

# THE MAXTACTX KNOWLEDGE BASE



ISSUE: 0\_7

**THE TACTICAL BITS:** Information and tips from the fields of security, law enforcement, and protective services.

## Tactical Shooting, More Than Marksmanship

Being a tactical operator is all about quick and accurate decisions. Quick is the optimal term over fast in tactical operations. Quick denotes agility and flexibility. When you're quick that means you're not just fast from one fixed point to the next, you can also adjust and adapt, making you more lethal against a threat. The quicker and more accurate the choices made by the operator, the better the operator's overall performance.

Weapons training for the tactical operator must reflect the process of better, quicker, and more accurate choice making as well as basic marksmanship. In order for this to make more sense think about the elements that normally involve tactical unit intervention; barricaded suspects, high risk warrant execution, high risk personnel protection, and hostage rescue and recovery. All of these scenarios not only involve accurate shot placement, they require quick target discrimination and threat isolation.

One thing's for sure all skills aren't evaluated on a standard weapons qualification range. Any range where the command 'watch your lane' is given isn't good enough. Watching your lane for your paper target to turn eliminates the discrimination and isolation elements of tactical shooting so tactical skills can't properly be evaluated. You only know that your shooter can shoot. You need to know if your operator can decide and act.

No one wants to put in an 'After Action Report' that the entry man was an expert with his weapon that's why he shot the hostage pointing a cell phone right between his eyes. Fortunately knowledge of what's necessary puts you on the path to success and there are many ways to ensure that tactical shooting skills are properly evaluated, developed, and honed.

A combination of time and decision based shooting exercises are a good start when developing the abilities to discriminate and isolate. Timing based on more than watching a lane and shooting a target as it turns is required. The recovery time required to

distinguish a threat amongst other non threat targets is a necessary step in tactical shooter development.

This ability is called Attention Blink. The quicker the time an operator takes to do this, the better they will be at identifying and engaging multiple threats among a group of innocent bystanders. It's not hard to see why this would be a valued skill to develop given the probable scenarios mentioned earlier or an active shooter incident that's more likely to involve patrol officers than dedicated tactical response teams.

If there's little or no access to dynamic variable ranges be a little creative. Provide targets with distinguishing identifiers, some threats and others not depending on what the instructor calls out. Colors, shapes, and letters/numbers are an effective mixture of observable/ cognitive identifiers that can be interchanged within a group of targets in an operator's firing sector. This combination is effective because each identifier taps into a distinguishable sensor-cognition (seeing-distinguishing) path, shapes being the most basic path and lettering being the most complex.

A group of six targets within one or two man firing sector(s) can have a well balanced mix of color/shape/letter combos. As an example calling out 'Blue' may present two threats to shot while calling out 'Blue A' only presents one. With timing as a factor this type of exercise can be used to develop and evaluate quick target discrimination and threat isolation abilities in a tactical operator. This exercise is also effective in developing the ability to quantify without actively counting, or subitizing. This is a valuable skill to have because it means that at a glance an operator can account for a number of objects in a given area like weapons, people, etc.

Engagement in motion is a distinguishing trait between one who's an operator and one who isn't. Shooting and moving like distinguishing and isolating is the bread and butter of tactical shooting. If your guys can't move and shot they need to be able to. Engagement in motion also applies to shooting a moving target/threat. A combination of both is a good recipe for tactical shooter training. The moving shooter part is easy to do. Front foot plants/ take the shot, and repeat cycle until the threat is dead. The moving target/threat on the other hand takes that thing mentioned earlier... being a little creative.

If there's still no access to a dynamic variable range then adding moving elements within a specific target will provide a good substitute for moving targets. Light weight objects like balloons simulate the subtle motions associated with head movement. Placing a balloon in the head area of a body silhouette target provides more realistic body armor drills.

This is where two to the body, one to the head is put to the test. In an outdoor range this test is even harder to pass which makes it even better. For those in the tactical community that are more of the engineering types and there are plenty of us, using mechanisms that move a target as a substitute for the outdoor range dynamics mentioned above is effective.

Remember tactics are steps toward a solution to an immediate critical problem. Marksmanship training with a well balanced combination of moving, distinguishing, isolating, and shooting ensures that your operators can adjust and adapt to the tactical situation and win the fight.

Clyde J. Lucas

**ACTIVITIES CENTER:** Exercises for the mind to keep you sharp. Not just games.

### Packet Sleuth

Earl E. has provided valuable information on the GPS channels of his organization's supporters as well as the existence of a WMD under their control. GPS transmissions have been intercepted and the locations of the supporters have been found.

However, one of the four data packets of each transmission was encrypted and split to a fifth GPS receiver. We believe this is the location of the WMD.

You must determine what the encrypted packet of bit code for each intercepted transmission is by deducting from the known data. Then arrange the decrypted packets in their original packet orders to determine the fifth GPS receiver location.

Bit Code Key: 0000 = Grid B2 (Start Point), 0001 = Right 1  $\rightarrow$  , 0010 = Down 1  $\downarrow$   
 0011 = Left 1  $\leftarrow$  , 0100 = Up 1  $\uparrow$  , 0101 = No Movement , 1111 = End

Trans 1: 00000001\*\*\*\*0011001101001111

|   | 1 | 2 | 3 |
|---|---|---|---|
| A |   |   |   |
| B | X |   |   |
| C |   |   |   |

Trans 2: 00000010001101000001\*\*\*\*1111

|   | 1 | 2 | 3 |
|---|---|---|---|
| A |   | X |   |
| B |   |   |   |
| C |   |   |   |

Trans 3: 000001000001\*\*\*\*001000101111

|   | 1 | 2 | 3 |
|---|---|---|---|
| A |   |   |   |
| B |   |   |   |
| C |   | X |   |

Trans 4: 0000001100100001\*\*\*\*00011111

|   | 1 | 2 | 3 |
|---|---|---|---|
| A |   |   |   |
| B |   |   | X |
| C |   |   |   |

GPS 5: 00000101\*\*\*\*\*1111

|   | 1 | 2 | 3 |
|---|---|---|---|
| A |   |   |   |
| B |   |   |   |
| C |   |   |   |

