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Note: Six shooters turned out to be the optimum size for a squad for this tactical two gun match. It would have been possible to add

This tactical rifle and pistol match was held at CASA on October 24, 2009. The match was open for members and their guests. This match was a “set up/participate/tear down” match where all six shooters participated in every aspect of the match. Shooters used AR-15 platforms (usually the M-4 flat-top family) with two Aim Point red dots, one ACOG, two Eotecs and one iron sights. Scoring was “neutralize” with no penalty for a hit in the “A” or upper “A/B” zone; no penalty for two hits on the target; only one “C” or “D” hit resulted in a 5 second penalty for “failure to neutralize” (FTN). 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 (HNS). Failure to follow procedures was a 5 second penalty. Targets were not scored by type of sight, as the emphasis in this tactical matches was on results rather than on similarity or differences in sights. This match was publicized as a “Skills and Drills” shoot for a good reason – it was exactly that – competitive and repetitive drills.

Stage 1. Double Transition and Zombie Shoot.

This stage consisted of two sets of three IPSC metric targets for rifle (2,2,2 to body and then 1,1,1 to head) and two sets of two IPSC metric targets for pistol (2,2 to body and then 1,1, to head). The shooter engaged the first set of rifle targets at 25 yds, and then transitioned to pistol at 15 yds. The pistol was abandoned to a table, the rifle was reloaded, and a second set of rifle targets was engaged at 25 yds. Then the pistol was retrieved and the shooter took cover and reloaded the pistol prior to firing at the second set of pistol targets. Some shooters had trouble hitting the head shots – a relatively small target while shooting fast. Head shots are important, however, particularly in a Zombie Shoot!

One of the objectives of this stage was to require the shooter to shoot fast (2,2,2 to body) and slow down for accuracy (1,1,1 to head). Another objective was to force the shooter to confront how their sling worked while moving to cover with the pistol. Several shooters had to be cautioned that their sling set-up resulted in the muzzle being in the dirt when they knelt behind cover to reload the pistol.

	Raw Time	Missed Head Shots
Alan Holmes	51.19	2
Jared Bonvell	50.16	3
Goose Changose	67.46	2
Chris McCauley	74.08	3
J Plunkett*	78.06	7
Dusty Weaver	94.06	7

*J agreed to be the first shooter and take one for the team. He dropped 20 seconds on the re-shoot he was given as charity!

Stage 2. Paul Howe Pistol Standards

These pistol standards were designed by Paul Howe of Combat Shooting and Tactics in Nacogdoches, TX. These are ten basic drills that cover the fundamentals of tactical pistol shooting. Paul Howe has hosted the Texas Tactical Officers Association SWAT competitions over the past several years. Students and instructors must shoot 8 of 10 of the standards to graduate from his classes.

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For standard "G" the pistol is cocked on empty to simulate a stoppage. For all others the pistol is loaded with a round in the chamber. For standard "B" and "J" the pistol is loaded and ready in the holster. For all others the high ready position is the start position. Standard "E" uses two targets, while the others use only one IPSC metric, white side with 6" x 6" head and 6" x 13" A zone. Any hits outside that small "vitals" "A zone" are scored as a miss. Standard "I" is shot at 25 yards, while all others are shot at 7 yards.

Title	A	B	C	D	E	F	G	H	I	J
Rounds fired	1	1	2	7	4	4	1	4	1	1
Action taken	1 rd torso	Draw 1 rd	2 rds torso	6 torso, 1 hd	2 torso L 2 R	2 weak 2 stro	Clear & shoot	2 reload 2	kneeling	transition
Par time	1.0 sec	1.5 sec	1.5 sec	3.0 sec	3.0 sec	4.5 sec	3.0 sec	4.5 sec	3.0 sec	3.5 sec
Goose Changose	< 1.0	1.38	1.33	4.16	3.01	4.23	2.36	6.2	1.96	2.62
Jared Bonvell	< 1.0	1.83	0.85	3.57	2.55	4.1	1.83	4.8	1.93	2.27
Chris McCauley	< 1.0	1.97	1.03	4.89	3.52	6.18	1.97	7.72	1.8	2.81
J Plunkett	< 1.0	2.2	1.24	4.1	2.71	4.54	2.29	6.07	1.71	2.23
Dusty Weaver	< 1.0	2.97	2.33	5.52	3.78	7.13	4.96	12.7	2.51	3.8
Alan Holmes	< 1.0	1.81	0.98	2.9	2.05	3.51	2.06	5.91	2.22	2.01

Shooters found the pistol time standards to be difficult to meet. They had even more trouble meeting the accuracy standards. After all, the standards are the same as getting all "A" zone hits on IPSC metric targets. Hats off to those who pass Howe's courses. Shooters at this match were armed with a variety of pistols: 1911 .45 (two), Glock 22 .40, XDM 9mm, M&P 9mm, and Sig P226 9mm.

Stage 3. Color Dots Rifle Drill at 25 yds

This stage uses IPSC metric targets with five 6" color pie plates on the front. Those, plus the target head give six targets to be shot from standing, kneeling, and sitting by using both right and left shoulder firing positions. For example: yellow, left shoulder, kneeling, x 2 shots. Blue (right) and yellow (left) targets are shot from kneeling. Green (right) and red (left) targets are shot from sitting. White targets and the head shots were fired from the right shoulder standing. This was an accuracy drill with four hits required on each color per commands.

	Blue hits	Yellow hits	Green hits	Red hits	Head hits	White hits
Goose Changose	3	3	4	4	3	2
Jared Bonvell	1	2	4	4	4	3
Chris McCauley	4	2	2	3	3	4
J Plunkett	4	4	4	3	3	3
Dusty Weaver	1	0	0	0	1	0
Alan Holmes	4	4	4	2	4	2

Stage 4. Navy Qualification (Modified)

This qualification stage comes from the EAG Tactical (Pat Rogers) three day carbine course that Wayne Johnston took in July 2009.

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Shooters fire from the 50 yard line using standing, kneeling, and sitting positions. Three five round magazines are required. The EAG Tactical/10-8 targets were used. Hits in the 8" diameter center of the target are "0" off, while hits in the green (roughly the size of the "C" zone of a IPSC metric target) are "-1" and other shots are "-2" points. Par time is 24 seconds, with a two second penalty for each second over par time. The shooters dry fired the event to become aware of the time constraints, and then fired it while all were on the firing line at the same time. After the targets were scored, the shooters were then timed and scored individually. Interestingly, several shooters did better for accuracy and for a lower elapsed time when all shooters were firing at the same time. The top shooters at the EAG Tactical courses usually shoot this drill in less than 24 seconds with all hits in the 8" target center.

Name	Raw Time	"-1" hits	"-2" misses	Time Penalty	Final Score
Jared Bonvell	27.29	6	1	8	43.29
J Plunkett	25.81	6	4	4	43.81
Chris McCauley	28.69	2	3	10	46.69
Alan Holmes	35.89	2	0	24	61.89
Goose Changose	36.44	6	0	26	68.44
Dusty Weaver	61.41	7	4 malfunction		Did Not Finish

This is a deceptively difficult course of fire. In order to complete it successfully, shooters must make mag changes while moving from one shooting position to another. Most shooters can shoot rapidly once in position, but weapon manipulation is the key. The winner of this stage will receive a LaRue Tactical hat and a four oz container of Dillo Dust dry rub for cooking.

Stage 5. Marine Expeditionary Unit – Special Operations Command (MEUSOC) Qualification Standards

This qualification stage comes from the MEUSOC qualification standards designed by Pat Rogers (EAG Tactical). The standard uses the EAG Tactical/10-8 targets and 50 rounds. Hits in the 8" in diameter center of the target are "0" off, while hits in the green (roughly the size of the "C" zone of a IPSC metric target) are "-1" and other shots are "-2" points. The standard consists of 14 different shooting tasks, including firing at ranges from 50 yards to as close as 3 yards. The standards require shooting on the move at one or two targets. Some tasks include firing "failure drills" i.e. two to the body and one to the head, and "box drills" i.e. 2,2, then 1,1 sequence. All but one of the head shots are fired on the move. This requires accuracy and the proper offset for the distance from the target. The standards test speed and accuracy from standing, kneeling, and prone. In addition, they require a speed reload. Details for [the standards can be found at http://www.personaldefensetraining.com/showpage.php?target=meu.php](http://www.personaldefensetraining.com/showpage.php?target=meu.php)

Name	Head shots	"-1" hits	"-2" misses	Final Score
Alan Holmes	5 miss	8	1	80
J Plunkett	5 miss	8	4	74
Jared Bonvell	6 miss	12	2	72
Chris McCauley	6 miss	16	2	68
Goose Changose	5 miss	21	2	65

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Dusty Weaver 5 miss 21 7 55

The winner of this stage received a LaRue Tactical hat and a container of Dillo Dust dry rub for cooking meat. The top shooters at the EAG Tactical courses usually shoot this drill with a score of 93 or 94. The US Marines assigned to the MEUSOC shoot the standards in full body armor and gear. If the fail to meet the standards with a score of 80, they may be reassigned to other duties.

Stage 6. 2-2-2+2 Drill in Head to Head competition

This competition involved two shooters on the line at the same time shooting a 2-2-2 rifle drill at 25 yards with transition to pistol for the remaining target. Targets had to be neutralized (one A or one upper A/B zone hit) or two hits on target. This means that you can shoot slower and more accurately (four A zone hits on four targets) or faster (two hits on each target) or a combination – A zone hits for the rifle and two hits on target for the pistol. It was possible for the slower shooter to win if the faster shooter was not accurate. Each shooter fired at least three times in the double elimination tournament. The starting position was low ready for the rifle, with the pistol in the holster. Most shooters were able to complete the event in less than seven seconds for about 10 shots, including the transition from rifle to pistol.

First Place Goose Changose
Second Place J Plunkett
Third Place Alan Holmes

This event was very competitive, and several of the shooters shot it several more times for fun after challenging each other.

Note: Six shooters turned out to be the optimum size for a squad for this tactical two gun match. It would have been possible to add squads with little difficulty, as all stages could be fired in different bays at the same time. If you have any questions about this match or see any errors in this report, please contact Wayne Johnston at wr9r@conwaycorp.net