnston	11.64*	5 (Pro)	16.64*	*time is not reliable as shooter shot it wrong!
J Plunkett	11.38	0	11.38	
Josh Thompson	9.24	0	9.24	

**ACOG Sights**

Paul Bedard	16.09	0	16.09
Jared Bonvell	13.94	0	13.94

The original EI Presidente rifle drill can be found on You Tube at <http://www.youtube.com/watch?v=7OfsxKFh370>

**String 2: Three IPSC targets one yard apart at 10 yards; pistol only; two each, mag change, two each**

Alan Holmes	11.48	0	11.48	9Mm SA	
Wayne Johnston	8.07*	5 (Pro)	13.07*	9Mm DA/SA	*shot stage wrong, time not reliable
J Plunkett	13.39	0	13.39	1911	
Josh Thompson	12.03	10 (F2N)	22.03	40 cal.	
Paul Bedard	12.77	0	12.77	40 cal.	
Jared Bonvell	20.01	0	20.01	1911	

**Stage: Highsmith Rifle Combat Drill (Modified)**

Two barricades seven yards apart; three IPSC targets at 10 yards; two sub-miniature IPSC targets at 50 yards to simulate 200 yard targets. The original VTAC Highsmith Rifle Drill video is found at <http://www.youtube.com/watch?v=vZJzJGawqLs>

Kyle Lamb, a former Delta member, and author of "Green Eyes, Black Rifles" states that the drill should be run in sixty seconds.

Sheet1

The goal is 30 seconds. The original drill had six shots at each of the 10 yard targets on the move, while our version required two.

The weapons manipulation part of the drill while transitioning the rifle from shoulders at the barriers proved to be extremely cumbersome. As shot, the shooter used left kneeling, right kneeling, move and shoot three targets once, left kneeling, right kneeling, and left kneeling. Then the shooter used left kneeling, move and shoot three targets once from left shoulder, right kneeling, and finally left kneeling.

In accordance with Kyle Lamb's recommendation, the safety had to be engaged any time the sights were not on the targets. While the rule apparently is aimed at safety, it may create dangerous problems with support side weapons manipulation.

It is my recommendation that the drill be shot in two strings – a right shoulder string and left shoulder string using “time plus.” As modified, the shooter would get experience under the clock shooting strong side and support side without the cumbersome aspects.

Scoring (using “points down” rather than “time plus”) took longer than expected; not enough time to shoot the drill as a pistol exercise. It should be noted that the “A” zone at 50 yds on the simulated distance targets was only 1 3/4” x 3 1/4” -- the size of a tiny cell phone!

Three shooters had close final times. This highlights the scoring problem vs real world – shoot slow and accurate or fast and still fatal!

<b>Iron sights</b>	<b>Raw Time</b>	<b>Penalties</b>	<b>Final Time</b>
Alan Holmes	103.38	41	144.38
<b>Red Dot/EOTECH</b>			
Wayne Johnston	94.1	15	109.1
J Plunkett	65.29	42	107.29
JoshThompson	79.34	53	132.34
<b>ACOG Sights</b>			
Paul Bedard	90.31	30 (+20 Pro)	140.31* *Time not reliable, shooter shot it wrong.
Jared Bonvell	87.96	23	110.96

**Stage: Magazine Madness – should be renamed “First Responder – Mall Madness”**

This stage was originally designed for the CASA Three Gun Match scheduled for March 2009 that was never held. After one shooter attempted to shoot the stage (Jared Bonvell) it was easy to see that it was nearly impossible to shoot as designed. Consequently, we all agreed to redesign the stage on the spot by turning it into a stage involving mass confusion at a mall shooting.

Rather than using four rifle magazines with two rounds each, the stage used two 15 round magazines that a patrol officer might have. The responder still was allowed only two shots from each of three positions: left kneeling; center standing; and right kneeling.

Sheet1

More than two shots from each position might expose the officer to shots from the ten bad guys mixed in among five no shoots. All targets were brown side out, with no shoots marked with fingers and empty hands, while bad guys had pistols, knives, and armor. The stage required the responder to shoot nine bad guys and cover the last knife holding bad guy at 35 yards to avoid a procedural. As redesigned, the stage was difficult, but satisfying – it required speed, accuracy, and thought to hit all targets and avoid no shoots.

Most procedural penalties were imposed for failure to engage the safety from the support side – a difficult and unnatural movement. This stage was so difficult that those who shot later clearly benefited from the experience of watching those who shot before them.

<b>Iron sights</b>	<b>Raw Time</b>	<b>Penalties</b>	<b>Final Time</b>
Alan Holmes	87.16	15 (F2N)	102.16

**Red Dot/EOTECH**

Wayne Johnston	63.27	10(Pro, F2N)	73.27*
J Plunkett	68.72	35 (TNE, No S)	103.72
Jason Thompson	50.3	25 (F2N, Pro)	75.3

**ACOG Sights**

Paul Bedard	92.98	20 (TNE, Pro)	112.98*
Jared Bonvell	118.92	5 (Pro)	123.92

\*Afterwards both Wayne and Paul imposed self-disqualifications for failure to clear the pistol that was NOT used during the stage. Don Baker later opined that a disqualification was not necessary as the shooters had not left the stage area and the SO could clear. Those who shot later did not even bother to load their pistols as it was clear than the stage was best shot as rifle only.

Note: the match concluded at 12:15 for teardown. Three shooters opted to shoot the 1-5 Drill off the clock just to see how it worked. Their conclusion: the 1-5 Drill is an excellent training and competition drill that we will see again in its original form and permutations. [The 1-5 Drill can be found on You Tube at http://www.youtube.com/watch?v=FaCpOt9xVy4](http://www.youtube.com/watch?v=FaCpOt9xVy4)