

CASA Multi-Gun Match, December 12, 2009

This tactical multi-gun match was held at CASA on December 12, 2009 for members and their guests in cool, cloudy, and at times misty weather. Eleven shooters participated. Fortunately, the rain held off until tear-down was nearly complete. The match was "tactical" because cover had to be used (for the most part) and targets were hit with the required numbers of shots in "tactical priority" i.e. as they became visible in "slicing the pie." Note: both string winners * and stage winners* are shown with a "***".

Stage 1. Battle Line Walk-Up (Shotgun, Pistol, and Rifle). Many shooters have never fired slugs through their shotguns nor have they fired their pistols at 100, 75, and 50 yards. This stage gave them that opportunity. The strings were not timed but were fired for accuracy.

String 1a: Shotgun -- 2 slugs at 100 yards from bench; 2 slugs at 75 yards from kneeling; and, 1 slug at 50 yards from standing.

Slugs	Baker	Bedard	Changose	Johnston*	Hyatt	McArthur	Melton	Plunkett	Weaver	G. Wilkerson	R. Wilkerson
A	2	2	-	1	-	-	-	-	-	-	-
Upper A/B	-	-	1	-	-	-	-	-	-	-	-
C	1	-	-	2	-	-	-	-	1	1	1
D	-	1	-	2	2	-	-	-	2	1	1
Misses	2	2	4	-	3	5	5	5	2	3	3

String 1b: Pistol -- 4 shots at 100 yards from bench; 3 shots at 75 yards kneeling; and, 3 shots at 50 yards standing.

Pistol	Baker	Bedard	Changose	Johnston*	Hyatt	McArthur	Melton	Plunkett	Weaver	G. Wilkerson	R. Wilkerson
A	-	-	2	-	-	2	-	-	1	-	1
Upper A/B	-	-	-	3	-	-	-	-	-	1	-
C	1	1	2	2	2	2	-	1	-	4	3
D	3	2	4	3	1	1	-	3	-	2	-
Misses	6	7	2	2	7	5	10	6	9	Fired 18!	6

String 2: 4 rifle at 200 yards from bench; 4 rifle at 100 yards from double kneeling ("Monica"); and, 2 rifle at 50 yards from standing. "Monica" kneeling is a double knee position, squared to target, sitting back on heels, with elbows tucked in. It is a very stable position.

Rifle	Baker	Bedard	Changose	Johnston*	Hyatt	McArthur	Melton	Plunkett	Weaver	G. Wilkerson	R. Wilkerson
A	2	2	2	4	1	2	-	5	-	-	1
Upper A/B	3	1	-	0	-	1	1	1	-	-	-
C	1	-	6	5	-	2	-	1	1	2	2
D	2	-	2	1	-	1	-	3	-	4	5
Misses	2	7	-	-	9	4	9	-	9	4	2

Stage 2. Dots, Dots, Dots (Pistol and Shotgun)

This stage required the shooter to engage a USPSA target (two to the body and one to the head) at ten yards from cover and then transition to a plate rack of six steel targets with strong hand only. Then the shooter engaged a similar target from cover followed by another plate rack at ten yards with weak hand only. Next the shooter abandoned the pistol, moved to a third bay where they loaded their shotgun and then engaged two steel plate rack targets and four clays at about ten yards. The USPSA targets were scored for best three hits, while the plate rack steel was knocked over and clays were pierced with at least one pellet.

	Baker	Bedard	Changose	Johnston	Hyatt	McArthur*	Melton	Plunkett	Weaver	G. Wilkerson	R. Wilkerson
Raw Time	73.99	91.7	142.24	71.59	131.3	67.63	134?	115.56	179.09	80.48	101.63
Upper A/B	2	2	2	1	1	2	2	2	-	-	2
A	3	2	4	2	5	4	4	4	3	3	4
C	1	-	-	2	-	-	-	-	1	1	-
D/Miss	-	-/1	-	-/1	-/1, 5?	-	-	-	-/2	-/2	-
Score	73.99	101.7	142.24	86.59	146.3?	67.63*	134	115.56	201.09	105.48	101.63

Stage 3. F.A.S.T., Faster, & Fastest (Pistol and Rifle)

String 1. F.A.S.T. and Faster. The F.A.S.T. is a standardized pistol drill from pistol-training.com. From seven yards, draw and fire two shots at a 3" x 5" white card centered on the head of an IDPA target, change magazines, and fire four shots to the center zone of the target. Scores of > 10 seconds are novice; < 10 seconds are intermediate; < 7 seconds are advanced; and, < 5 seconds are expert. The current world record of 3.56 seconds from concealment is held by Dave Sevigny and is on YouTube at <http://www.youtube.com/watch?v=qU3jceN4JAc>.

	Baker	Bedard	Changose	Johnston	Hyatt	McArthur*	Melton	Plunkett	Weaver	G. Wilkerson	R. Wilkerson
Raw Time	7.79	12.84	11.13	10.32	6.18	6.58	10.05	11.61	15.68	9.79	11.44
Head Card	2	2	1	2	-	2	1	2	-	1	1
Misses	-	-	1	-	2	-	1	-	2	1	1
-0 zone	4	3	4	4	4	4	4	4	4	4	3
-1 zone	-	1	-	-	-	-	-	-	-	-	1
-3 zone	-	-	-	-	-	-	-	-	-	-	-
Score	7.79	13.84	16.13	10.32	16.18	6.58*	15.05	11.61	15.68	14.79	17.44

String 2. VTAC 2-2-2 Rifle Drill. From the low ready position at ten yards, engage the center of mass of three VTAC skeleton targets two yards apart. Former Delta operator and VTAC owner Kyle Lamb describes the objective of the drill is to have the shot to shot and target to target time intervals about the same. He fires the drill in 1.21 seconds, 1.31 seconds, and 1.39 seconds with shot to shot intervals of less than 0.20 seconds. He suggests that "the head is where it needs to be so that when the weapon comes up the shooter is prepared to engage immediately without moving the head. He also recommends having the thumb riding on the safety as the rifle is raised for a quick move to "fire" and "driving the gun" [i.e. controlling it at all times] and letting it stop on each target as shots are squeezed off one at a time.

	Baker	Bedard	Changose	Johnston*	Hyatt	McArthur*	Melton	Plunkett	Weaver	G. Wilkerson	R. Wilkerson
Raw Time	4.59	7.22	5.02	3.26	5.63	3.94	6.36	6.75	8.52	8.2	22.55
A zone +0	6	6	6	6	4	5	5	5	6	6	6
C zone +.5	-	-	-	-	1	1	1	1	-	-	-
D zone +1.5	-	-	-	-	Miss	-	-	-	-	-	-
String Score	4.59	7.22	5.02	3.26*	11.13	4.44	6.86	7.25	8.52	8.2	22.55

Overall results F.A.S.T., Faster, and Fastest

Stage Score	12.38	21.06	21.15	13.58	27.31	11.02*	21.91	18.86	24.2	22.99	39.99
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Kyle Lamb can be seen shooting the VTAC 2-2-2 Drill on YouTube at <http://www.youtube.com/watch?v=SVGPEgRZwlw>

Stage 4. Navy Qualification (Modified). Rifle only. While standing at the 50 yard line, on signal fire five rounds center of mass at the EAG/10-8 target, change magazine, fire five rounds from kneeling, change magazine, and then fire five rounds from prone. Par time is 25 seconds with -1 for each second under and +2 for each second or part of second over the par time. Center of mass is an 8" circle on the target and hits = +0; the green area on target (about the same size as the C zone of an USPSA metric target) = +1 second; the white area of target = +2 seconds; and, each miss off the target = +5 seconds. A typical winning score for skilled shooters at an EAG Tactical Carbine Class would be 23 or less, an achievement equal to all center of mass hits in just under 23 seconds.

	Baker	Bedard	Changose	Johnston*	Hyatt	McArthur	Melton	Plunkett	Weaver	G. Wilkerson	R. Wilkerson
Raw Time	51.5	40.98	40.67	26.97	38.83	31.43	44.91	48.01	49.52	59.26	51.63
Time bonus	-	-	-	-	-	-	-	-	-	-	-
Time added	54	32	32	4	28	14	40	48	50	70	52
Center zone	5	12	5	7	3	7	4	8	6	1	9
Green zone	3	3	10	8	5	5	9	6	6	5	4
White zone	1	-	-	-	6	3	1	1	2	3	1
Misses	6	-	-	-	1	-	-	-	1	6	1
Stage Score	140.5	75.98	82.67	38.97*	88.83	56.43	95.91	104.01	112.52	170.26	114.63

This deceptively simple drill tests weapons manipulation skills and marksmanship ability while under time pressure. It is easy to set up, requires only 15 rounds, and the same target can be used to zero the rifle as well take the test. The drill can be self-administered with a random start timer. It is possible to set up the target, confirm the zero of the rifle with one or more three shot groups, and then take the test -- all within fifteen minutes of range time on Bay 6 at CASA. It is exactly 50 yards at Bay 6 from the shelter posts to the target pegs downrange.

Used EAG 10-8 targets (with attached instructions for the Navy Qualification Drill) should be available in the target bin at CASA for any members who want to attempt the test or who need to evaluate the improvements in their weapons handling and shooting skills. If you think you are good with your AR-15 (or sub-caliber rifle), then this drill is an objective method to evaluate that claim.



Don Baker is shown here on Bay 6 firing the Navy Qualification Drill at 50 yards with a sub-caliber rifle - the GSG-5 in .22LR. Because the rules for this CASA club event allow switching rifles between stages (or inserting CMMG .22LR conversion bolts), Don was able to use his GSG-5 up close and the 5.56 rifle for the 100 and 200 yard segments. Ammo costs money, and the GSG-5 with optic can shoot a whole lot of .22 LR ammo for the cost of only a few 5.56 rounds. The only problem you might have is ensuring that all the various rifles are zeroed properly.

A good 5.56 zero at 50 yards for the Navy Qualification Drill is dead on for bullet impact on targets at 200 meters (218 yards), and within 2 1/2" of line of sight for that whole distance. That same zero works well for all target distances encountered at CASA, provided one is careful of line of sight/muzzle offset at fifteen yards or less -- i.e. aim 2" high at extreme close range. The old military zero of 25/300 yards is not nearly as good for the M4 carbine (16") platform, as bullets will strike high at 50 yards and approximately 5" high at 100 yards mid-flight.

The targets visible downrange in this photos include two IDPA F.A.S.T. targets (with 3" x 5" white cards on the heads), six VTAC skeleton targets for the VTAC 2-2-2 drill at ten yards, and six EAG 10-8 targets (w/black and white numbers) for the Navy Qualification shoot at 50 yards.

Stage 5. Tactical Shooting Arcade (Shotgun, Pistol, and Rifle)

This was an elaborate (and probably a once in a decade!) opportunity for a fun shoot at a carnival shooting gallery with real ammo at realistic and simulated distances against full scale targets with a 12 gauge shotgun, a 9mm or .45 pistol, and an AR rifle 5.56/.223 platform with appropriate red dot sights. The round count for the stage was (a minimum of) 23 shotgun shells, approximately 30 pistol rounds, and 20 rifle rounds. For most of us, it took more ammo than that because of our misses. It was hard to set up, slow but fun to shoot, slow to score and reset, and hard to take down. Thanks to all the participants for their patience in administering and supporting the stage.



As can be seen in the above photo, the stage was set up with a central shotgun zone consisting of steel targets: a rotating Texas Star, four poppers, and two knock down targets. Shotgun zones to the sides through the clear wall ports consisted of six knock down steel targets on each side of the range near the orange barrels. The two rifle zones started at about 25 yards and extended out to the limits of the range. Rifle targets included ten colored 6" pie plate targets; two 1/5 size USPSA targets (with a small "A" zone only 1 3/4" x 3 1/4"); several 6" bullseyes, and three shoulder and head USPSA targets in brown cardboard. The two pistol zones duplicated all those same targets in white cardboard, and added four 10" steel challenge plates.

All weapons were loaded to capacity of choice at the start the stage and placed on a table in front of the shooter. Shotgun reloads took up a lot of time for each of the shooters. All pistol and rifle targets had to be shot from cover as the targets revealed themselves in "slicing the pie" from behind the barricades. Shooting at the targets was not too hard, as the pistol and rifle zones were completely filled with targets as can be seen in the photo above from the perspective on the left side of the range. Hitting the targets was difficult, however, as many of the them were only six inches in diameter (relatively tiny, just like those little bitty yellow ducks parading past a shooter at the carnival!).

One hit was required per target. In order to reward marksmanship, - 5 second bonus points were awarded for A zone hits (and most of the time only the top six inches of the six inch wide USPSA "A" zone was visible) and for "ten" ring hits (that were only 2" in diameter) on 6" black/orange bullseye targets at 20 and 40 yards. This was a very challenging marksmanship event that was shot from cover for the pistol and rifle targets, hence the "tactical" addition to the "shooting arcade" name.

Name	Baker	Bedard	Changose	Johnston	Hyatt	McArthur*	Melton	Plunkett	Weaver	G. Wilkerson	R. Wilkerson
Raw Time	138.6	255.9	238.84	288.19	334.16	158.82	193.46	308.55	584.86	255.72	238.44
A zones	9	14	12	16	2	11	4	14	5	3	13
10 Ring	-	2	1	3	-	2	-	1	1	-	1
Misses	28	6	8	4	20	6	16	3	16	24	7
Score	233.6	205.9	213.84	213.19	424.16	123.82*	253.46	248.55	634.86	320.72	203.44

Thanks to Don Baker for helping with set up, and many thanks to all (including non-shooter C.L. Hoard) who worked on tear down under cold and rainy conditions.



Matt McArthur holds the timer for Don Baker in this view of the action at the Tactical Shooting Arcade stage. Don has completed the pistol and shotgun portion of the stage and placed those weapons on the table on top of the barrels to his front. He is using his wife's Bushmaster .223 rifle (be sure and ask him about the zero!!)

Stage 6: No Peeking (Pistol and Shotgun)

This was a no-walk through, no advance information, surprise stage on the "shoot house" at CASA Bay 14 for ten shooters. The shooter's own shotgun was positioned down range in an open box with at least six rounds next to a pistol box where the pistol would eventually be abandoned. Shooters were told they could shoot the bad guys as many times as they desired -- one dead center head shot versus several body shots. Careful use of cover (100% of lower body and absolute minimum exposure of upper body) was required while clearing the house. Shooters were briefed on the following situation:

"Your neighbor and his pregnant wife live alone next door to you. He is an anti-terrorism expert who has been threatened by terrorists. He tells you that the terrorists have sworn to shoot both of them and leave them 'so that nothing would be left but little pieces.' One evening while at home, you hear shots and screams next door. You grab your pistol to go to their aid. As you get near the house, you hear police sirens nearby."

Raw times for the stage ranged from 59.02 to 84.66 seconds for six of the shooters to clear the house. They all went about the same speed through the house. The difference in time was due mainly to the speed with which they loaded the shotgun. Three other shooters went a little slower through the house and took from 113.77 to 161.01 seconds to clear the facility. One shooter took only 25.58 seconds for the event, but managed to get himself killed at least four times by bad guys to his rear. Only two shooters survived the first five seconds of the event (but everyone presumably continued to aid their neighbor although mortally wounded!).

As it turned out, it was a bad day for the neighbor and his pregnant wife as well. She was hit four times, while he was hit eighteen times! The other hostage fared little better, with eleven hits. The bad guys, on the other hand, were not always eliminated. They were either not hit at all (or could still shoot back) fourteen times. Obviously target discrimination (between good and bad guys) is very important in ambiguous situations – and very difficult with two-dimensional cardboard. Precise marksmanship is priceless, especially for those good guys who happen to be near bad guys. Finally, that old bugagoo -- situational awareness -- showed how important it was in a CQB fight – from the floor to the ceiling and corner to corner to corner throughout every room in the house.

There were probably two very important lessons that all shooters should have gleaned from this stage. The first lesson was that it is nearly impossible to clear a house by yourself in an offensive operation regardless of your shooting ability. The second lesson was that the tactics, situational awareness, and strategy that works for a successful score in a USPSA or IDPA stage will get you killed in a real world encounter with skilled opponents who have the tactical advantages of both surprise and a defensive deployment. Several wise shooting instructors have predicted that in a deadly stressful situation, you will not rise to the occasion -- instead you will likely revert to your lowest level of training and ability. One would hope that the money that has been converted into gun smoke and noise at CASA will have been well spent to ensure that we each may survive a deadly encounter.

Note: the next tactical rifle/pistol/three gun match for CASA members and their guests is scheduled for February 2010. It will involve mostly "all-movement" stages in accord with the Gunsight training formula where movement = distance = time = marksmanship = survival.