

Ri fle man (ri' fel man), 1. A soldier armed with a rifle, 2. man skilled in the use of a rifle. *n.*, *pl.* ri fle men...

"....The average infantry soldier...[is] not impressed sufficiently with his own potency and the effect of well-aimed, properly distributed... rifle fire."

*Report, "Tactical Lessons in Normandy",
US First Army, 1944*

"The true measure of the rifleman is not how fast he can shoot, but how many targets he can hit per minute." SHOOTING = MARKSMANSHIP
= RATE OF TARGET IMPACTS DOWNRANGE = EFFECTIVENESS

Welcome! The fact that you are reading this means you have an interest in becoming a rifleman. So read on. Put what you read into practice. And become a RIFLEMAN. Then keep the tradition alive, pass it on, by teaching someone else to become a rifleman...

Fred's Guide to Becoming a Rifleman

Becoming a Rifleman

A Rifleman can pick up any sighted-in rifle and hit a man-sized target at 500 yards - from any position! In old days, this was called the "Rifleman's Quarter-Mile", and the true Rifleman was expected to control any visible target within that 500-yard radius.

A man-size target is about 20" wide and over 20" high, so all the Rifleman has to do is keep all his shots within a 20-inch circle at 500 yards to be effective. Later, you will learn that's a 4 MOA group, and that a 4 MOA group at 25 meters is one inch.

A Rifleman does not need a special rifle or ammo to shoot a 4 MOA group; nearly any standard rifle and surplus ball ammo will do better than that.

A Rifleman is more than a capable shooter. His rights guaranteed by the 2nd - and the rest of the Bill of Rights - come first - and so does the duty imposed on him to protect it from enemies both foreign and domestic.

He knows the truth of the saying "Ignore your gun rights - and they'll go away."

He knows that those rights are under severe attack. That during the present 'soft crisis', a fierce battle is being waged, a battle whose outcome may determine whether there is ever a 'hard' crisis. The Rifleman ALWAYS votes - and guards the Bill of Rights by educating others on the importance of the 2nd, primarily by getting people to the range, and qualified - as Rifleman. You're going to need all the help you can get to protect the tradition.

The Rifleman's Challenges

"Firing the Shot" may be mentally the first and toughest task for most people, primarily because the other two challenges for the rifleman - target detection and range estimation - are not part of the typical range-shooting scenario.

With practice, "firing the shot" is the *easiest* of the three by far and, with a little more practice, especially if the fundamental steps are followed consistently for each shot - a must! - *anyone* can become a good shot.

These fundamental steps are for the most part pretty easy themselves and are listed in the box on the next page, so slip over and read that now, then come back and pick up here...

NPOA - Little-Known Secret

Unless you are an experienced rifleman, you probably never heard of NPOA. "Natural Point of Aim" is the edge the oldsters have over the tyros. The experienced shooters know that to group consistently on the center of the target, they need to line up their body so that in a natural state of relaxation, the rifle points at the target. They know that if you are NOT naturally lined up on the target, you will 'muscle' the rifle over onto the bull, and the strain induced will result in the group - however well-fired - being off the target center. This frustrates tyros until they tumble onto NPOA. Okay, so now you know, but how do you get it.

Easy!

Follow the first 3 fundamental steps of "firing the shot": Line up the sights, bring them onto the target, and take a deep breath in.

Only, *before* you do this last, *close your eyes and relax your body.*

After you take the deep breath, let it out. Now open your eyes. The sights are NO longer on the target, but at your "natural point of aim" To bring the two into mesh, you slightly shift your body around until the sights are back on the target. In the prone position, you use your elbow under the rifle as a pivot.

Now do you let fly? No Sir! You need to check to make sure you have your NPOA! So repeat the process again. Ten to one says, when you open your eyes, your sights are again off the target, and you must shift your body around that elbow pivot to bring them back on. REPEAT the process until, when you open your eyes, your sights are lined up on your target. It may take 6 or 7 repetitions early on, but as you become more skilled, it will take fewer until, with a rifleman's practiced ease, the initial position you take will be correct, and the "NPOA exercise" will merely confirm it.

IMPORTANT: Once you get your NPOA, KEEP it. You keep it, in prone, by NOT MOVING THAT ELBOW UNDER THE RIFLE; in standing, BY KEEPING YOUR FEET IN PLACE. If you move that elbow, or those feet, you must go back through the process to reacquire your NPOA. So don't be careless (a rifleman is never careless!).

Note some other benefits from your NPOA. It makes the job of 'firing the shot' much easier. The first two steps - lining up the sights and bringing them onto the target - are practically done, since by definition, once you have your NPOA the sights will always be pointed at the target. All you have to do is breathe, hold it, focus on the front sight, concentrate on keeping the

front sight on the target while your sque-e-eze the trigger, keep your eyes open when the hammer falls to call the shot, and hold the trigger back for follow-through. That's all there is!

It's NOT Hard to Be a Rifleman

The standard for being a rifleman is clear and long-established: the ability to hit a man-sized target at 500 yards. A 20-inch wide target at 500 yards is equivalent to a one-inch wide target at 25 meters, which is why we state that if you can keep all your shots - from every position - in a 1" group at 25

Safety

As a Rifleman or would-be Rifleman you are presumed to be a safe and conscientious shooter, familiar with all safety rules. You don't do anyone any good if you shoot yourself or an unintended target. So just for a refresher here are the basic rules once again.

1. The PRIME rule: **ALWAYS KEEP YOUR MUZZLE POINTED IN A SAFE DIRECTION!** Screw up anyway else, and this one will save you! So follow it without fail!

2. **Never load until you are in position and ready to shoot.** That means action open, mag out, safety on, and grounded on the mat or in the rack, until you are ready to shoot.

3. **Keep your finger off the trigger until your sights are on the target.**

4. **Make sure others around you comply with these rules.** After all, it will be THEIR bullet which enters YOUR gizzard!

While an extra body or two laying around in the Third World is no big deal, even ONE extra body laying around a range in this country is a major embarrassment. So pay attention and comply - at ALL times - with these rules.

(Take this checklist to the range w/you.)

How to Fire the Shot

1. GET INTO POSITION

Start with the prone position because that is where you normally sight-in, and sighter shots are usually the first shots you fire when you shoot. It is also the steadiest position, once you get used to it - but also a real muscle-stretcher. Be ready to try prone a few times before it really gets comfortable. Just have a little patience, get the early 'adjustment' behind you so you can get to the real shooting - that is, 'firing the shot'. P.S. The Rifleman NEVER shoots off the bench.

Checkpoints: ✓ Trigger hand should have a firm grip on the stock and pull it back smartly into the shoulder. ✓ Trigger finger should contact trigger on the middle of the end pad of the finger or at the first joint, and the finger should be curved so that it clears the stock at all points. ✓ Your cheek should be pressed firmly against the stock. ✓ Arm holding the rifle up: ✓ Hand initially should be relaxed and not grip the rifle - simply a platform on which the rifle rests. Later, after achieving Rifleman, you may want to try lightly gripping the rifle and pulling it back into the shoulder. Standard instruction in highpower rifle shooting says this hand should be relaxed, not grip the rifle, and be a 'platform' on which to rest the rifle. But in field shooting, your sling will not be as tight as it is on the firing line, and you will find that a slight positive grip helping that trigger hand pull the rifle back into the shoulder will steady up the rifle. ✓ The sling should be adjusted so it just supports the weight of the rifle; i.e., tight, but not so tight you are really hurting. If the rifle will stay in your shoulder while supported only by the forward hand under the forearm and the sling, without any help from your trigger hand, it is tight enough. ✓ The elbow should be as close to vertical under the rifle as possible. A check: take a deep breath in; let it out, and watch the front sight: if it dips and rises vertically - good! If it dips and rises on a slant, you're not there yet - get the elbow under the rifle [it may take several times at the range before you are successful on this - but have patience - it will come!]. Then ✓ get your NPOA [see p 1], repeating the process of acquiring it until you open your eyes and the sights are lined up on the target. Follow the "Goldilocks' Rule" [not too tight; not too loose; everything just right]: Everything should be tight, but not so tight muscle tremor, fatigue or severe discomfort

meters [27.2 yards or 82 ft], you meet the marksmanship standards for being a rifleman.

And it turns out that 25 meter shooting is some of the best self-training there is. Shooting at a reduced target at 82 ft means that you can instantly spot your shot when it strays out of the black. Remember those "Six Steps in Firing the Shot?" In Step Six, you

results. After the initial adjustment period is over, this position should be comfortable - if it is not, you are doing something wrong, and need to go back and review the basics. Now we are finally ready to

2. FIRE THE SHOT

■ 1. Line up the front and rear sights. Simply center the front sight in the rear sight (a scope does it automatically for you). (*Sight Alignment*)

■ 2. Keeping the sights lined up, bring them onto the target. Most people set the target on top of the front sight like a 'pumpkin on a fence post'. (*Sight Picture*)

■ 3. Take a deep breath in. The front sight will dip. Let your breath out, watching the front sight rise until it barely touches the bottom of the bull's eye - now hold your breath (*Respiratory Pause*). Use a natural act - breathing - to establish your correct elevation. (Now's when you get your NPOA!)

■ 4A. Focus your eye on the front sight. It may be a little hard to do at first - you naturally want to look at the target - but focus on the front sight. This will be hard for some shooters past 40, and some may need to switch to a scope because of inability to focus on the front sight. ■ 4B - Focus your MIND on "keeping that front sight on the target". This is the most important one on this list. Do it - or miss!

■ 5. Now the only tricky part. While you are doing step 4, take up the slack and squeeze the trigger straight back - but keep your concentration on the front sight! Don't let the front sight wander off the target. You are trying to do two tasks at once, and the more important is to KEEP THE FRONT SIGHT ON THE TARGET! This is where practice pays.

■ 6. When the hammer falls: 1) keep your eyes open, 2) take an 'instant' mental photo of where the front sight was on the target when the hammer fell (*Call the Shot*), and 3) hold the trigger back (*Followthrough*). In field shooting you want to quickly observe the impact of the bullet on the target and the target reaction. If the shot is a miss, try to spot any bullet splash so you can correct the next shot.

Now RELAX and enjoy the shooting. Keep at it and the positions will actually become comfortable - and 'by the numbers' will become automatic! Trust me.

Practice until you can consistently group 1" or less at 25 meters (82 ft) - the rifleman's 4 MOA, right?.

Periodically do "ball & dummy" to detect and correct flinching.

Shoot Smart - Shoot Safe!

keep your eyes open when the rifle fires, taking an instant mental 'photograph' of where the front sight was in relation to the target, so you can call where the shot went (and hold the trigger back an instant, too).

Being able to call the shot is important to evaluating your shooting skill. Don't know where the shot went? You are either closing

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your eyes when the rifle goes off, flinching and/or jerking the trigger. If you call the shot at 4 o'clock and, by golly, that's where it is, give yourself a pat on the back for being able to master a very important stage in becoming a rifleman. At 25 meters, you get instant confirmation of your call: if it was good, it is in the black, and you won't see the hole. If it was called 'bad', and it appears in the white where you called it, that's instant confirmation that you called the shot correctly.

Once you can reliably call your shots, if the shot appears where it ought not to be, then you can question your sight setting. Out at 300 yards on the Revolutionary War Veterans Association pop up range, a shot that splashes 6" low in the dirt in front of the target - if you called it there - is not a real problem - you simply fired a bad shot and should concentrate to make the next shot a good one.

But if you called the shot "good", and it splashed 6" low in the dirt, I would change my aiming point [AP], shifting it a bit higher on the target for the next shot. But if I can't call the shot at all, regardless of where I spot the bullet splash, I have just wasted a shot, because I don't know where it should have gone - and therefore I get no feedback of any value.

Rifleman don't waste shots - they make every one count! Even a miss gives the rifleman data on which to increase the hit probability of the next shot.

So practice at 25 meters. Practice firing every shot "By the Numbers." Practice "Calling the Shot". And get those groups down to an inch - or less - with a rack-grade rifle and surplus ball ammo!

If you need targets, get either our Army Qualification Set, 10 sets & this *Guide* (\$16), or the "Quick 'n Dirty AQT", 50 for \$12.

And then help your friends get qualified. There's no point in being the only Rifleman in town.

"Rusty?" (How to) Get the Rust Out!

The biggest problem of new shooters - or less active shooters - is muscle strain - not the mechanics of firing the shot. No, it's getting into a proper prone or sitting position that kills their accuracy.

That's why they'll typically fire their BEST score standing - standing is not unduly stressful - everyone stands every day. Not that they will necessarily shoot great, but starting out they will shoot better than any other position.

It's when they first get into sitting - or prone - every muscle screams - they are uncomfortable, - in some cases can't assume the steadiest position because they simply can't stretch enough.

Result: poor shooting, poor accuracy, poor scores - and discouraged, giving up, when, with a little persistence, they find that all of a sudden (when all those muscles and joints get stretched), things suddenly get easier, and their shooting amazes them.

SO - if they persist - those positions quickly become not only easy to get into - but comfortable!

Quick Start and Guide to "The Guide"

As a beginning rifleman, focus on the first five pages, where you learn to shoot, what a rifleman is, and about qualifying as a rifleman - the bare essentials of positions, zeroing, and firing the shot.

I recommend that you fire the AQT through after reading ONLY "AQT Mechanics: How You Shoot It" on page 3, just to establish your current skill level. Then read the above portions of the guide and practice at the range, before firing the course again for comparison.

Ball and Dummy Drill, Rapid Fire	p 4
Common Firing Line Errors -	Pages 5-6
Zeroing	7-8
More Drills	8
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Diagrams/practice targets -	end of guide

Fred's M14 Rifle Stocks

POB 629 Ramseur, NC 27316

www.fredsm14stocks.com

I well remember the first time I got in prone and absolutely believed that the position would NEVER be comfortable. No one ever told me I would quickly adjust. So after a few times, muscles stretched and strain gone, it became so comfortable that on a hot day I actually dozed while waiting for the load command - and then wondered how I could ever be uncomfortable in such a comfortable position!

So trust me - if you persist until your muscles have a chance to adjust, you will not only find the prone position comfortable, but deadly accurate. After a time, you will even find that you automatically take a position very close to your NPOA.

So stick to it and you will succeed. And while you're doing it, pick yourself up a \$45 USMC shooting jacket [shootingmall.com]. It's the easiest way to have elbow pads to help you concentrate on 'firing the shot' and not various pains of no consequence.

Tips

MAXIMUM ACCURACY FROM YOUR M14

Face it - the biggest factor in accuracy is YOU. The rifleman concept is YOU take any rack-grade rifle & ball ammo and hit any man-size target out to 500 yards.

NOTE the emphasis on the 'come as you are' equipment. NO match-grade rifle, no match ammo - just you and whatever you pick up or already own.

But also note the other emphasis of the rifleman concept - accurate shooting! To get maximum accuracy (and don't we all want it) YOU have to WANT to shoot accurately, WANT to enough to go to the trouble of learning the basic six

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AQT Mechanics: How You Shoot It

1. Set up the four targets in front of a safe backstop 82 ft away in the following order (left to right): 100, 200, 300, and 400 (simulated)
2. Fire two sets of 3 sighter shots at one of the two sighter targets on the bottom of the 100 (simulated) target, adjusting your sights after each 3-rd group to bring the shot group onto the "X" as stated in the directions. If your shot group is significantly more than an inch in size, it's prob a good idea to go back and practice on a 1" black square at 25m until you can keep all shots in the black square.
3. Once you have your sights set, make a pencil mark on the elevation drum and the adjacent receiver, and slowly turn the elevation

knob away from you, counting the number of clicks until it bottoms out. Record that number so you don't forget your 25 M zero, then raise the sights the same number of clicks (see "How You Get Your Battlesight Zero" below). As a double check, the pencil marks should line back up. [Sometimes that first 'click' up from bottom can be iffy.] Later you'll mark it with paint.

4. Fire the first stage of the course by loading ten shots and firing from the standing position at the large 100-yard (simulated) target, being sure to use a hasty sling.
5. Next shoot Stage 2. Stand, load 2 rounds, start the timer, drop to a sitting position and fire two rounds into the first silhouette on

the target. Then reload with 8 rds and put two more shots on each of the other silhouettes on the sheet, for a total of ten shots in 50 seconds. [Make it easy on yourself the first time or two - allow 60 seconds - and gradually decrease the time until you are at 50 secs. It is more important to fire *well-aimed* shots than *fast* shots, and you want to train yourself to fire *fast, well-aimed* shots.]

6. Next, fire Stage 3 just like you did Stage 2, except you drop to the prone position, and you have 60 seconds. Also note that the silhouette marked "SS" is for sighting only and is not to be shot for score!
7. Fire the last stage prone - 20 rounds in 20 minutes. Note again that the middle target in the middle column is marked "SS" and is NOT

to be shot, except for sighters.

8. For the results to count to earn your Fred's "Qualified Rifleman" shirt, you will have to have a scoring witness. Once you break 200 points, keep at it until you can do it reliably. Watch that 400-yd stage: those targets get awfully small!

Scoring: Count any hole touching a higher ring as the higher value (for example, if the bullet hole is in the '4' ring, but touches the '5' ring, count it as a '5'). Follow the '.30 cal' rule: if you shoot a .223, score the hole as if it were a .30 in size - if the hole enlarged to .30 cal size would touch the next highest scoring ring, you get the higher score.

Good Luck - and Good Shooting!

Persistence Pays Off!!

Tips SHOOTING THE AQT...

You want to be a Rifleman - not a 'cook', so pay attention, and give it your best shot! All you got to do is hit that magic 200 on the scoreboard. And here's how you do it.

Standing at 100 (simulated). Set your sights to your 200 zero. If I don't have a 200 yard zero, I put the 25 meter sight setting on and will hold just above 6 o'clock on the target - just a bit up into the black. With the sights set at 25/200, I will cut the "V" ring.

Now I adjust the sling to get a comfortable hasty sling to help steady the rifle in offhand position. With the trigger hand, I grab the stock and pull it back into my shoulder fairly tightly with my right elbow high (this not only steadies down the muzzle and reduces felt recoil, but makes the trigger subjectively lighter - and helps balance the rifle). Then, still in the prep period, I face 90° away from the target, shoulder the rifle, line up the sights, and try to find my *natural point of aim*. I do this by closing my eyes and swiveling right and left from the waist up to find the most comfortable, relaxed point in the swing, then I hold it while I open my eyes and shift my back foot to bring the sight back on the target. Once I get my NPOA, I will not move my feet until all ten shots have been fired.

Whoops, the "LOAD!" command!

OK, mag w/10 rds in, bolt forward, and now I fire the first shot "by the numbers": 1/line up the sights 2/bring them to the target [since I have found my NPOA, they should already be pretty much on target.] 3/take a breath and let it out. Watch the front sight as it moves up to the target, then pause when the front sight is on the target. Now comes the IMPORTANT step - 4/Focus on the front sight, and repeat a mantra - "Keep that front sight on the target - keep that front sight on the target...", at the same time taking up the slack in the trigger, and 5/squeezing until the rifle fires. When the rifle goes off, I keep my eyes open to

check where the front sight is on the target - that's where the bullet is going. So I can "call my shot" - high, low, left, right, etc. and either give myself a pat on the back for a good shot, or concentrate on firing the next shot better.

Last, I 6/hold the trigger back an instant for follow-through.

When you run a string of ten shots, it becomes important to make as many of those shots "good" as possible. Eight or 9 good shots out of 10 certainly beat 4 or 5. Your goal is to work to squeeze out more and more good shots from each successive string.

I want to remember my shot calls, so when I go down to the target, I will be able to confirm my zero, or refine a better one from the shot pattern. If I called the shots generally "good", I can do this, as a group will form. If I called the shots all over the place, or didn't call them at all, I will have no idea what my zero is because the bullet holes will be all over the paper.

Since you have to fire your shots in 2 minutes, you don't have a lot of time to waste. I usually fire my shots in groups of 3, lowering the rifle after each three for a brief rest. Your most common error in this stage is to drop one out the bottom of the target, caused by your shoulder pushing the rifle forward (and the front sight down) when you 'anticipate' the shot ('bucking'). The effect downrange is dramatic, as your shots will all be in the black except one or more which are up to several inches below the black. Work to avoid this error, and you'll be a better shot.

Now for the second stage, rapid sitting at 200 yards (simulated): My sights are already set for 25m/200, and I expect to aim 'six o'clock' on the target and be dead on. A good sitting position will be facing 45° away from the target in the direction of the trigger hand, with both elbows in FRONT of their respective knees. You will need to lean FORWARD as far as you can (it gets more comfortable as you get used to it). Use a loop sling, instead of the hasty sling. Make the loop - listen carefully - by unclipping the sling from the rear

swivel, then grabbing the web where it feeds over the buckle, in the 'hump' part, pulling out enough to form a loop. Rotate the sling a half turn away from you (clockwise for righties, counter-clockwise for lefties), and slide the loop up your arm as high as it will go. It should be up in your armpit when you get through sliding, and you'll notice, if you've done it right, that the sling loop is self-adjusting - simply putting tension on the sling tightens the loop on your arm. If it doesn't, you're using the wrong loop. Go back and grab the web (or nylon) strap where it goes over the hump of the buckle (where it rides over the center metal of the buckle) and pull it straight up out of the buckle to form the loop.

When you remount the sling on the rear swivel, slide the buckle all the way down to the hook. You should then have enough slack in the sling for both carry and to make a fast hasty sling.

MAKE SURE EACH ELBOW is firmly placed in front [target-side] of each knee. Again, pull the rifle back into your shoulder with a firm grip, and get your NPOA. Line up your sights on the target, close your eyes, relax your body, and take a deep breath in and slowly let it out. Open your eyes and shift your body around to bring the sights back on the target. Do this until when you open your eyes, your sights are naturally pointing at the target - hence, your NPOA. PS: If it doesn't hurt the first few times, you are not leaning forward enough!

"Shooters, STAND!" [stand up; keeping your feet in the same location, so you can as near as possible sit down in the same spot as before, as close to your NPOA as possible.]

"LOAD!" "Ready on the right?" "Ready on the left?" "ALL ready on the firing line!"

"FIRE!" Now I drop into position and fire *by the numbers*, same as for standing. But I pace myself by taking a breath in between shots, so I get a steady rhythm. As soon as the sight rises to the aiming point [AP] on the bullseye, I hold my breath, focus on the front sight, and keep it on the AP until the rifle goes off, mentally calling

each shot, and I take a breath for the next shot. Again, you have a ten-shot string, and you want to make as many of those shots "good" as you can - and the measure of your shooting skills is the steady increase in the percentage of "good" shots in the string. When you go down to check your target, check the position of the groups on the target. Is there a pattern, such as all high or low? Also check the size of the groups. You are doing your job if all are under an inch. Note especially if the first group is placed identically on the target as the others, since that is your 'first mag' group.

Now for "300, rapid" prone. Follow the previous checkpoints for prone. You may need to loosen the sling an inch or so from sitting, but I would not fiddle with it unless it's so tight, it hurts! The elbow supporting the rifle should be as near under the rifle as possible. The hand under the forearm should not grip the forearm, but should be relaxed, letting the sling hold up the rifle. The *trigger hand* should grasp firmly and pull the stock back into the shoulder. The *trigger leg* should be pulled up behind your trigger arm to help absorb recoil. Only the first pad or joint of the *trigger finger* touches the trigger: be careful not to let the rest of the finger touch the stock, known as 'dragging wood', which will throw your group off. Get your NPOA the same way you did sitting: line up your sights on your AP, close your eyes, relax your body, take a deep breath in and slowly let it out, and open your eyes. Shift your body slightly using the elbow under the rifle as a pivot until the sights are back on the AP, then repeat the process. Continue until when you open your eyes, the sights are naturally lined up on the target.

"Shooters, STAND!" [Again, keep your feet in the same spot, and make a mental note of where your elbow under the rifle was on the mat, so you can put it in the same spot as before.]

"Load!" Having 2 rounds in the mag, I insert and let the bolt slam for-

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ward, checking to make sure it fully locks forward.

"FIRE!"

Dropping to prone as near as possible to my NPOA, and with the same by the numbers as for sitting, I fire the string, keeping my eyes open, calling the shots mentally, and taking a breath in between shots. Again, I want to be able to go down and see tight 2-shot groups on the target, so I fire every shot keeping the front sight on the AP, and my eye focused on the front sight. Because the targets are smaller, I go down a click on the rear sight to keep the bullet from impacting too high in the silhouette. Even tho blind as a bat, I watch the target for a change in shape, indicating a shot just out of the black. One or two of those out the bottom or top of the target will warn you to adjust your AP slightly on later shots.

Prone slow. OKAY, now to separate the cooks out. At 400 yards simulated, that target is mighty small. Basically, everything is the same as for the rapid shooting. You may find you score best if

you shoot at the same pace as your rapid fire to avoid the tendency to 'overfuss' the shot, take too long, and wind up flinching. Hold that front sight on the AP consistently. You don't have a lot of room for error. Count out 20 rounds and lay them on the mat. Mentally I fire 2 rounds at a time, concentrating on making each shot good. Be careful, because you can 'lose count' on which target you are shooting on. If you do that, shift to the last target and work backwards.

Reading targets: Vertical stringing of shots - failure to hold breath while firing. Shots at 2 o'clock, 4 o'clock, 7 o'clock, and/or 11 o'clock - various types of flinching, bucking etc. Shots all over the target - failure to shoot by the numbers - try again, this time firing each shot by the numbers. [see pp 30, 31]

Flinching: Detect by 'ball and dummy'. Cure by 'ball and dummy'. Have a buddy hand you the rifle without you knowing whether it is loaded or not. (Observe all safety rules!) Fire the 'shot' as normal. If you are flinching, the rifle will move when the

hammer falls on the empty chamber. Practice until you can 'fire' the shot without detectable motion in the rifle. It pays to do this periodically to detect whether you have developed a flinch.

Points to remember: fire each - and every - shot by the numbers.

Keep your eyes open and call your shots.

Keep the front sight on the target!

Focus your eye on the front target! That's all you want - to get that target! If you want it bad enough, you'll ignore recoil, idle chitchat from spectators, and keep that front sight on the target when the rifle fires.

Keep the rifle pulled back into your shoulder.

Always read the target.

Where your group is will tell you things about your zero and sight setting, and how large the group is will tell you how well you are shooting. The pattern of dispersion may also give clues as to what you are doing wrong. For example, every one of your shot groups should be in less than an inch. Notice if they 'wander' over

the silhouettes. If you shoot more than one rifle or have memory trouble, write down your sight settings, and update them each time you shoot.

Fire each shot as though it was a sighter. A 10-shot string standing is ten sighter shots - they tell you about your zero - and about your ability - the smaller the group, the better your skills.

Shoot against yourself, not against others. The idea is to become a better shot, which means to outdo your previous performance. Forget everything else - the score so far - how good you need to shoot to qualify - how well others are doing. No, think about ONE thing - keeping that front sight on the target when the rifle fires, about firing each shot by the numbers consistently, and about trying to increase the proportion of 'good' shots in the string. If you are on the line with other shooters, sometimes other 'shots' will distract you, so use ear plugs and your muffs!

That's all there is to it.

Really.

steps in firing the shot (and applying them to each shot), knowing how to get your NPOA, KNOWING what the standards of accurate shooting are, and knowing how close or far you are from those standards.

Let's take it in reverse: You have to know where you are to start on a trip to where you want to be. So you need to know how accurately you can shoot NOW so

GI Chrome-lined vs. "Match" Barrels - Which is Better?

This is one you'll want to think over carefully. A 'match' barrel will run several hundred dollars. It will have a 'tight' chamber designed for shooting match reloads - and you'll HAVE to reload to get the accuracy out of it, unless you want to buy match ammo at five times what surplus costs. If you don't reload each round to extremely tight specs, you will have problems in chambering. Likely, the barrel accuracy will peak at 2-3,000 rounds and slowly fall off thereafter. At around 6k-8k, accuracy may have fallen off to no more than a standard barrel, even with reloads.

Now consider an original GI chrome-lined barrel: Not really cheap any more, at 200+ bucks, but generous chamber, so no reliability problems, and at 10k rounds, you're probably only at the midpoint of its useful life. Plus, shooting surplus ammo sure saves a lot of time at the reloading bench.

Super accuracy the goal, time and money no object? - go 'match'.

Superb accuracy the goal, time and shooting money tight? - go GI.

PS: Don't overlook that in the field, you can leave the chrome-lined barrel oil-free, unlike the unlined match barrel. Oil in the barrel can throw the first shot into a different group, noticeable at long ranges, just where you want best accuracy - & reveal your position.

you can measure your progress to becoming a rifleman.

Two ways to do this: 1) shoot in a highpower rifle match or 2) shoot Fred's 25 meter Army Qualification Test.

A good shooter the first time will shoot around 375 to 410 on the 500-point Highpower Rifle Course. On the 25 meter AQT, he will shoot 185 to 200 or thereabouts out of 250 points maximum. Both courses require 10 rounds slow-fire standing, 10 shots in about a minute in a sitting and a prone stage, starting from standing, and with a mandatory mag change (it's easier than you think - but challenging), and a prone slow-fire of 20 rounds.

Now, the bottom line is that you shoot these courses with your rifle and surplus ammo until you max out your equipment - that is, until you can shoot better than your equipment. That will be when you can consistently shoot 440-445 on the NRA Highpower and 220-225 on the AQT. Until you can consistently shoot these scores, YOU need to improve as you are NOT wringing out the maximum accuracy inherent in your equipment. I see people shooting match ammo who can't break 400. They should shoot surplus ball - and spend less time reloading - and more time practicing.

Once you hit those performance levels, you have reached the Rifleman plateau. Want to go further? NOW switch to match ammo, which should jump you to about 460 on the NRA course (and comparably on the AQT). Only when you start hitting 460 consistently would I start to think about doing anything to my rifle, and the usual suggested order is a match barrel first, followed by bedding (or get a tight-fitting GI synthetic stock), and finally, the bells and whistles of unitizing the gas system, match sights, etc. In practice,

you'll probably reverse the order, since a tight-fitting GI synthetic stock is so cheap that if you don't already have one, you'll want try one before the considerably-more-expensive barrel.

So the process starts with you, and your willingness to go for a goal, measure your progress, put the basics into your shooting, and once you are a Rifleman, then decide how much further you want to go.

But know one thing: Once you hit "Rifleman" status, you are in the top 3% of the nation's rifle shooters. Maybe even the top 1%.

P.S. One of the highest scores I have seen on the AQT was a 247 (out of 250) fired with an Egyptian Hakim (you know, that 8-foot long 'broom handle' derivative of the AG42) and to add insult, the 8mm stuff was some middle eastern surplus of unknown and unreadable origin dated in the 1950's. But the guy shooting it was a Rifleman - and he liked the Hakim - said shooting it 'fanned' you every time you pulled the trigger!

'BALL & DUMMY' DRILL

'Ball & Dummy' is a technique for detecting - and curing - a flinch or trigger jerk problem. You are placed in a position where you do not know if your firearm is loaded

Comeups for 7.62 NATO

(in minutes of angle/clicks on M1, M14)			
from	to	NATO Ball	Match
100	200	3 MOA (= 'clicks')	
200	300	3 "	2.5
300	400	4 "	3
400	500	4 "	3.5
500	600	5 "	4
600	700	5 "	4.5
700	800	6 "	5
800	900	6 "	5.5
900	1000	8 "	6

If you forget, count the clicks on your M1/M1A rear sight elevation knob!

and you 'fire' a shot. If it is empty and you have a flinch, or jerk the trigger, you will know it by motion of the rifle - and the blink of your eye. The drill should be done periodically as a check to make sure you have not developed a flinch, and, if you have a flinch, done until the flinch is cured, usually in the same firing session.

Two ways to do it: The first is to have an assistant 'load' the firearm, observing all safety precautions, and hand it to you. He should endeavor to make you think the rifle is loaded. On 'firing', if no round is present, he observes the muzzle to see if there is any motion when the hammer falls. There should be NONE.

With some rifles, you can 'do-it-yourself', especially if you have dummy rounds. On the M14, you load two mags, one with a live round, the other with a dummy. Looking away, you mix them around and then load one into the rifle, letting the bolt slam forward. If done right, no peeking, you will achieve the result you want - you will be 'firing a shot' without actually knowing whether the round is live or not. Sometimes you will come across a 'bad' lot of surplus, usually loose packed, and cleaned (or tarnished), which has occasional 'duds' in it. Treasure that lot for training, as it is ideal 'ball and dummy' training, and also for practice is clearing malfunctions. You can't buy that kind of training. So save the good stuff for an emergency, and shoot the 'bad' stuff in everyday practice.

Along with NPOA, 'ball and dummy' is one of the most important things for a rifleman to know and use.

RAPID FIRE VS. STEADY FIRE

'Rapid fire' stages of the National Match Course are the downfall of many a tyro overly excited at firing 10 shots in 60 or

70 seconds, with a mandatory mag change. "Oh man! This is really pouring out the rounds!" (Of course, you 'vets' know that rapid fire is where you really pile up the easy points!)

But try the Infantry Trophy Match, where 40 rounds fired in 50 seconds is not unusual. RWVA cuts it to 30 seconds, brings up the 300 yard popups, and the shooters go to it! So far 16 hits is the record. One guy with 3 clicks too much elevation (analogous to estimating 400 yards when the target is really at 300) still got 8 hits - at 300 yards - all head shots!

Even a guy with a Garand got 14 hits! Think of it - in 30 seconds, fire an 8-rod clip - and get 8 hits at 300 yards, then reload and fire off 6 more - still in the 30 seconds, for 6 more hits! Good shooting!

So NRA 'rapid fire' might better be called 'steady fire', with the term 'rapid' saved for *really* fast shooting!

RAPID FIRE DRILL

You get to be a good rapid fire shot by firing shots 'by the numbers' in a short period of time. Once you are confident in your ability to fire good shots consistently (your groups at 25, by being under an inch *every time*, will confirm your new skills), start to shift emphasis slightly, from *each* shot to a *number of shots in sequence*. You still give each the attention it takes to fire a good shot, but your standard shifts to trying to maximize the number of 'pats on the head' over a string of 10 shots.

Use the RWVA 25-meter speed target [included herein] until you attain sufficient proficiency to break the '30 sec barrier' - until you hit all the targets in under 30 seconds. Then go for 20 secs, and you're there!

To polish your rapid fire skills, load a mag with a mix of dummy and live rounds or, if you're lucky, that 'bad' lot of ammo you got 'stuck' with. You'll quickly find out if you are 'throwing it all away' in rapid fire, flinching, bucking, and jerking the trigger, and will retrain yourself to use your slow-fire skills in rapid fire, to the benefit of your shooting.

Every time you fire more than one shot, you fire them rapid fire. Why? *In the field*, because your targets may disappear quickly; you must nail them in the 1st two or three shots to catch more than one, and because a barrage of well-aimed rapid fire shots is in itself punishing to the opponent - keeping his head down, not firing back at you! When all the targets have taken cover, simply shift fire to any visible equipment and suspect areas.

On the range, because (you don't know this yet, because you are just learning it now) your zero can vary with the 'cadence' with which you fire. Your rapid fire zero can be different from your slow fire zero. So you avoid this, and having to remember what the difference is, by always shooting at your rapid fire cadence. Good training, good prep! [See Annex "Getting Up to Speed on Rapid Fire"]

SLOW DOWN - AND HIT FASTER

'Rapid fire' is hard for people to master, and the reason is because, like 'standing', *everyone can fire a semiauto fast*. The trick is to make those shots *well-aimed*.

It may seem a contradiction to say "slow down, and hit faster".

However, the first time you fire the second and third stages of the AQT, you're about as likely to finish 10 or 15 seconds early as to run out of time.

That's because most shooters have "time riding their shoulders" in the rapid fire stages, making them shortchange each shot, "hurrying" it, and lowering scores.

New shooters should *always* be

rifleman also stands tall for the Bill of Rights and continually lets his reps know - and puts in time in election year to get people out to vote!

And always work to get others qualified as riflemen. Otherwise, it will get lonely on the front line of freedom!

COMMON FIRING LINE ERRORS

It's a lot of trouble to shoot - to buy a rifle, ammo, maybe travel a long distance, and lay out in hot and cold weather - so you should *want* to have that shot impact COT [Center of Target]. Therefore, watch out for these common errors, and you'll be ahead of the game:

"The most deadly weapon on any battlefield is the single well-aimed shot."

CPT Jim Land, USMC
Sniper School Instructor
1ST MAR DIV Vietnam 1966

advised: "Better to fire 7 or 8 well-aimed shots, and run out of time on 2 or 3, than to fire 10 wild shots - in fact, better to fire *three or four well-aimed* shots, than *ten* wild ones."

One psychological trick that will help you: forget the time ticking away. Get caught up in the challenge of hitting multiple targets as fast as you can.

Focus on *hitting the targets* - look forward to it with anticipation - and you'll shoot a lot better. When the clock runs out, you will be long finished, with good hits. (It's okay to finish quick, if you have fired *well-aimed* shots.)

In fact, if you have been practicing all your shots as if they were 'rapid fire', the rapid fire stages will be a snap - the rapid stage will be 'normal' - for you - and you will therefore score higher, since the rapid fire targets are much larger than the slow fire ones [compare the sizes of the 3rd stage with the 4th stage of the AQT]. I wish someone had told me this one years ago!

SUMMARY

Get your NPOA - every time!
Fire each shot 'by the numbers' - every time!

Fire each shot *rapid* - and every shot - *rapid*.

Periodically fire 'ball & dummy' to detect and cure flinching/jerking.

Keep your eyes open to 'call the shot' at the instant of firing.

Always use a sling. Standing, always use a hasty sling; other positions, use a hasty OR competition style sling.

Always keep that front sight on the target!!! Pulling the trigger is simply a side job to the main task of keeping the sight on the target.

Get your act together, your equipment together, and get down to the range to practice until you meet the rifleman standard...and don't forget that the

it out. Open your eyes and shift position to bring the sights back on the target. Repeat until when you open your eyes, your sights are naturally on the target. Once you establish your NPOA, *keep it* by not moving that forward elbow supporting the rifle [prone] or keeping your feet in the same spot [all other positions].

#4 Failure to pull 'trigger' leg up tight behind trigger arm to absorb recoil and generally tighten position [prone position]. Try it and you'll see your front sight settle down like it should. Grasping the forearm with the non-trigger hand and pulling slightly back into the shoulder may also help, but first learn with that hand as a *relaxed platform* before you try the 'slight pressure' option.

#5 Failure to maximize your feedback. Shooting is *always* learning, and *every shot you fire* should be a learning experience. If you screw a string of fire up so badly you are ashamed of yourself, you keep shooting with those educational purposes in mind. It's not those *last* shots that count; it's the *current* shot that counts. Make *each* shot a 'sighter', and *apply* the 'numbers' to firing that shot.

#6 Failure to 'follow-through'. By the time you think "Follow-through" as you hold the trigger back after the shot, this step in 'Firing the Shot' is done. But don't overlook it, because you need to do it, so you don't inadvertently relax and move before the bullet gets out the end of the barrel.

#7 Failure to keep the front sight on the target. The most important step in "Firing the Shot". Ignore this, and you might as well be shooting blanks. This is a 2-part step: physically focusing your eye on the front sight, and firmly focusing your mind - your concentration - on 'keeping that front sight on the target'. Whatever else you do, you *must* do this for the shot to hit COT. Talk to yourself. Keep up a mantra: "*Keep that front sight on the target, Keep that front sight on the target, Keep...*"

#8 'Flinching', 'bucking' or 'jerking the trigger': *Flinching* is anticipating recoil by an abrupt backward motion of your shoulder to get 'away' from it. *Bucking* is anticipating recoil by shoving your shoulder forward to 'make up' for or 'resist' the impact. *Jerking* is snapping the trigger quickly to get the disagreeable experience over with as soon as possible.

All three will throw your shot off the target - in fact, ANY ONE of them is GUARANTEED to throw your shot off the target. All three (usually lumped under the generic *flinching*) are natural responses to your body's abhorrence of sudden impacts.

You have to work to control your body, so the rifle is not disturbed by any movement at the time the hammer falls.

You do this in several ways.

One is to *eliminate the recoil impact by pulling the rifle snugly back into your shoulder*, so there is no impact, and you simply ride the 'push' of the recoil. If you don't pull it back tightly into your shoulder,

#1 Failure to keep eyes open when the rifle fires to 'call' your shot. To know where the shot just went, you need to take an instant mental photo of where the front sight was when your rifle went off. If you don't, you lose the information value of feedback from that shot - and you're almost certainly flinching and/or jerking the trigger. So, keep that eye open - call the shot based on the position of the front sight on the target when the rifle fired, and watch for bullet splash downrange for confirmation of your call.

#2 Failure to pull rifle back into shoulder. One of the leading causes of trigger jerk, bucking, and flinching is fear of recoil, and the impact of the rifle on the shoulder. If you come away from the firing line complaining about recoil, or a 'sore' shoulder, if you're shopping for a rubber buttpad, this one is what you are doing wrong - and it WILL lead to flinching. So grab the pistol grip firmly and pull the rifle back into your shoulder while you fire the shot, with your cheek firmly pressed down on the stock - so you 'roll' with the recoil. A side benefit: extra pressure of the trigger hand on the stock will give the perceived impression of a 'lighter' trigger, a definite 'plus'.

#3 Failure to get NPOA.

"Natural Point of Aim" has been said to be the one factor which separates the riflemen from the 'wannabees'. If you don't get your natural point of aim, your shots will be to one side or the other of the target, *even if fired perfectly*, because your body is out of position, and you have to muscle the rifle onto the target. A rifleman takes position so that his rifle, with his body relaxed, is pointing at the target. He doesn't have to fight muscle strain and he makes his job of firing the shot a lot easier - and his shots will be on target. Get your NPOA by lining up on the target with your sights, closing your eyes, relaxing your body, and taking a deep breath in and letting

the rifle has time to pick up speed and slam your shoulder, and you start to flinch, buck or jerk the trigger in response. So pull it back into your shoulder, keep your cheek firmly pressed into the stock, and you'll do OK.

Second, keep your eyes open so you can take that instant mental photo of where the front sight was on the target at the instant of firing. If you can't do this, you know you are guilty of flinching, bucking, or jerking.

Third, concentrate on keeping the front sight on the target. Pulling the trigger is not the main task - No! Keeping the front sight on the target is the main task. So practice until that trigger finger is 'educated' to take the slack up and steadily increase the pressure when the

flinch is gone. Along the way he will watch your aiming eye to make sure it stays open when the rifle goes off.

#9 Failure to use your sling - For over 100 years, the sling has been in military use as an aid to marksmanship. Because of the tendency of the M16 barrel to flex under sling pressure, the sling has been slighted in the last few decades. But make no mistake: the sling is one of the biggest aids to accurate shooting that you have, and you always have it with you, to carry the rifle. So, never fire a shot without the sling. Use the hasty sling for standing and anytime you're in a rush, or may need to move fast after firing a shot; and use the loop sling for prone and sitting when you have the time, but

When suddenly confronted by small numbers of enemy, the Americans firing their M16s will in the overwhelming majority of cases miss a target fully in view and not yet turning. Whether the firing is done by a moving point or by a rifleman sitting steady in an ambush, the results are about the same...The inaccuracy prevails though the usual such meeting is at 15 meters or less, and some of the firing is at less than 10 feet...Most of the waste comes from unaimed fire, done hurriedly. The fault much of the time is that out of excitement the firer points high, rather than that the M16 bullet lacks knockdown power...

from "Vietnam Primer", 1967

A "Restricted - for Official Use Only" US Army Publication designed to be a "guide for small unit operations."

front sight is on the target, 'freeze' when the front sight drifts off the target, and continue the squeeze when the sight is back on the target. You'll have to do this in the 6-10 seconds you're holding your breath. If you don't fire the shot in that time, simply relax, take a deep breath and start over. [Trigger finger tips: middle of the pad of the first joint, or the first joint itself, should be where the trigger touches the finger. Keep the finger clear of the stock ('dragging wood') as it will throw your shot off. Visualize a straight pull back, not to the side.]

You can avoid dragging out the shot by starting early getting used to firing each shot in 'rapid' cadence - about a shot every 3 seconds.

Even the best riflemen can develop a flinch, so periodically do the 'ball and dummy' drill to test for one, and then continue 'ball and dummy' until you are 'cured' (but remember that rarely will the cure be permanent, so you still periodically recheck). Twenty rounds should suffice for both the detection and the cure. Have a friend 'load' and hand the rifle to you [make sure all safety precautions are observed!] either with or without a round in the chamber. Usually, he will start off with a live round to 'juice up' any tendency to flinch, and then give you an empty one to see if there is movement in the muzzle when the hammer falls. He continues with 'empties' until your muzzle doesn't move. Then he feeds a live one followed by more 'empties' - actually, he is trying to 'smoke out' your flinch and get it to show itself. He continues until he is convinced that your

try to make sure your upper arm is padded to block muscle tremor and heartbeat, either with a shooting jacket or heavy clothing. It's hard to put a number on how big a factor in accuracy the sling is: a minimum of 20%, going up to 80% or more. It will help in rapid fire, keeping your position tight, speeding your recovery for the next shot. The bottom line is, ALWAYS USE YOUR SLING - IN EVERY POSITION, FOR EVERY SHOT. Either loop, hasty, or [see later] hasty, hasty.

#10 Failure [sitting position] to put both elbows in front of both knees - If you've been to the range much, you've seen a new shooter trying to shoot sitting - with that trigger elbow up high in the air, almost like he's shooting standing, totally ignoring that nice big fat knee, as steady as a bench, and less than a foot away. The shot will be much better with that trigger elbow down on the front of the knee, where it belongs (NOT on top, where recoil will knock it off, slowing recovery time). And that other elbow, the one under the rifle? Hunker forward and drop that sucker on the target side of its knee - again to resist recoil. A good sitting position will initially break your back until you get stretched, but once everything falls into place, you can shoot nearly as good as you do off the bench! Don't sell the position short, especially if you are on a downward slope and need to shoot over grass.

#11 Rushing the shot when you 'run out of breath' - Once you're in your respiratory pause, you need to fire the shot before

you start needing to take a breath. The problem when breath starts running short is, do you fire the shot or not? Most times - if you have the time - the answer is 'don't force the shot'. Relax, take a deep breath, and start the shot over. In the early stages of firing the shot by the numbers, where you are really trying to concentrate on the front sight, your trigger finger will seem recalcitrant, and you will have to recycle, maybe several times, before you get the shot off. But don't get frustrated. You are learning the basics, and learning to do them right. As you get better, you'll find less and less problem with this aspect of firing the shot. If you start early getting into the 'rapid' cadence, this one won't be a problem.

#12 A big failure is to go to the range without a goal. Your goal should always be to improve your shooting, and come away from each session on the range a better shot. And you do that by firing the Army Precision Combat Rifle Qualification Course - the AQT - which Fred's has reduced to 25m for speed and convenience. Those in the know at RWVA, who've have fired the full course at 100, 200, 300 and 400 yards will tell you - "the course at 25m is harder!" And it is. If you can conquer it, you'll have no problem at the full distances, once you get zeroes, and can estimate range.

Field Tips

BEFORE THE FIRST SHOT...

Check your front sight to make sure it is not loose.

Check your rear sight [M1/M14/M1A] by running it two-thirds up and pressing down on the aperture with your thumb. If the sight slips down, get out your combo tool and insert the screwdriver blade into the notched nut in the center of the windage knob and rotate clockwise one 'notch' (you can feel the nut move out and then reseat - it'll be about a quarter turn). Then recheck. Make this adjustment only one-quarter turn at a time, as if you go too far, your windage will get so tight you can't adjust by hand, and you don't want that.

Check the screw in the center of the elevation knob for tightness. (PS: never use pliers on the knob, as you may crack it.)

Blacken front and rear sights. Competitive shooters use carbide lamps. You can use a can of spray 'sight black' which will provide a more durable blackening.

If you are scoped, do a final check on the tightness of all the mount screws.

Check the gas plug for tightness. It should be as tight as you can get it with the combo tool.

With the bolt locked back, rotate the rifle muzzle 45 degrees up and down to verify that the gas piston is moving freely. You'll hear it move if it is. If it is not, take it out and wipe it down with a clean rag (preceded by a little bore-cleaner-soaked patch if it looks

really grimy). Then wipe out the gas cylinder itself with a clean patch. Never use any abrasives, since you don't want any sloppiness in the fit of the piston in the cylinder. Always leave it BONE DRY.

Make sure the bore is clean and dry, especially the chamber. Oil in the chamber tremendously increases pressure on the bolt, so wipe it DRY before shooting.

Make sure the rifle is properly lubricated: rifle grease on both bolt lugs, the top rear of the bolt (on the shiny spot), the op rod track along the side of the receiver, the op rod under the barrel where it rides through the op rod guide, the cam (shiny spot) on the hammer, and [once a year] the hammer and trigger pins and a dab on the rear aperture where it slides under the rear sight cover. Also lightly oil the op rod spring, and put half a drop of oil on the extractor plunger.

Know how to handle unusual conditions: blowing sand and dust, extreme cold, etc.

Run the rear sight down to zero, and elevate it 10 clicks. Center the windage on the index mark. [This if you are firing for the first time - otherwise, check your battlesight zero is on your sights.]

AMMO

Get the best deal on .308 surplus ammo you can find, and buy as many cases as you can - while it is still cheap. 'Tumbled' or otherwise cleaned loose ammo is usually not what you want for your first-line, 'when it counts', ammo, as the

Reloading vs. Surplus: Which is better?

Another one you'll want to think over carefully.

You cannot beat the quality of surplus for smooth-feeding and reliability. As long as surplus is cheap, it is a relief to go to the range without having to spend several hours at the reloading bench first.

You reload for one purpose: accuracy. Special accuracy that might be needed at 600, 800, or 1000 yards, but accuracy that is not really needed to hit a man-sized target out to 500 yards.

Any good .308 rifle can do 2-3 MOA with surplus. At 500 yards, that's a ten- to fifteen-inch group, adequate for a 20-inch wide target.

Understand that by 'reload' we don't mean simply stuffing powder and bullet into a case. To reload for a semiauto, reliability must be stressed as much as accuracy, and you are talking about several extra stages in the case preparation process not required for a bolt gun.

So be ready, if you reload, to make a day of it, spend more money and, as a practical matter, waste the accuracy if you are shooting man-size targets under 600 yards away.

Better get several cases - or more - of surplus while it is still cheap. The UN is working to get countries to destroy surplus ammo instead of selling it. What a waste! Every crate you buy is a crate that will NOT go to waste.

probability of duds and failure to chamber is high. But 'bad' ammo can be 'good' for training in clearing stoppages/malfunctions, and, if some duds are in the lot, you have ready-made 'ball and dummy' drill ammo. So don't discard or over-look unreliable ammo. Use it for training! In fact, you can say the "bad ammo makes you a better shot!" Your ammo for WTSHTF should be ammo in the original pack which is clean and bright.

Portuguese is accurate, as is British Radway Green [but recently at our local range a shooter discovered some of the British stuff with cracked necks - a quality control problem - which led to jams on feeding, so unless you inspect carefully, this may not be your first choice in survival ammo, but a great choice for training ammo] and you hear nice things about Venezuelan CAVIM. From personal experience, both Aussie and South African PMP .308 are outstanding, as proved by record scores at the RWVA rifle shoots. Indian-made ball can be good or average; it'll depend on whether your rifle likes it [I had some boxer-primed that shot great, and some berdan with a 2 MOA flyer in every 5-shot group]. FN shoots great! Right up there with PMP. Some Czech ball dated 1968 had a dud round about every 100, but otherwise shot great and was dirt-cheap! New Israeli also shoots good. You also see Israeli tumbled/cleaned loose stuff on the market which has occasional 'duds' and misfeeds. This is excellent training ammo. Malaysian and Spanish Santa Barbara are both very accurate in my rifle. Anything Swedish-made, although it usually is a few cents more per round, is generally quite accurate. If you ever get a deal on Swedish, buy all you can. Otherwise, generally anything marked with the NATO 'cross in a circle' will do fine.

You may find that your rifle likes some kinds of ammo better than others, maybe a lot better. If you find ammo your rifle likes so much it shoots like match ammo, don't make the mistake of not buying a real supply - enough to last you for years. You may never find another batch that shoots as well...

ZEROING

Simply the process of harmonizing the sights with the point of impact for a particular distance.

The .308 in the M1A crosses the line of sight at 25 meters [82 ft] rising, and crosses the line of sight again at about 200 yards falling, so your first zeroing should be at 25.

For some reason, 'zeroing' baffles a lot of guys, and on more than one occasion, I have seen a guy go through a 20-rd box and never know what he is doing, and be no closer to a 'zero' than when he started.

[By the way, all initial zeroing takes place from the prone position, NEVER off the bench. Why? Because you want to practice improving your shooting skills, and you cannot do that off a bench - and, because your zero prone can be different from your zero off the

bench. A prone zero is valuable to you. You'll use it, you'll need it. A 'bench' zero is pretty much worthless for a rifleman, which is why you'll never see one at a bench with those tyros whose first stop is the bench as soon as they get to the range.]

The first requirement is to fire a good shot. That means a shot that goes exactly where you aimed it, a shot fired 'by the numbers' with your eyes open to call the shot as 'good'. Until you fire shots like that, you are wasting your time.

You should always remember that the standard for shooting is small groups [1" or better at 25 meters]. Small groups tell you you're doing your job, that you are firing shots like you should.

Where that group is on paper at any range is immaterial in evaluating the group, it takes only a sight adjustment to center it.

So in zeroing, you are - like always - shooting for small groups.

You could fire one shot to zero [see below], but you usually fire 3 rounds so you have additional confirmation when you see the small group that the shots were good shots. Some guys will fire 5 shots because they can't count on firing 3 good ones - they have to fire 5 in order to get 3 good ones. Better to fire 3 good ones from the beginning, and you'll know that when all three print in less than an inch at 25.

Once you get a good group, you are ready to adjust the sights. Skip to "Inches, Minutes, Clicks" below, and learn to do it right, so you can do it the first time, every time.

HOW YOU GET YOUR 'BATTLE SIGHT' ZERO [BZ]

The military stresses 'fire and forget'; in the case of the rifle, setting your sights to maximize the distance you can take a shot without worrying about range. For the flat-shooting 7.62mm NATO round, that means 250 meters (275 yards) at which setting you should con-

Sniper accuracy standards: [from US military manuals]

5 shots in 10" at 300 yards [3 MOA]

5 shots in 25" at 600 yards [4 MOA]

There's a lot of info in these figures. Knowing that the target at 300 yards is about 7 MOA and at 600 is about 3.5 MOA, you can see that if you could hold that 3 MOA out to 600, you could pretty much count on a 'first-rounder' every time - assuming you can detect the target, accurately range on it, know your zero, and allow for the wind while firing the shot 'by the numbers'. At 800 yards, you would still have a 50-50 chance of a 'first round' hit.

It is also nice to know that if you live up to rifleman standards in the field, you can operate if necessary out at 600 and beyond, which is clearly sniper country.

At the longer ranges, your ammo is worth knowing about. Tracers are notoriously inaccurate compared to ball. AP is usually considered more accurate than ball.

nect on the standard military 'F' targets (full size 'head and shoulders' target - 19" high) out to 300 yards without adjusting your sights - but only after you have set them at your battlesight zero [BZ] of 250m/275yards.

It's easy to get your BZ.

Start at 25 meters (82 ft). Put a 1" black square (it can be made with a magic marker) on a sheet of white paper. Run your sight down to bottom and count 10 clicks back up for the first group.

Fire a 3-round group using the 6 fundamental steps of firing the shot. You will be able to spot misses (the beauty of 25 meter shooting) but pay them no mind. Fire each shot as best you can and at the same aiming point.

Then check the target: if your group is over 1" in diameter, forget the sights and go back to the firing line and practice, firing each shot 'by the numbers', until you can reliably put 1" groups on the 25 M target. Anything else is wasting your time.

If your group meets the 1" standard, locate the center of the group, and measure the distance from the center of the black square. For every 1/4" [= 1 MOA at 25 meters] away from the center in either elevation or windage, move your M1/M1A sight 1 'click' [= 1 MOA]. [PS: If you have match sights, your windage knob may be half-minute clicks instead of the standard one-minute click. To find out, look at the windage knob and see if the letters "NM" [National Match] appear; if not, rotate the knob one click, ascertaining whether the knob rotated 1/8 turn [= modified to 'half-minute' clicks] or 1/4 turn [standard 'full minute' clicks].

Once your sights are adjusted, fire a second 3-round group to confirm, and make any further sight adjustment.

Okay, you now have "Point of Aim = Point of Impact" (POA = POI). This will be your 200 yard sight setting (which you confirm by firing at the actual distance).

Now raise your sight 2 clicks for your 275 zero (the theoretical figure is 2 1/2 clicks). Fire another group.

In theory, this group should now be 1/2" above your POA, representing your battlesight group. Again, on something as important as this, at the first opportunity put up a target at 275 yards and 'fine-tune' if needed.

In the meantime, count down your clicks to bottom and record the number on a piece of tape under the flipup (just like the military). [See sight data recording form, bottom of page 11]

Once you are sure of your setting - you have fired it at the full distance - you can adjust the elevation knob so that the yardage 'matches' by running the sight to bottom, loosening the screw on the elevation drum, and rotating it counterclockwise until you are at "2", then add 2 clicks to get to your BSZ. Now continue to rotate downward for the number of clicks which is your zero, and tighten up the screw again. (The easiest

way: hand tighten with your combo tool, then run the sight all the way up, and give it another tug to make sure it won't come loose. DON'T use a pliers on the elevation drum or you will crack it!)

If all the above sounds complicated, just take it one step at the time. It'll work out, and you'll have your battlesight zero and your sights indexed to actual yardage, so when the target appears at 500 yards, you simply crank the sight up to "5" on the elevation drum - and drop it!

"INCHES, MINUTES, CLICKS"

This simple checklist used in all RWVA's sight-ins will save you ammo the next time you sight in your rifle. It guides you in determining what sight adjustment to make when the center of the group is off the target.

An example: You have a new rifle, or scoped a rifle, so you sight in at 25 meters [the best sight-in distance].

After firing 3 carefully-aimed shots, you proceed downrange to check the target. Yep, all three holes are on the paper - that's good!

Is the group smaller than 1"? If not, go back to the firing line and practice until you can shoot 1" groups, or check your scope mount screws for tightness.

If you did your job, three shots group smaller than an inch, so you mark the imaginary center and accurately measure the distance vertically and horizontally from the center of the target [the first joint of your index finger will be about an inch and the span of your hand about 9 inches, which will help you estimate the distance in inches.]

Let's say the group is 2" low and 1" right of center. By determining the inches you have done step one of our "inches, minutes, clicks" guide. Now you need to convert to Minutes of Angle [MOA]. You do this because your sights are adjusted in MOA, as in one click on your sights = X MOA. Issue M14 iron sights are 1 click per MOA; scope sights are usually 1 click per quarter-MOA or eighth-MOA [usually marked on the adjustment knobs].

Now a minute of angle = 1 inch per hundred yards, or near enough for practical use, so at 100 yards an MOA = one inch; at 200 it's 2 inches, etc.

You see where we are going, and why MOA is useful to know.

That's right. Knowing "inches" and "minutes" [MOA] leads you right to "clicks" - so that you can look at your target, measure how far off the group center is, and mentally calculate the sight adjustment needed to bring the next shot group into the center of the target!

Remember:

inches ▶ minutes ▶ clicks
= proper adjustment of sights

Back to our example at 25 meters: An MOA at 25 will be a quarter of an inch [why? because at 25 you are a quarter of the distance to 100 yards, and 1 MOA = inch at 100 yards], so each quarter of an inch you are off the center of the target, you need to move a

Indoctrination - USMC - WWI

"You must become good shots. The Marine Corps has always been celebrated throughout the world for its marksmanship, and if we ever get to open fighting in France, the Marine Corps will give the greatest exhibition of marksmanship the world has ever seen. You men must do your part. *You can become good shots if you will, and if you fail it is because you lack the will to succeed.*" [As true today as it was then]

click on the M14 sights or up to 8 clicks on a scope. So 2 inches low translates to 8 clicks up on the M14 or up to 32 - 64 clicks on most scopes. [Note: in actual practice on large scope sight changes I mentally subtract 20-25% - so in the example where you are 2" low, if your scope has 1/4 minute clicks, and you would ordinarily move the elevation up 32 clicks, I would move no more than 24 clicks. Most scope 'clicks' are coarser than stated. Check yours.]

So being a skilled M14 shooter, you look at your target with a group 1.5" low and 3/4" left, and know to go back to the firing line and put how many clicks elevation and windage on? Go ahead, figure it out yourself. [see answer below]

Now, try one at 200 yards: you go downrange to check your target and find a nice group at 11 o'clock. Measure: "Hmm, about 6 inches left and 5 inches high. Now I got to translate it into MOA. Out here at 200 yards, an MOA is 2 inches, so that I am 3 MOA left and 2.5 MOA high. So when I get back to the firing line, I'll need to move 3 clicks RIGHT and 2 or 3 clicks UP on my M1A." [If you had a scope with quarter-minute clicks, you'd need to move it 12 clicks RIGHT and 10 clicks UP.]

How about out at 500? Your group is 2" right and 12" high. "Well, out here an MOA equals 5", so I'm OK on windage - less than 1 MOA off, but I'm a little over 2 MOA high, so when I get back to the firing line, I'll lower my sights 2 clicks, and leave the windage alone." [For the quarter-minute scope, you'd (theoretically) go DOWN 10 clicks and LEFT 1 or 2 clicks. A quarter-minute = 1.25 inches at 500 yards.]

Here's a few exercises to do, right now, on a sheet of paper. Work through the sight adjustments here and now, before you go to the range. It can be confusing unless you stick rigidly to the simple formula "inches, minutes, clicks".

Problem 1: Your group at 100 yards is 10" low and 6" right. How many clicks?

Problem 2: At 50 yards, your group is 1" high and 2.5" left. How many clicks?

Problem 3: At 25 meters, you are 1.25" low and .5" right. How many clicks?

Problem 4: At 500 yards, your

group is 6" high and 8" right. How many clicks?

Problem 5: At 200, you fire one excellent shot, which falls 6" high and 3" left. How many clicks?

Problem 6: At 300 yards, you called the single shot "bang on", but it's 12" low and 1" right. How many clicks? [answers below]

Remember the key is to figure the inches in one MOA at each distance.

Do them now and the next time you go to the range, you will feel confident that you can go downrange to any distance, from 25 meters out to 500 yards, and - by applying the checklist "inches, minutes, clicks" - look at your group in relation to the target center and translate that into actual sight changes to move the group on to target center - all the while the guy next to you is making changes at random and *hoping* he will get it right.

[Answer: 6 clicks up and 3 right.]

THE 'ONE SHOT ZERO'

Once you get to be a good shot, you may sometimes shorten the above process with 'one shot zeroing'. All you need do is fire a good shot at 25m or at the target distance at any object which will show the bullet strike. If you called the shot 'good', you can adjust the sights based on the single sighter

25 meters or 25 yards?

The answer is: there's not much difference. 25 meters is 27.25 yards. The military from pre-WWI days trained on the "1000-inch" range, which is 27.77 yards, or 25.39 meters. When the Army switched over to metric on 14 May 1957, the 'thousand-inch range' became the '25-meter range' used for initial zeroing and marksmanship training and for 'landscape target' fire-distribution and fire-control training.

In the vernacular, all three terms - 25 meter, 25 yards, and thousand-inch were - and are - used interchangeably to apply to the same range.

25 meters = 82 feet

shot.

CLEAN YOUR RIFLE - THE CAMP PERRY WAY

It's simple, but effective.

Whether you fire 60 rounds, 300, or 500, it works. First, successively run two 'wet' (7 drops of bore cleaner on each - US GI bore cleaner is excellent - and usually, cheap) patches through the bore. Next, a 'wet' brush back-and-forth 10 times (of course you run it all the way through - if you can reverse it while still in the barrel, it's worn out - replace it). Follow up with three 'wet' patches, and then by three dry patches. Finally, a patch with a preservative. Make sure you give the chamber a good cleaning with your ratchet chamber brush.

Lubrication: Grease these

points - both bolt lugs, op rod hump and track, op rod under barrel where it slides through the guide, top of hammer (shiny spots), top of rear of bolt (the shiny spot) - and oil two - op rod spring and ejector spring. One-time grease the hammer and trigger pins, and just a dab of grease on the lower aperture slide where it slides under the rear sight cover.

Check and clean the gas system as described earlier, under "Field Tips".

More Drills

Drills are practice exercises designed to accomplish one thing: To make you a better shot. They are fast, easy, and allow you to quickly evaluate how you are doing, especially when you shoot them at 25 meters.

ONE-SHOT DRILL

To drill you in assuming your position quickly, you start from standing, assume a prone or sitting position, get your NPOA, and fire your first shot 'by the numbers' in 14 seconds or less.

Repeat this five times, so you have a 5-shot group, and compare with your normal five-shot group. If you are doing everything right, the two groups will be the same. If the 'one-shot' group is larger, chances are you are not getting your NPOA uniformly from shot to shot. Keep at it until you do - it's excellent training!

2-SHOT DRILL

To drill you in magazine changing without losing your NPOA.

Assume your position, load a mag with one round, and when the clock starts, fire the shot, and reload with another magazine with one round and fire. Time limit: 12 seconds. During this exercise, make sure that when you reload the second mag and let the bolt slam home you visually check that it is fully locked. Check the target to make sure both of the shots at 25 meters are under an inch to confirm that you have not lost your NPOA when changing mags.

A good technique, after your two shots meet the one inch standard, is to repeat the exercise 3 times on the same target, and then check the target. If you are doing your job, all the shots will be in the same 1" group.

This is a good exercise, right up there with 'ball and dummy' drill. Changing mags is a basic skill - changing mags without affecting placement of your shot group on the target is even more basic.

4-SHOT DRILL

Like the 2 shot-drill, except you load 2 rounds in each mag. Gives you a four-shot group to check your NPOA. Time allowed: 22 seconds. You need to practice until you can rapidly change mags

★ I wouldn't change my sights at all from the basic 25 meter zero which equals your 200 zero. You will be 1.5" above POA at 50 yards, and 3" above at 100, so you'll be on paper, and save a sight change!

without altering the shot group center, and this one will duplicate the first four shots of each rapid fire stage on the AQT or the National Match Course in highpower rifle competition, including the important mag change.

BLANK PAPER DRILL

Put up a blank sheet of paper at 25 meters [a sheet of typewriter paper is perfect]. The object is to fire a 5 or ten shot group, aiming at the center of the paper. Since there is no target to aim at, this drill will force you to focus on the front sight, where your eye ought to be anyway. Confirms for you that a good group comes from looking at the front sight, not the target. Also teaches you that if you have good eyes, you can spot your shot at 25 and 'cheat'. If that happens, get a larger sheet and do it at 50 or 100 yards. [What sight setting do you use at 50 and 100? Figure it out yourself, and then see ★ below.]

TARGET ANALYSIS

Useful, but be wary of being overly analytical based on one target. Your standard of accuracy is 4 MOA, so vertical stringing, or any other shot group described in the "Target/Shot Group Analysis" [see pgs 31, 32], if it does not exceed 4 MOA, is not necessarily something to worry much about. It is only when the group exceeds your standard 4 MOA size that you get concerned and try to pin down the cause or causes of what happened. Check out the "Target/Shot Group Analysis" guide now. You'll want to take it to the range with you.

Rifleman Skills

"Firing the Shot" may be the first basic Rifleman skill you pick up, but it is not the most important. Before you can even fire a shot in real life, you first have the number-one difficult task, that of detecting the target, followed by a somewhat less difficult task of estimating the range. But at least now you have the basics of 'firing the shot', you can keep 'em all in an inch at 25, and you're now ready to move into the big league, and the rough stuff. The stuff that may make a difference between life and death, slavery and freedom. The stuff that separates the mere 'good shooter' from the RIFLEMAN.

Target Detection

No question about it, this is the big one. If you don't spot your target, you'll never get your shot off, and you aren't earning your keep as a rifleman. Those "Rifleman or Cook?" cooks are looming behind you, always looking for more help (a fate worse than death). In the following, note the difference between 'Target Detection' and 'Target Visibility'. What is the difference between detecting your target and seeing your target?

Ans: #1 UP 10 clicks, and LEFT 6 clicks (1 MOA = 1 inch)
#2 GO DOWN 2 clicks, and RIGHT 5 clicks (1 MOA = .5 inches)
#3 UP 5 clicks (1 MOA = 1/4 inch)
#4 GO DOWN 1 click and LEFT 1 click (1 MOA = 1/4 inch)
#5 GO DOWN 1 click (1 MOA = 1/4 inch)
#6 GO UP 4 and ZERO LEFT (1 MOA = 2 inches)
(3 inches = 3 clicks)
#7 GO UP 4 and ZERO LEFT (1 MOA = 2 inches)

TARGET VISIBILITY

Standing on the RWVA firing line while the boys were giving the 200 and 300 yard pupups hell [and vice-versa], with muzzle blasts punctuating the conversation, one of the guys not shooting said "Look at them. Those targets are invisible - I can't see them at all." [A pretty standard comment, the reason being that while sometimes they are hard to see; some of them are, all the time.]

Another, getting ready to shoot, spoke up: "So they are hard to see. If you want to be a rifleman, one way is not to get hung up on the obvious. Everyone agrees they are hard to see. You need to go beyond that. You need to say to yourself 'those targets are hard to see, but I'm gonna whack 'em anyway'. After all, if real life ever intervenes, those targets are going to be even harder to see. As a rifleman in the battle for liberty, shooting targets that are hard to see will not be unusual. It will be normal, and not even worthy of comment. You can bet that when the time comes, the other side will not put on all-white uniforms with a big black circle in the center, just to help you out."

Then the one they call El Jefe weighed in: "Target detection is always going to be the hardest task for any rifleman. Here on the range, firing the shot is the easiest of the three tasks facing a rifleman. That first one, detecting the target before he detects you, will be the hardest. Even the second hardest task, that of estimating the range, looks easy in comparison. So don't waste your tears on 'hard to see' targets - if you are concerned about the future, you can bet that the targets are not going to be hard to see, they are going to be *harder* to see. What we are facing out there [pointing to the pupups down range] will be nothing."

There was silence, as everyone thought that one over. It puts a different complexion on things when you contemplate that possible future.

TARGET DETECTION

Your job as rifleman involves target detection, range estimation, and firing an accurate shot - in that order of difficulty. Hypothesize an attempted UN "move in":

Target detection is primary, and will be toughest: If the target is aware of your presence and unwilling to die, that target is going to stay hidden. You will not see him unless he makes a stupid mistake. Good intel is essential to alert you to where the target is going so you can plan the encounter location and prepare it by measuring ranges and preparing obstacles for the other side - if only to channel him into your kill zone.

Forewarning is critical to catching 'em on the move in time to get into position. You need to know where he is going to be before he gets there - so you get there first.

Worse: he catches you on the move, while he is hidden? Just let that first shot be a 'miss', and you're back in the game. If you're

part of a team, those parts of the team not under fire will take the foe under rapid aimed fire, buying you time to exit. Even in the worse-case, when you are alone, or the whole team is caught, rapid aimed fire, even at unseen targets, when your rifleman discipline is factored in, is going to put you in a winnable position.

So target detection is good intel + time to set up, or it is an instant response to a hidden target with a barrage of well-aimed shots. [A recent documentary on the Battle of the Bulge had a veteran who was cut off and in 'heavy action' for three days saying he was "running short of ammo" on the third day, after earlier stating that he started with two 48-rd bandoleers - as a rifleman you'll need far more than that, and you won't be carrying it because you love the weight, but 'cause you gonna be putting it to good use. Three or four loaded mags, and 2 bandoleers, won't overload you.]

TARGET DETECTION: THE MECHANICS

Like real estate, where the top three value factors are "location, location, and location", for the rifleman in the field, the three most important things are "target detection, target detection, and target detection". If you can't see it you as a rifleman can still hit it, but if you don't detect it, if you can't spot it, you'll never fire the shot at all. A target is something you know is there. You have detected it - by sight, sound, or smell - and you have a fair chance of connecting on it even if you can't actually see it. (This assumes that you can't take the first choice of moving to where you can get a clear shot.)

The mechanics of the search when you reach a position overlooking a potential target area is to search in overlapping bands, with the first band being a side-to-side sweep of your eyes out to 100 yards - targets that close or closer need immediate attention!

Followup with successive sweeps out to 200, then 300, etc, out to as far as you can see.

The first set of sweeps is just to identify any obvious targets. Once you have completed the quick 'first look', settle back to repeat the process, this time slowly, checking suspicious spots out thoroughly. Binocs would come in handy, as would a scope. If you plan to stay for awhile, make a range card showing estimated ranges to various prominent landmarks.

Rangefinding

The second-most serious problem facing the rifleman is estimating the range, with the first determination being whether the target is within your 'pointblank' range.

Range estimation is important because the rifleman operates out at 300 to 500 yards, beyond pointblank range, and accurate range estimation is crucial to a good shot. It all starts with your Battle Sight Zero 'pointblank' range.

POINTBLANK RANGE

The standard battlesight zero (BZ) on your M1A is 250 meters (275 yards). Some M1As have M1 Garand elevation knobs graduated in yards (max el = "12[00]"), and others will have an M14 elevation knob graduated in meters (Max elevation = "11[00]" w/letter "M" (= "Meters"). In practice it makes little difference: meters being 10% more than yards, the 250-meter BZ of the M14 was essentially the same as the 275-yard BZ of the Garand.

The BZ was and is determined by bullet trajectory and size of target, and is set so that you can fire the shot at any distance up to your BZ without changing sights or sight pic, and get a hit on the target.

If you have your sights set for 275 yards - the standard battlesight zero - you generally aim dead-on out to 300 yards. At 100 you hit 3" above Center of Target (COT); at 200, 5-6" above COT; at 275 dead-on; at 300, 3" below COT.

A chest shot, if you are on the receiving end, will put you down, whether 3" high, 5" high, or 3" low. That's why it is called 'pointblank' range. Out to 300 yards, you ignore the range and fire without alteration in sights or sight pic.

So your first question on seeing a target [congrats! you've just accomplished the *hardest* task - target detection!] should be, 'is the target within or beyond pointblank range?' If *within*, no problem. Fire the shot. It is only if it is *beyond* that you have to estimate the range with accuracy.

Determining range can be done several ways: firing a tracer; firing a sighter and spotting the impact; using a rangefinder, mechanical or laser; pacing the distance; measuring on a map; asking someone who already knows the range. Some of these techniques are more practical and applicable than others, and all have their uses. But one you always have available, and will never reveal your position, is to use your front sight or scope reticle as a measurement of range.

Two other methods are useful, will not disclose your position, and do not require any extra equipment. One is to estimate the distance to the target by eye, mentally dividing the distance into 100 yard increments. Beyond 500 yards, you estimate the distance to the midpoint, and double it to get the range.

A second way is to become experienced at judging distance by the appearance of items, and estimate ranges by simple observation of the target.

Both these methods have limitations: The first when all the ground between you and the target is not visible; the second by visibility factors - targets not seen clearly, as in haze or poor lighting, look

A Note on Scopes

Being a long-time 'iron-sight' shooter, and just starting to shoot glass because of fading eyes, I can tell you what I look for: a scope which makes my job as rifleman easier. Currently, there's only one I know about.

The minimum you want is a scope with BDC. Once zeroed, turn the dial to any marked range and be on at that range, even if you put white tape on the turret and custom mark the zeroes on it.

But that only eases adjustment of elevation. A rangefinding feature would be a sharp jump in capability, even if the rangefinder is your own 'home-measured' MOAs that allow you to determine if the target is beyond your pointblank range and, if so, how far beyond it.

But even with range info, you have to reach up and turn the BDC to the estimated range. Better by far is a scope like the Shepherd which allows you to simultaneously determine range and holdover: Put the circle that fits the target over the target, and automatically have the holdover for that range.

It's not cheap at 500+ bucks, but you get what you pay for, and in this case you get simplicity and speed. Put the circle that fits the target over the target, and fire! If you ever have to use it in earnest, the value will be infinite, and the cost infinitesimal. Occasionally you will find on the market a scope with a "mil-dot" reticle, and these allow range determination and also provide a 'holdover'. While they are better than conventional reticles, it is still a two-step process, and slower than the Shepherd. [Shepherd, by the way, can be contacted at Shepherd Enterprises, Inc Box 189, Waterloo, NE 68069 402-779-2424 FAX 402-779-4010]

Another feature would be a sun shade for the front objective. Not only to avoid a tell-tale reflection, but also to protect the front from rain, etc. If your scope doesn't have one, you can usually jury-rig one for it. Last, put lens covers on your list, along with a lens cleaning kit, and learn how to use it. NEVER use your shirt!

father away, whereas targets seen clearly appear closer. Targets across a depression, most of which is not visible, or seen downhill, look closer; targets seen across a depression, most of which is visible, or seen uphill, look farther away. Targets only partly seen appear farther; targets fully seen appear nearer. Remember that many things affect your raw vision when estimating distance, so your scope or front sight can be a real help.

"In Vietnam, snipers averaged 1.1 rounds for each kill. Regular troops required, on the average, the expenditure of 200,000 pounds of ordinance for each enemy dead."

"Marksmanship is NOT pulling the trigger - it's HITTING the target."

USING YOUR FRONT SIGHT AS A RANGEFINDER

It helps to know that the standard military silhouette is as wide as the M14 standard front sight at 275 yards = 250 meters ("battlesight zero"). So if your target is equal to or slightly wider than the front sight, and your sights are set at the battlesight zero, it is within 'pointblank' range and you can hold 'dead on' for the shot.

To check your particular front sight, put up a paper target 20" wide at 250, 275, and 300 yards - or at 100, where a simulated 250-yard target would be 8" wide; the 275, 7 1/4"; and 300, 6 5/8" wide], or even at 25 meters [82 ft], where the target widths are 2" [250 yards], 1 13/16" [275], and 1 5/8" [300]. [Try the target included at the end of the Guide.] Whichever distance equals the width of your front sight blade, call that your 'sight range'. So, once you determine at what range your actual sight width is equal to average target width, it's simple: target wider than front sight, aim dead on and fire. Target smaller than front sight? Now you have to estimate. If it is HALF the width, then it must be TWICE your 'sight range' away. If your sight range is 275 yards, the 'half-size' target is 550 yards away. Go up 10 clicks and aim dead on [you have to *know* your 'comeups', or have your M1/M1A elevation knob correctly indexed]. If it is slightly over half, it is near 500 yards, so use your 500 yard zero. If it is barely less than a FULL width, it is near 400, so add 3 clicks and hold dead on. For a fast shot without adjusting your sights, aim at the head and fire.

Summary: Iron sights along with your skill are enough for ascertaining whether the target is beyond your pointblank range, ie, 300 yards. If the answer is "No", aim dead on and fire. If the answer is "Yes", then see if it measures out within 500 yards or beyond 500, and make the sight adjustment. (An option is to move closer to get at least to the 500 yard mark.)

RETICULE AS RANGEFINDER

Knowing that an MOA is roughly equal to an inch for every hundred yards, you can turn this knowledge around to estimate range.

The first step is to put your reticle on an MOA-graduated target like the one at the end of this guide. Write down the measurements and keep them where you can find them. Under the buttplate next to your battlesight zero would be a good place.

A 72-inch high man, which you measure with your reticle to be about 12 MOA high, means that each MOA equals 6 inches out

where the man is, which means that he is about six hundred yards away. Simply divide target height in inches by its height in MOA to get yardage. [Note: in practice, always use a paper target 20" wide to represent a man-sized target. It would be a violation of the Golden Rule of Safety - "Always keep your rifle pointed in a safe direction" - to actually 'sight in' on a real person. Of course, you could take your scope off the rifle and practice with it all you want on live targets.]

So a target that is 20" high, like the military head/shoulder target, which measures 5 MOA high in your reticle means each MOA is equal to 4 inches out where the target is - which will be 400 yards away.

You will really only have to deal with 4 possible measurements: A standing man-sized target [roughly 70-72 inches high], a kneeling or partly-exposed man-sized target [roughly 40 inches high], and a prone man-sized target [roughly 20 inches high] - along with a basic target width of 20 inches.

Width works best, since width should be the same regardless of height of the target. At 20" wide, if you measure the target with your reticle to be 10 MOA in width, figure the target is about 200 yards away - pointblank range, so hold dead-on at 6 o'clock and shoot - and quickly - this guy is way too close! With your battlesight zero of 250 meters or 275 yards, your bullet will impact about 5 inches above point of aim - close enough!

Remember that a man-sized target at the outer edge of your point-blank range [300 yards] is 7 MOA wide, so that "7 MOA" measurement becomes your "go-no go" decision standard for shooting without any sight or sight pic adjustment. [You can alter the impact of your bullet two ways: by changing the sights, or quicker if not as precise, by changing your sight pic - such as aiming higher on the target, for example. See "Holdoffs" at rear of the guide.]

Set up the reticle chart at 25 meters [at the closer distance, it works better if your scope has a focus in front, but will work regardless, even if a little blurred] to get your measurements.

It's worth the effort to try to find the "go-no go" 7 MOA somewhere on the reticle, which, if you have adjustable power, should be easy. Then keep your scope at that power, and, anytime there is a doubt, put the 7 MOA on the target and if the target is larger, immediately make the shot. Only if the target is smaller do you have to start estimating distance and changing sights/sight pics.

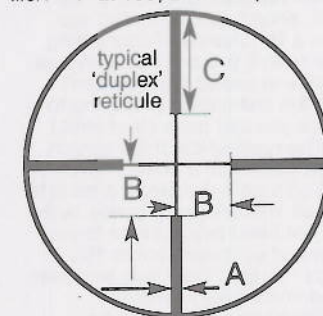
A final word. Using the techniques in this section, you can convert the cheapest scope into a rangefinding instrument of great

value. If you know your 'come ups', you can also pick spots on the reticle which equate to a 400 and 500 yard setting. It may even be a spot halfway down the thin crosshair - in other words, an imaginary spot on the crosshair. But put that 'imaginary' point on a target at 500, and what comes his way won't be imaginary at all!

RANGE ESTIMATION - II - SCOPE

Your first question on seeing a target is *always*, 'is the target within or beyond pointblank range?' Within? Fire the shot. It is only if it is *beyond* that you have to estimate the range with accuracy. Outside of actual experience, your best bet is to use your front sight or scope reticle as a measurement of range.

A man-sized target (20" wide) will measure almost 7 MOA (21") at the outer limit of your pointblank range, at 300 yards. Try to find one of the dimensions in your reticle that will equal 7 MOA in width, so you can put that part of your reticle on the target for an instant 'go-no go' check. For example, the target when checked is smaller than your 7 MOA reticle distance and therefore *beyond* your pointblank range. So you use your known dimensions to estimate the target width in MOA. Say the target measures 4 MOA in the reticle. Well, if a 20" target measures 4 MOA, it means an MOA equals 5" out where the target is [1 MOA = 1" at 100, 2" at 200, 3" at



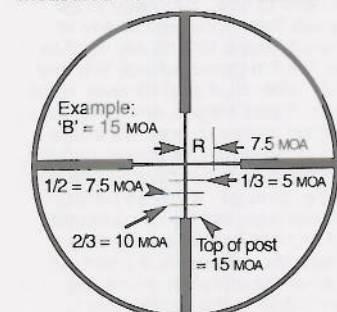
300, etc], so you know that the distance to the target is 500 yards, right at the outer edge of your effective range. To make the shot, you 'go up' to compensate for bullet drop (3 MOA for 3 > 400; another 4 MOA for 4 > 500, for a total of 7 MOA, which equals 28 [1/4 MOA] or 56 [1/8 MOA] clicks on your scope, or 7 clicks 'up' on your iron sights). A short cut is that being a rifleman, you already have zeroed at those distances, and know the exact amount to come up, and have it conveniently taped to the underside of the folding buttplate.

For a fast shot, if you can find a 3 MOA or 6 or 7 MOA vertical dimension, you can use that as an AP [Aiming Point] - it can even be an 'imaginary' spot on the crosshairs. Mentally divide the distance from the crosshair center to the top of the bottom post into 3 points: "one-third" down, "one-half" down, "two-thirds" down, plus "top of post" [see illustration]. Divide the reticle distance in MOA (which you measured earlier on the 25m target) likewise to get your MOA values for each spot. With a variable

scope, you should be able to set the power so the dimensions are something useable, such as 3, 4, 6, or 7 MOA. Then, when you need a fast shot that is estimated to be at 400 yards, and "one-third down" is either 3 or 4 MOA, you set the imaginary "1/3" down on the COT and fire - and you'll get a hit.

[Remember here, that it is 'field shooting' we are talking about, and that in field shooting you take the steadiest position you can, and that often involves a rest. A rest is very helpful when using an 'imaginary' AP.]

Take the example illustrated, below, from an actual scope which measured 15 MOA from crosshair



center to the edge of the thick post: For range-finding, use 'R' [7.5 MOA] which is half the 15 MOA from the center crosshairs to the horizontal post - if the target is *larger* than 'R', it is within your 300 yard pointblank range - simply aim and fire. If it is *smaller* than 'R', it is beyond pointblank range: If half as wide as 'R', it is 600 yards away; if 3/4 'R', it is about 450, so you will have to go to your 400 zero and add 2 MOA. You can adjust your zero to 'customize' the reticle. Example with above scope: if you zero at 200 yards instead of 275, the top of the lower post will be zeroed at about 550 yards and "1/2" down will be 400 yards [rangefinder 'R' is unaffected by a zero change]. If you confirm this on paper at 500 [10" high] or 550, you have a choice which gives a good AP for any target out to your extreme effective range.

Range should never be ignored by the rifleman. Your scope reticle can really help you know if the target is inside pointblank range, or outside, and, if outside, how far outside. It's that 'outside' - the "Rifleman's Quarter-mile" - that 500-yard circle - where the rifleman hits - hard!

ZEROS AGAIN

You need to understand 'zeroing' more than the usual shooter.

You know that your prone zero may be different from a zero off the bench, which is why you don't bother with benchrest zeroing.

You also know that you have one zero for 25/200, and another for 300, 400, and 500 yards.

But do you know that you may have a position zero - ie, your sitting zero may be different from your prone zero, and your standing zero yet again from both? You won't know until you 'zero' from each of the other positions, a process that will greatly benefit your shooting, as you will be con-

"REAL shooting is not the number of shots fired, but the number of targets hit."
And the measure of your shooting skills is the number of targets hit per minute, and the number of hits divided by the number of shots fired.

concentrating hard to make a good shot if you know you are trying to ascertain a zero [another reason you keep being told to 'fire every shot like it is a sighting shot'].

It is not as easy to zero in the other positions because they are not quite as steady, but remember that the rifleman standard requires one-inch groups at 25 - regardless of position, so you can do it.

[And several times I have seen a shooter step up the firing line at RWVA and get a hit on the 500 pop up with his first round - standing! It's tough shooting, but it can be done - and you'll never know when you may have to do it.]

Now that you have that on your list of things to do, you can also add this: Get your 'rapid-fire' zero in each position. Your rapid fire zero may be slightly different from your slow fire zero, and you need to check and see if it is, and if so, how much. Again, firing 'sighter' shots 'rapid' will improve your shooting skills, especially since the rifleman must own rapid fire [and by 'rapid' here we mean the 'one mag/minute (20 rds in 60 secs) and the 'two mag/minute (40 rds in 60 secs)].

Recall that ordinary 'rapid' as fired in matches is a misnomer - it is actually *steady fire* - one shot every 4 seconds, on average. Before you finish this guide, you will find buried in various places comments like "you should fire your slow-fire on the AQT at the same pace as your rapid fire". Not only is 'steady fire' the baseline for the rifleman, a *basic* skill, but like any basic skill, a building block for advanced skills.

Once you get to the real rifleman level, you can explore the 'magazine zero' - a tendency for certain mags in real rapid fire [30+ shots per minute] to shoot to their own zero. The 2-round and 4-rd drill will help you find whether you have a 'magazine zero' problem to deal with.

FIELD SHOOTING

You learn the basic positions for the same reasons you learn to drive with a stick shift - so you can do it if you have to. And, by standardizing positions, you can measure shooting skills on a level playing field, so that you know where you are, and how much you need

to

RIFLE NO.		
ZERO		
RANGE	ELEVATION	WIND
200		
300		
500		

Actual size sight data card for M14. Photocopy, cutout, fill in sight data in clicks up from bottom and left "L" or "R" right of center windage, then tape under flipup of B/P.

improve.

But out in the field, the gloves are off, and the consequences of a miss, and the value of a hit, explode astronomically. As a rifleman, there's only one thing you are after - hits on the target - from a position of relative safety, operating under the principle of 'calculated risk'.

If you put your safety on the line, you want to see effectiveness downrange, where those targets are. You want to see targets falling.

On tough shots, especially to steady up a scope if you use one, you'll use any rest available, always remembering to cushion the rifle by placing that forward hand between the forend and the rest.

You can even carry a rest with you: a shooting stick, or crossed shooting sticks, or a nylon 'clothes-pin' bipod, or the heavy M2 bipod.

Once you get to the plateau where you can seriously consider you are ready for field shooting, go through the zeroing process again, this time with a variety of rests - off a sandbag [hand between bag and rifle, remember], with shooting stick(s), and with both nylon and metal bipods. Don't be surprised if you have a zero change with any of these. Record it under your buttplate just like any other zeroes.

Equipment

YOUR RIFLE

Just because a rifleman can use any rack-grade rifle effectively at 500 yards does not mean that he does not want his rifle as accurate as it can be, and there are some simple things an average person can do to make his M1A more accurate.

One is to secure the handguard by gluing it into the front band with epoxy or high temp silicone.

Before you actually glue it, check to see that it does not touch the stock anywhere - if it does, file it down so there is at least a sixteenth inch of clearance all along the margin between the handguard and the stock. Likewise make sure there is similar clearance between the rear of the handguard and the receiver. When the rifle heats up, sometimes the rear of the handguard will be forced back into the receiver, changing barrel dynamics and opening up your group. A simple modification, well-worth doing.

If you have a wood stock, do not leave the trigger group in the rifle while stored, to prevent the wood from becoming crushed by the pressure of the trigger group. Better yet, get a GI synthetic stock,

which is far stronger, waterproof, tighter-fitting - and immune to 'trigger-group-crush'. It's the best field stock you can get for your rifle - and they're relatively cheap.

A match aperture should be considered, not because you get a half-minute adjustment option, but because under certain lighting conditions, that shaded aperture is worth its weight in gold re: a clear sight pic. This is a little more demanding task, since you will need to fit it to the rear sight base, but with average skill you should be able to do a good job. An alternative is to fabricate and glue a hood over your existing aperture. You could probably make a serviceable one out of a short section of soda straw.

Mark your rear sights with a thin white or red paint line so you can quickly glance and see that your basic zero is on the rifle.

Make sure you have the complete GI cleaning kit in the butt, primarily to handle field repairs, like a loose rear sight, and also because the extra 2/3 lb adds to steadiness in rapid fire.

If you shoot with a scope, you'll need a cheekpiece. The military leather one is designed for the Garand and will NOT help you on the M1A [the Garand scope was offset to the left, and that's what the cheekpiece does - push you left, when you need to go UP].

There are several possibilities, depending on whether you want a temporary one [you never know when you'll have to use your iron sights] or a more permanent arrangement.

Some people tape foam to the comb with military duct tape, and they say it works great. Just as quick, maybe quicker, and more durable, is a section from the forearm of an M14 stock. Turned upside down and taped onto the comb, it give you a comfortable wood surface like you're used to, and yet can be ripped off in a hurry, spoiling only the tape, which is an expendable anyway.

For a semipermanent installation, saw an extra comb from the rear of an M14 stock, hollow the bottom to fit the top of your comb, and screw it into your stock [or you can also tape it]. Easily removable, and duplicates the feel of your stock - and semipermanent.

You can get 'em from us - \$2 for the forend, \$5 for the rear.

GET TO KNOW YOUR RIFLE

You may think you know your rifle, but not one in a hundred does.

Of course, you know your sight settings, out to 500 yards (if only in theory), and have them recorded and taped under the the flipup of your M1A.

Say you have an M1A - the finest, most accurate, most desirable battle rifle - so great the Clintons sent them off to Latvia,

JPFO

JPFO's Aaron Zelman says: "Imagine one million *Gran'pa Jack* booklets. Passed around, they reach and educate two to three million more people. That's a lot of Americans getting our message. We're over halfway to reaching that number...[with] over 500,000 in print.

"Bypassing the media is a key benefit - these booklets get directly into hearts and minds...When Americans everywhere understand the truth, 'gun control' is destroyed."

It's been said before: The truth is on our side. In the age of the Big Lie, we just need to *work a little* to get it out.

A JPFO sample: *Myth #9* "It is much too dangerous for the average citizen to deal with criminals."

Reality #9: "Citizens fighting crime? It happens all the time, dangerous or not. But the best way to deal with crime is to make it NEVER HAPPEN. In 1996 there were a series of brutal rapes in Orlando, Florida, and woman began buying handguns for protection. The local newspaper was anti-gun, and asked the police to stop these purchases. Instead, the police department set up a firearms training course for women, and trained 6000 of them in 5 months. There had been 36 rapes in Orlando in 1996. There were 4 in 1997."

A simple, but clear, message. Cost is \$3 ea ppd, 50/\$20 ppd [a deal!], 1000/\$350 ppd from JPFO POB 270143, Hartford, WI 53027 [262-673-9745 - FAX 9746]

www.jpfo.org

just to keep you from getting one - and don't know the sight settings? Say you don't know how to shoot it, or where it shoots? Take it out of the box, throw it across the concrete floor of your basement a couple of times. That's going to happen when they come to get it - you don't know how to shoot it - so you might as well have the pleasure yourself.

But maybe you want to learn...

First off, all M1As looking alike, know the serial number of yours, at least if you plan to show up when a UN convoy rolls into town. There will be a lot of M1As in the rack that day, and you don't want to pick up the wrong one, or worse - have someone pick up yours by mistake. For easy ID, camo the stock, or ink the sling with "Death to the UN!" (or if that's 'too controversial', try "Liberty's Teeth").

But beyond that admin detail, there are much more important things you need to know about your rifle. For example, do you know if it shoots to the same point of aim with a bipod? How about if you rest it on a tree trunk?

Even more important: Is the first round you fire, out of a cold,

"The rifle is God's gift to the rifleman. He should always use it with respect, and gratitude, for its capabilities."

clean barrel, going to be in the group? On the range, hardly anyone remembers that first shot - it's simply the first shot of a sighter group, a prelude to the multitude of shots you'll fire that day.

Out there, in real life, that first round will be the most important round you fire. Needless to say, you run a dry patch through the bore in prep for firing, and certainly you keep the chamber dry and oil-free to keep dangerous pressure off the bolt. If you have a GI chrome-lined barrel, the need for oil in the barrel - at any time - is eliminated, and you are always ready to go!

Now, you need to know if the first round from a clean, cold barrel will go 'point of aim', but also about the 2nd shot, from a semi-dirty, semi-hot barrel.

Likewise, how about the 'first' shot out of a cold, dirty barrel?

Maybe ALL these shots will go right into the center of your normal group - but do you KNOW this to be true? Out there, in the real world, with that UN convoy rolling toward you, such knowledge, and maybe the sudden realization that you don't know - for sure - can be very important to you, and you'll wish you had gotten to know your rifle a little better.

Here's some drills we use at the RWVA to get answers to those questions:

Drill 1: Put up 3 targets at the longest distance you can, up to 300, or even 500 yards away. With a freshly cleaned, oil-free bore [more on this later], fire a well-aimed shot at the first target, on the left. Follow up with a shot on the center target, and the remaining shot on the third target.

Now, clean the barrel as it cools down, and as soon as it has reached ambient temp, repeat the exercise. Re-clean and repeat a third time, but this time, after your first two shots, put 3 shots on the third target.

When you go downrange, you'll see a 3-shot group on the left target - label it "1st shot group - cold, clean barrel"; a 3-shot group on the center target - label it "2nd shot group from cold, clean barrel"; and a 6-shot group on the right target - label it "Hot, dirty group". Pull the targets down and take them to the firing line.

Naturally, you fired all the shots from the prone position, 'by the numbers', and after getting your NPOA, so you know they are an accurate reflection of the shots you would fire in real life. [Most 'battle rifles' will put 'em all in the same group. This exercise, while needed to answer the question, is more valuable for your scoped rifles.]

Drill 2: Now comes the time for patience: Put up another target, and fire a shot from a cold, dirty barrel. Fire 4 more at 15 minute intervals. Now you have a target labeled "cold, dirty barrel".

If you are lucky, there is not a dime's difference in the center of group of the targets. But if you are not, you'll need to know, especially on that first shot, what the error is, so you can correct for it. Someday it might be very important to make

that first shot count, and you need the confidence that knowledge of your rifle gives to make it count.

With a non-chromed barrel and high humidity, it is imperative that some oil be left in the barrel. You may want to repeat the above exercise, but this time with a "clean, cold, oiled" barrel - naturally, not dripping with oil - just the light coat you would normally keep in it for preservation. The kind of shot you might have to fire in a hurry, without time to run a dry patch through the bore.

While at it, check several makes of ammo to see if your rifle likes one best.

Variation in tensions on the forward barrel can have dramatic impacts on the point of aim. A bayonet (not too likely as a rifleman that you'll ever need one), GI muzzle stabilizer, or bipod should all be checked to see if the point of impact is affected.

Mag capacity: In years of shooting M1As, I've always loaded the mag to the 20-rd capacity, sometimes leaving them filled from one monthly match to the next, and never had any failure to feed, except once when I dropped a mag and bent the sharp projection on the top of the follower, the projection that trips the bolt hold open. But if your mags will operate fine with 20 rounds, there's no point in loading only 18.

Have you shot your M1A enough to know to keep the screw in the center of the elevation knob tight, to know how to check the rear sight for proper tension (see the military manual), and to check the gas piston for free play? And to store it with the trigger group out of the stock to prevent the wood stock from compressing? If not, you should.

If you have another type rifle, do you know all its quirks, so you can maximize its firepower? For example, for the normal 10-rd SKS, you can speed up reload considerably if you polish the inside edges (where the rim of the case rides) of your stripper clips. But first, you have to make sure you have stripper clips, right?

Don't leave that race car up on blocks until you desperately need it in an emergency, and then expect it to 1) run and 2) you to be able to drive it. It won't work!

So get to know your rifle. Once you get to know it, it'll be your friend - thru thick and thin - the best, most reliable friend you'll ever have on this planet.

Camouflage

Your rifle should be included in your camo plans.

A simple strip of burlap fastened at the front sight, and wrapped diagonally down the stock to the rear swivel, will do wonders for breaking up the outline of the rifle. Just make sure you secure it so it does not interfere with safety or functioning of the rifle.

A quick splash of a contrasting paint color in diagonal irregular waves along the stock will also help break up the rifle's appearance. Neat looks nice, but sloppy does just as well. That UN honcho

out there is not really going to care how neat it is, and neither will you, so long as he can't see it because you have camo'ed it.

So don't be shy. That rifle is made for the sharp edge of conflict, and you shouldn't hesitate to prepare it, appearance-wise. Just as you have it sighted in, so you also make sure it is camouflaged.

"HOW LONG WILL MY M1A LAST?"

"Fred, you tell us to practice all the time. But how long will my M1A last?" **Answer:** NO worry! Keep it clean and lubricated, a few spare parts around, and it will never wear out in your lifetime - or in the defense of liberty!

Keep a spare op rod spring, trigger pin, extractor, spring, ejector/spring, and firing pin. In running 12,000+ rounds through a Fed Ord M14SA, I broke an op rod spring (but it still worked!), an extractor, an op rod (that was unusual). The walnut stock also developed a hair-line crack on the bottom in front of the mag well, running with the grain, but remained fully functional. So with that modest spare parts kit, I would have been fine, except for that *%@* op rod.

I'm working on 14,000+ through a Springfield M1A, with NO broken or worn out parts to date. [Flash: just had the tip of the firing pin break off.]

For the long term, I would want as spares a trigger group, op rod, flash hider, and gas piston and assembly, a synthetic stock, a complete rear sight (actually only the cover and the elevation knob are really needed), and at least one GI barrel. Most of these parts you will never need, but if you do, it is nice to put your M1A back into service quickly.

Note on barrel longevity. If you keep your barrel clean (cleaned the "Camp Perry" way), it will last far longer than usually thought. That Fed Ord M14SA with the 12k+ rounds had a 'worn-out' barrel by military standards - a throat of "9.5" - the military replaces at "4.5" to "6" - the guy at the ordnance van at Camp Perry just shook his head in disbelief - yet accuracy was normal at 200 and 300 yards, and at 600 "10" and "X" ring - but with a few flyers, showing that the barrel was getting a little 'iffy' at that range. [Barrel wear shows up first by 'flyers' at the longer ranges. Barrel life depends on how fast you shoot, bullet construction, powder, level of accuracy required, etc.] But the 10 ring at 600 is a lot smaller than the "E" man-sized target at 500, and that 'worn-out' barrel has LOTS of life left in it, as that UN convoy would find out, 500 yards away - you bet! Even if you change barrels, I would never throw away the old one - you may need it one day!

So, get out there and practice. In a few hundred rounds, or less, with this guide, you'll become a 'rifleman'! And then, enjoy your rifle. The cost is cheap - ten years of shooting for less than what it costs you in thirty seconds to drive that new car off the lot...

How Do You Get What You Want?

PERSISTENCE!

WORK Through Congress - your Representative and your two Senators

HAMMER them with 'one minute' letters or phone calls: Hit your two Senators at **US Senate, Washington, DC 20510** and your Representative at **US House of Rep., Wash DC 20515**

PASS the word on to others - get them shooting 'one minutes' to Congress

FACT ONE: Congressmen like to STAY in office.

FACT TWO: They STAY in office by making their voters HAPPY.

FACT THREE: It makes you HAPPY - & doesn't COST your Congressman a DIME - to vote your way.

FACT FOUR: He only has to believe failure to do so will COST him BIG TIME in the next election.

FACT FIVE: When your congressman arrives at FACT FOUR, soon thereafter your congressman will be an educated congressman. [Those JPFO booklets will help you a lot!]

Persistence! Let them know you are 'in their face' to stay! Let them know what the price is of a plush office!

Persistence - IT'S A WINNER!

Spare parts from CMP

A current list can be had by a call [888-267-0796] or visit at www.odcmp.com.

M1 rifles are available, too. You'll have to be a member of a CMP-affiliated club to participate. If you can't find a local one, sign up for a \$20 membership with the Revolutionary War Veterans Association, POB 756, Ramseur, NC 27316.

BEST RIFLES FOR RIFLEMEN

In order of cost, considering only those rifles best suited for 2nd amendment purposes, you can start with a British Enfield not much over a 100 bucks. Fastest bolt action in the world, with 10-shot mag, absolutely reliable, the No 4 has a slight edge over the No 1 because of the peep sight, but the No 1 is no slouch as a battle rifle, either. Next would be an SKS at \$150-200. Great out to 300, and you can squeeze out 500, but it lacks real punch that far out. Still an excellent choice for the cash-strapped rifleman, as ammo is plentiful and cheap. Next would be a CMP M1 Garand, the standard of semiauto battle rifles. At \$400/\$500, an excellent choice, although surplus .30-06 is sometimes 'iffy'. Next up would be an FN/FAL [STG58] at \$500/600 - pistol grip, straight-line stock, with cheap 20 rd mags, cheap .308 surplus ammo, and peep sight; it's only real defect is lack of positive chambering. Last, the pinnacle, is the M1A, the finest battle rifle, absolutely the best 2nd Amendment firearm. No significant defects in the bottom line, as every other rifle has at least one, as

issued. The AR-15/AK series is missing from the list, because the better choices are already on the list. Better to have an Enfield and a couple of crates of ammo for it than an AR-15 with weak chambering and extraction, dirty running, and a weak cartridge, or an AK with poor sights and trigger, and weak cartridge. There is no rifle on the list that a rifleman could not do terrible execution at 300 yards, and be deadly at 500.

FN-FAL/STG58

No question about it: the civilian version of the M14 is THE best militia battle rifle if you ever need to defend liberty as foreseen by the founders and drafters of the constitution. But with FN-FAL STG58s priced as low as \$600, do they 'stack up'?

Firing one at RWVA is the basis for the following observations.

Keep in mind that that *other* standard rifle, the M16/AR-15, suffers from two design flaws - dirty running with the direct gas system, and non-positive chambering and extraction by failure to have a bolt handle - PLUS a low performance cartridge at rifleman battle ranges [300-500 yards].

The FN-FAL has a [fairly] straight-line, pistol grip stock, and a bolt handle which will retract the bolt, but NOT push it forward. Look on it as curing 2.5 of the 3 shortcomings of the AR-15 - positive extraction, clean gas piston design, and a cartridge which can talk beyond 500 yards - at substantially less cost, with new mags available at under 10 bucks! The only real failing is that lack of positive chambering, which means you sometimes have to pull the bolt handle back a 2nd time to get lock-up. You can even fix this with a bolt handle and carrier from the heavy-barrel version, thus bringing the rifle completely up to 'rifleman' expectations.

Granted, being used to an M1A, some of the following would 'wear in': The safety is a little too far for a normal thumb to reach and not friendly to lefties, my cheek was sore after 300 rounds (*never*, with the M1A), the metal front handguard got uncomfortably warm in rapid fire, the rear sight needs a screwdriver to adjust windage, and the mag release is not as easy and quick as on the M14 - but takedown is quicker.

Accuracy seems excellent. You can make 'rifleman' with this rifle with no problem, scoring 217 on the AQT the first time - a solid 'rifleman' score!

Of the disadvantages, most are minor: the worst being the weak [but correctable] chambering. If you can't afford an M1A, a good second choice.

I asked the RWVA Armorer, an expert on both rifles, which one he would choose and he said without hesitation "The M1A - I have more spare parts for it, and it is easier to fix. If you have a trigger problem on the M14, just drop another in. With the FAL, you better have an extra 'lower' with you!"

"Fred, Are Old Military Rifles Any Good for 2nd Amendment Uses?"

This in from California (*where else? You need to understand - these guys are on the cutting edge of the coming gun control nightmare. They're going through, now, what you'll be going through, in just a few years, if you don't vote:*

"I have been enjoying the commentary that appears with your *Shotgun News* ads for some time. Have a question...: How old can a rifle be and still be suitable for resistance work?"

"My collection...is mostly Mauser pattern bolt rifles ranging from 1900 vintage M96 Swedes through Springfields ('03 and '03A3) and to Mausers (1918 to mid 50's). Have some semiautos like a 1943 M1 Garand, FN49, Ljungmans (Swede and Egyptian) Rashid, and Ruger Mini-14. Even have Enfields (No 1 Mk III, No. 5, 2A's [Indian-made .308s]...Are they suitable for extended use with 100-400 rounds a week firing?" (GD, CA)

Yes: All are perfectly usable. Many a 'one shot kill' has been made on the 500 yard popup at RWVA with rifles like these. The rub comes when you factor in a 'Rifleman' standard with a 2nd amendment scenario where you need fast shooting, high capacity mags, and good sights.

These rifles in good condition will meet the 4 MOA Rifleman standard, but some are not fast-shooting. If "the best weapon is the one you have in your hand when you need a weapon", there's no doubt any could be a 'best weapon' - if only to get a better one.

Of the rifles listed the M1 and FN49 would be the first choice. The Ruger Mini-14 is of doubtful accuracy and lacks punch. Of the bolt guns the best to a rifleman are the Nos 1 and 4 Enfields, which are the fastest shooting bolt actions in the world.

Another CA letter suggested that 'Rifleman' consider buying extra cheap military bolt actions to "hand out when the time comes". No doubt there will be much revived interest in the shooting sports when the UN convoys start arriving. Why, just the attack on the WTC started a run on rifles and ammo. But the SKS is cheap enough to be the weapon of choice for an extra, with cheap ammo. While the ten-shot capacity is not 'high', it is quickly reloaded with strippers (especially if you polish the clips a bit). Out to 300, it is a rifleman's rifle.

But your best rifle will be one with *firepower*. Lots of impact out to 500 yards, where you prefer to work, rapid fire, & 20 round mags.

SUNG

Next to your rifle and ammo, the most important part of your shooting equipment. You have 3 common choices:

The military leather sling: you see competitive shooters use 'em, but they are not your first choice - too subject to moisture and rot, and much too slow to get into and adjust. It's like a walnut stock, bought for 'looks' and nostal-

gia by most people.

The military web sling: much better and faster to use. Just remember that the loop for the upper arm is formed by pulling some slack up through the top of the buckle. The manual does a poor job of making it plain, but when you get through, you'll have a sling loop that is *self-adjusting*. If you take a little time and thought, you can have your sling pre-adjusted (and you should mark it so if it ever slips you can secure it back at the right spot easy) so you can use as a hasty sling or, just by unclipping the back of the sling and pulling some slack out the top of the buckle and twisting the sling a half turn to the right, have the self-adjusting loop sling. However, the web is subject to moisture, rot, and wears out in hard use, so the best bet is

The military nylon sling: Not the M16 black, but the green or OD M14 nylon sling developed for Vietnam to handle moisture and be much stronger than the web sling. Some people will tell you that the nylon, being slicker than cotton, will slip, but shooters at RWVA have not had any problems, and the thing never seems to wear out. In fact the more it wears, the softer and more supple it gets!

If your sling breaks, make another out of anything handy - como wire, a cut-up bandoleer, strip of cloth, or the tie off a dead officer - makes no difference what it is, as long as you have one.

"The sling is handy for carrying the rifle, but that is not its most important use. Its main purpose is to steady the rifle so the soldier can get better hits from any position, under ...combat conditions."

"Hits Count", Special Text 23-5-1
The Infantry School, Ft. Benning,
1954

THE HASTY 'HASTY SLING'

You know how the hasty sling works: Adjust your sling so it hangs down 10"-12" from the triggerguard (holding the rifle horizontally). Then, holding the pistol grip with your trigger hand, slip your hand and arm through as far as you can go. When the sling is up to your armpit, using tension to keep it there, bring your arm back around under and then over the sling, slipping your hand between the sling and forearm to grip the forearm. Always keep the sling as high on your arm as you can. The hasty sling will really help your shooting!

But sometimes you need a *fast* shot - so use the *hasty hasty* sling, which works as well, and much quicker. With the sling hanging down under the rifle, your hand on the forearm normally, tilt the muzzle up and simply stick your elbow between the stock and sling and rotate your arm back out and up as you tilt the rifle down a bit. The sling will ride up to your shoulder where you want it, and steady up your rifle - which is what you really want. If it sounds complicated, just try it a few times, and you'll get the hang of it! And it works!

Citizens of America

A fine group which put pro-gun ads on the airways, until - in disgust at the lack of support from gun owners - they voluntarily folded, a real loss for our side...

Because they got no support... That means people like you laid on the couch, instead of helping people trying to help you.

You don't help out, you don't put your shoulder to the wheel, those who are putting their shoulder to the wheel are liable to quit - in disgust!

In the battle for public opinion, with the media intervening in a totally one-sided way to keep an ignorant public ignorant, radio ads [and ultimately, TV ads], along with billboards, are the answer. Here's one COA sponsored, and I think you'll agree, it's a good one:

Thanks From America's Criminals

Criminal: "The murderers and rapists of America would like to thank all them anti-firearm politicians for gun control. These laws really reduce citizens' ability to defend their homes and families, making America's streets safer for us. The more gun control there is, the more we can rob, rape, and kill. And when that happens, you anti-firearm politicians will say the same thing you always say - [laughing] we need more gun control!"

"We love it! Congressmen and assemblymen, we know you are and you have our vote. In fact, we'd come to your homes and thank you in our own special way, but we know you have armed bodyguards paid for by the public."

"Once again, thanks for gun control!"

"The career criminals of America."

Here's another:

"The Missing Voice"

Announcer: (Upbeat) The best way to understand how gun control works is to ask an expert. Jane Doe is a murder victim who was tortured with a knife and then raped before having her throat slit by a paroled murderer. (Background: an echoing woman's SCREAM) Jane, tell us about gun control.

[SILENCE, and faint static hum.]

AN: Approximately 500,000 murderers who have been paroled or otherwise released in America are on the streets today while politicians like Diane Feinstein, Chuck Schumer, and Al Gore demand more gun control. But they all have armed bodyguards, many paid for with your tax money. Jane, care to comment?

[Silence, and faint static hum.]

Yes, win the 'soft' crisis, and you win the war!

And it's nice when some people step forward to do the hard work. All you have to do is support their effort with a little money. When you don't, they get discouraged and leave - and who's gonna fight the fight then? Well, if it gets fought at all, it has to be by you... Now you are spending money and time, or else ready to see the country lost on your watch. (How's that for a real patriot, huh?) So support the ones still standing, like JPFO and Gun Owners of America...

Ignore your gun rights, and they'll go away...

One of our weakest points...our deplorable marksmanship...poor fire discipline, failure to zero weapons periodically and insufficient time on ranges...the company took advantage of lulls in operations to conduct firing practice in the field. Some free time, a few C-ration cases for targets and a little imagination goes a long way towards adding to a unit's marksmanship and battle effectiveness."

Michael Ekman
Company Commander, 173rd Airborne Brigade
Vietnam, 1967

HOW MUCH TO CARRY?

In a 2nd Amendment emergency, you may have to move - fast! How much ammo should you grab?

Two to four mags, along with 2-4 bandoleers for quick reloading might be a start. (Keep in mind each bandoleer is equivalent to 3 mags, and each will have that neat little 'mag filler' that slips on an empty mag and lets you strip 4 clips in less than 30 seconds for a really quick refill.) That's a load of between 160 rds and 320 rds. Use your own judgement on what you put in the 'ready' box, but never forget that there won't be any ammo resupply, except what you bring with you - and what you can pilfer from that UN convoy.

Other items: a pistol belt with two canteens, two canvas pouches each holding 2 mags, rain gear, a piece of camouflage cloth, and energy food. And maybe an emergency dressing should be added.

THE MILITARY SHOOTING JACKET

At 45 bucks, consider this for use both on the firing line and the field. It is great to have elbow pads with you at all times, and yet it is not so bulky that it really gets in the way. For winter use, you won't need it in cold regions - you'll have padding enough. But for the rest of the year it will double as a wearable shirt and a shooting aid, so you can focus on the shot, and not on the rocks eating into your elbows.

THE RIFLEMAN'S BURDEN

The person who chooses to be a rifleman takes on the burden of defending his rights, preserving them, and passing them on to keep the tradition alive. One purpose is to make sure that the sacrifices made so long ago in the Revolutionary War to win our freedoms will not have been in vain.

THE RIFLEMAN MENTALITY

It was my first time at Camp Perry, Ohio for the Highpower Rifle phase of the National Matches, back in the Bush (41) years. One of the first things that caught my eye was a handout that read as follows:

"NO ONE HAS EVER KILLED AN ENEMY SOLDIER WITH ANY OF THE FOLLOWING: a Golf Ball - a Basketball - a Baseball - a Football - a Hockey Puck - a Tennis Ball - a Soccer Ball - a Race Car - a Fishing Pole. THIS HAS ALWAYS BEEN THE

TASK OF A WELL-TRAINED MARKSMAN!

Substitute "Rifleman" for "marksman" and you have the rifleman mentality perfectly defined.

This is the difference between the sport of rifle shooting and all other sports. Competition yes, but in addition, the element of training, the preparation for defense of self, home, community - and country - and the defense of freedom.

There are competitive shooters who - if firearms were banned tomorrow - would wander off into some other sport. For them, competition is competition, whether with a rifle or a golf ball; they seem oblivious to the 2nd Amendment dimension of the sport. There are others, riflemen, the guys who are into freedom and protecting a way of life from the new barbarians, the guys who showed up, however reluctantly, at Lexington and Concord - and hopefully will show up again if the need ever arises. They understand. And they want to be ready.

IS IT 'SILLY' TO BE 'PREPARED'?

You don't have to go around muttering to yourself or eyeballing lamp posts in case they are UN agents. No sir. You do NOT have to be crazy to be concerned about the future, and risks which can be foreseen.

In fact, you're in pretty good company, for the founders of this country, having experienced bad government, warned "Never again!" and built in protections - splitting the fed into three branches; keeping the split between federal and state governments; providing as the final counterweight permanent private ownership of firearms [Mao wasn't the first to know that "political power comes out of the barrel of a gun"].

These guys had been there. They'd experienced it. They were civilians who fought a continental war for eight years until they finally got freedom, and they wanted to make sure that their kids and grandkids would never have to go through it.

When you worry about the UN threat; when the Waco coverup disturbs you; when Ruby Ridge screams "Danger!", when you gag at seeing guns being forcefully collected house-to-house in New Orleans, you are being part of the constitutional safeguard envisioned by the founders as necessary to preserve that document. If you do something about it. If you jump into the 'soft war', the one raging now.

Whether others sleep in front of the TV or not does not diminish

your role and duty in protecting and defending the Constitution. The rifleman is the key, and oppressive government knows it - and fears him.

You could argue that the growing danger now is the increasing banding together of the three branches of government with the aim of protecting themselves from you.

EDUCATE YOUR CONGRESSMAN - AND TAKE A KID SHOOTING.

Too many people think their reps must be smart to get elected when the truth is they are no brighter than the electorate - nor more educated. I wish every elected official had to pass a test on the Bill of Rights before taking office, but they don't, so it's up to you as a voter to supply the missing education.

That consists of two parts: informing them of what the real role of the 2nd is in the Bill of Rights and preserving freedom in this country, and keeping them from succumbing to the 'inside the beltway' mob psychology run by the media.

I would mail my two senators and representative a copy of the JPFO booklet "Gun Control Kills Kids" and ask them to read through it and let me know if they have any questions.

I would then frequently write a 'one minute' letter or postcard to each, saying "Sir: We already have enough gun control laws." or "Sir: I am totally opposed to any more gun laws - and I vote!" or "Sir: What part of the phrase 'Angry gun-loving voter' do you not understand?" To make it easy for myself, I would pre-stockpile stamped envelopes and postcards by my TV chair and while watching the nightly news, address several sets, and - as soon as some irritating 'gun' news comes on, set aside one set to put in the mail.

Last, I would talk to my gun buddies about doing the same.

There's power in numbers... And, for the future of this country, take a kid shooting.

TIRED OF THE ABUSE? DON'T TAKE IT ANYMORE!

You don't have to. And I hope when you read this you'll know why. All the recent media hype about guns, the sight of Republicans retreating in disorder, the crowing of extreme liberals who only want 'reasonable' and 'rational' steps to gun control - what do you say we take steps to get rid of it? First,

KNOW YOUR 'ENEMY'

It's a truism that Congress represents the people. In fact, people elected to congress are regular people - but the problem is most people don't really KNOW other people. Yet they should, for the foundation of this country is that self-interest is not only prime ("life, liberty and the pursuit of happiness" are all about looking out for #1), but that out of the pursuit of self-interest comes personal happiness - and public good.

The flip side is that your congressman is not in office for high political reasons, but for the power, prestige, and money. He was the winner of an election, so he gets the spoils.

About the 2nd Amendment, he knows and cares little. If he thinks about it at all, he thinks vaguely of duck hunting or target shooting. The essence of the 2nd - its role in being the ultimate "check and balance" in a system of checks and balances designed to preserve individual freedom by fragmenting government power - is foreign to his thinking.

So the first step is education, whether you have a Republican or a Democrat to deal with. But first, a digression....

CITIZEN SOVEREIGNTY

Another truism - now honored more in the breach - is that the voter is sovereign. That means all-powerful and, unless you believe in massive voter fraud, is key.

When you deal with your representative, deal from a position of strength. You are his boss. You have nothing to apologize to him for. He wants YOUR vote - especially if he thinks you are an activist, someone who is going to be influential in swaying many other voters.

Have expectations for him: expect him to listen to you; expect him to be for freedom; expect him to be for preserving our way of life - and our traditions.

So don't hesitate to be direct and blunt with your rep - it does both of you good. Act like a free man - a citizen - and you may be treated like one. Act like a slave, and you will be treated like one. Now, back to the train of the discussion...

EDUCATION

Because your rep is innocent of knowledge and proper education regarding freedom and its protection in this system of government, it is up to you to provide it. To be effective YOU need to be educated, so brush up on the subject. Start with the JPFO publication "Gun Control Kills Kids" which carefully documents the role of gun control in disarming populations, thereafter allowing governments to treat the population cavalierly, including putting unwanted portions of it - even children - to death. We're not talking about rare events, here. In the 20th century alone, tens of millions have been so treated - by their own governments!

Move on to the 3rd JPFO booklet "The Bill of Rights". While going through this one, be comparing it to the first one in the series. Which is most effective to someone who is totally ignorant? Which one will be more persuasive? Then move to "Gun Control is Racist", and ask the same questions while reading it. Learn the central thesis - that gun control laws have historically disarmed unpopular segments of the population - in Germany, it was the Jews; in this country, the blacks - who were then at the mercy of the central government.

Make your decision, and then

order 50 copies for \$20 postpaid - [414-673-9745] you'll need ALL of them!

One more encouraging thing...

THE FACTS OF LIFE

If your representatives are there for one reason, the power and the perks that go with it, along with a great pension - that's okay, 'cause it gives you leverage over them. Convince 'em their plush offices and retirement depend on looking out for your gun rights, and you'll have a DCM M14 rifle program... surplus US military ammo...gun safety and shooting programs for young people - yes, even in schools - and anything else you want. You know why? Because it won't cost your congressman a DIME to give you these things, so it's a good deal for him - BUT he'll only do it if he thinks or knows his job is otherwise on the line.

You start with the advantage that many politicians realize that the public whipped up into a frenzy by the media is not the same public who votes in elections.

So, the facts of life are on YOUR side.

THE 'ONE-MINUTE' LETTER

Keep your contacts to a simple one sentence letter or phone call - and make them frequently. Example: *"I want you to vote 'no' on all gun control" - or, "The 2nd amendment is about keeping our freedom - the ultimate safety net - vote no on gun control" - or, "I want you to read this booklet called "Gun Control Kills Kids" because it explains how and why I vote the way I do."*

This is the most effective tool you have, other than your power to vote - and to influence others to vote. So send 'em to your two senators, your representative, and one to the RNC. These could say *"I hate to see Republicans win the Congress over gun control (Bill Clinton: 'we lost 20-25 seats over the gun issue') and lose it for the same reason."*

TAKE THE OFFENSIVE

Gun owners have NOTHING to apologize for and no reason to hide. In fact, the opposite is the case. Freedom is what this country is all about and the liberals are trying to take away your freedom in exchange for "fairness" which means you work, and your money goes to others with less than you have.

Gun owners are on the RIGHT side of the issue. Guns and the right to own guns and the widespread civilian ownership of guns has been the linchpin of this democracy. Do you really think it is coincidence that the worlds' two oldest democracies - Switzerland and the US - both allow civilian ownership of firearms - and most of the rest of the world does not? Do you really think there would be 28 million starving North Koreans - if they had 28 million guns?

Politicians have great incentive to listen, when the population is armed!

IT'S UP TO YOU

And that's the *best* news. You don't have to rely on someone else

who may not care or be interested or may drop the ball. NO, it's YOU - the one who is most motivated, the one who may soon face jail, the one whose rights are being terminated - who has the power to make the difference. You fight, yes - but for YOUR rights.

Start now. Get into the habit. It's fun - and it's effective. And action beats whining and complaining - any day!

WHICH IS IT?

Sometimes in the midst of the politicians' stampede for more gun control it pays to think back to some of the basics, such as these two, and ask the question, "Which is it?":

"The pen is mightier than the sword"

"Political power comes out of the barrel of a gun."

The answer is they are BOTH right. If you want to defend freedom in this country, then you first use the opportunities that are available through representative democracy - which is the pen. This is the way to handle the 'soft' crisis. Only if that FAILS do you - as recognized and recommended by the founding fathers - pick up the rifle. When you are in the 'hard' crisis. (By the way, we are nowhere near that point yet.)

Furthermore, those who are into the romantic fantasy of defending home and hearth against a tyrannical Uncle Sam with their firearm are unlikely to do it when reality comes knocking if they are NOT doing the much easier task of working to educate their legislators with one minute contacts.

Translation: If you're too lazy or stupid or cowardly to do the easy job today, you're going to be too lazy or stupid or cowardly to do the much harder job later.

THE NUCLEAR '2ND'

Nuclear weapons for deterrence: if you had to use them, they had failed their purpose. If you had to use them, you were in desperate straits, and people were going to get hurt, and life would not be the same.

Think about the 2nd, designed to keep ultimate political power in the hands of the citizenry, as a deterrent to would-be dictators and third-termers. Like nuclear weapons, if the deterrence fails, and you have to use them, you also know 1) you are in a desperate situation, 2) people are going to get hurt, and 3) life is going to be different.

If you could go back in time and ask questions, do you think the people who lived through the Revolutionary War would say it was fun, or enjoyable? Doubtful - not with houses burned, fortunes lost, lives wrecked.

No, doubtful if anyone enjoyed it - but they did it, and in doing it pointed out the high price that was initially paid for freedom in this country, and that freedom was worth that high price. After all, July 4 was celebrated not as a day

of mourning but as a day of rejoicing, as the founding fathers said, with "bells, whistles, fireworks, and the sound of guns".

But at the same time, if they had had an alternative to picking up a firearm - if they had an elected official to complain to, if they had elections to vote in and a 'free' candidate was running against the 'king's man' - don't you think they would have settled the issue by lobbying their reps and voting the right people in?

You bet they would. Far nicer to win politically and spend Saturdays out target shooting at the range than to live in the cold wet - or hot mosquito-ridden - woods, not knowing where your family is, maybe your house burned down, your best friend shot just last week, and your future uncertain.

So when you see or talk to a guy who disparages the idea of voting or contacting his rep, and who claims to look forward to 'educating' them with his firearm, you are looking at an uneducated person, and you should try to supply the education. Lead him to reality and the urgent need to educate his reps on the 2nd BEFORE he tries to sleep in the rain - & he'll thank you.

EDUCATE YOUR REPS

Because your rep is naive regarding freedom and its protection in this system of government, it's up to you to provide it. They don't know what the "2nd" is about - unless you tell them in a 60-second letter or call [call your local library and ask for the addresses and phone numbers - it's easy!]:

Sample 'One minute' letters...

1 "The 2nd Amendment is the 'ultimate safety net', the final 'check and balance' in case other Constitutional safeguards fail."

2 "The '2nd' guarantees that ultimate power in this country will always reside where the Founding Fathers wanted it - in the hands of the citizenry."

3 "High government officials have armed guards paid for by taxpayers who are told to 'Dial 911' for protection. Why don't they 'Dial 911'?"

4 "I vote, and I feel strongly about the 'gun' issue, and I plan to get as many as I can to the polls in the next election. I will not forget!"

And you can think up more. Write frequently - you're only spending 5 minutes at a time to contact your rep and your two senators, so you can afford the time. In each letter, make the first sentence "I strongly urge you to vote AGAINST more gun control!" so, there is no way they will mistake where you stand!

And don't forget to send them the JPFO comic book "Gun Control Kills Kids"!

To be effective YOU need to be educated, so start with the JPFO publication "Gun Control Kills Kids" [order 50 copies for \$20 - postpaid! - 414-673-9745] which carefully documents the role of gun control in disarming populations - thereby allowing governments to put unwanted portions - including children - to death - tens of millions in that 'civilized' Europe the liberals

love to boast is so superior to this country.

Order those 50 copies for \$20 postpaid - you'll need ALL of them!

One more consideration...

BEING READY IS ESSENTIAL

It may not happen in your life time - or ever. But you need to be ready when it comes and, if it doesn't come in your lifetime, you need to make sure the skills and abilities are passed on as part of the tradition so that future generations - your children - can protect themselves. You owe it to the founding fathers, to those who have gone before you in defense of freedom - and to yourself.

Guns out of schools? NO!

They should be schools as part of a marksmanship program, along with the education in why they are so important in preserving freedom and the American way of life [another liberal just passed away on that].

You know how it works - the 2nd is the ultimate "check and balance" in a system of checks and balances designed by the founding fathers to do one thing - to fragment political power so that the freedom of the population is never jeopardized.

You know it - but do your kids know it? Picked up one of those dull "Your Government" textbooks lately? See what it says about the Second? It's up to YOU to do something, and the first thing is to educate your children and your representatives on exactly what the 2nd means.

It's easy - and you handle both categories of people the same [ie, your kids and your congressmen]: Give them a copy of the JPFO booklet "Gun Control Kills Kids", tell them to read it, and then ask them questions to make sure that they have - and that they understand it.

You don't teach them, they'll never learn.

THE 'ONE-MINUTE' CONTACT

By phone, email, USPS - it doesn't matter. Just keep it short and sweet - and do it regularly. Treat your rep as you would a friend and likewise if you deal with his assistants. If you call, simply say "I would like to register my opinion on the gun issue." When the right person is put on the line, say the above again and continue..."I am totally against any more gun laws. I want you to understand that. And I will remember to vote on this issue in the election, and will convince my many friends to do the same. Thank you for listening."

TAKE THE OFFENSIVE

There's no real reason to focus on stopping this or that bill. I think you should urge your congressman to take a leadership role in protecting the ultimate 'check and balance' - but expect him to do it only after you have educated him by sending him a copy of "Gun Control Kills Kids" [50 copies are \$20 postpaid from JPFO - 414-673-9745]. How many times does it have to be said? Order these and use them to educate the uneducated!

IT'S UP TO YOU

You don't have to rely on some one else who may drop the ball. No, it's YOU - the one who is most motivated, the one whose rights are being terminated - who has the power to make the difference.

Thousands of gun owners will make this difference - one gunowner at a time.

THE TRAINED RIFLEMAN

....can beat a machine gun easily, because he is hitting targets with rapid aimed fire. Read 'The Rifleman at War' which follows, and then read this: I was in the pits at Camp Perry while the Arizona Jr. Infantry Trophy Team was firing. To be on the team, you have to be age 20 or less - most are high school age. I don't know the age of the shooter on my target, but from 600 yards away, he was keeping up a steady drumbeat on the target - putting a shot dead center in the silhouette in a 10" group at the rate of a shot about every 2 seconds! He was probably nothing special - just a well-trained rifleman. Just what you can do if

1) you set the goal for yourself, and 2) you work to attain the goal. The nice thing is, once you get it, you have it forever - and you can be part of the defense of this country and freedom!

THE RIFLEMAN AT WAR

One benefit of being human is that you can study the past and learn from it. Herein we paste up on the board examples of how to use - or not use - the rifle in combat, and some of the instances will give you a different slant on field shooting. The first: a competitive rifleman handles the problem of target visibility - the hardest problem facing the rifleman - in life-or-death combat.

THE RIFLEMAN AT WAR
Burma, 1944

After successfully blocking the Japanese main supply route, Merrill's Marauders pull back several miles up a jungle trail to a hilltop in the face of a Japanese counteroffensive. A battalion is left behind on a lower hilltop as a blocking force, which everyone expects will be surrounded by the Japanese momentarily. A staff officer who is a competitive shooter is ordered to take a 3-man patrol to see if the trail to the battalion is still open. Several miles down the twisting, muddy, foliage choked trail, more and more evidence of Japanese presence is seen - first aid wrappings, shoe prints, etc. Suddenly from ahead a Nambu - one of the most feared and effective Japanese weapons - opens up and bullets whistle by. The patrol immediately drops into the brush on either side of the trail. The BAR

man opens up return fire, but no targets are visible. The Nambu must be shut down! The competitive rifleman starts systematically putting rounds toward the sound of the Nambu, spacing each shot 12" above ground level and 6" laterally from the prior shot. As he 'walks' the shots across the target area, the Nambu abruptly stops on the 6th shot. "Now!" he yells, and the patrol successfully disengages. Definitely, the trail is cut - and rifleman skills were used to get the patrol out of a tight spot. A tyro would simply have pounded out rounds and hoped for blind luck - a rifleman spaced out his rounds for maximum probability of a hit on an unseen target - and successfully hit it. Good job, Rifleman! The MORAL is: Just because you can't see it - doesn't mean you can't hit it! [from John George, *SHOTS FIRED IN ANGER*]
Next Up: "Long distance" in Korea stymies green US troops! How NOT to do it!

THE RIFLEMAN AT WAR
Korea, 1950

".....The average infantry soldier ...has not been impressed sufficiently with his own potency and the effect of well-aimed, properly distributed... rifle fire."
Report, "Tactical Lessons in Normandy", US First Army, 1944

Somebody in First Army was wide awake when that was written. Six years after this report we find a living, breathing example of its truth. The North Korea attack on South Korea in June 1950 caught the US by surprise: the first troops on the scene were ripped out of their soft berths in occupied Japan and rushed into front line combat. On July 7, 1950, Co A, 1st Batt, 34th INF RGT is part of a roadblock thrown up on the OSAN-PYONG-TAEK road to slow or stop the oncoming North Korean invasion forces. A small destroyed bridge lies 600 yards to the front. Early in the morning the sound of tank engines is heard: first light reveals several tanks stopped at the blown bridge, the tank commanders out to inspect the bridge site. At the same time two columns of infantry approach from behind the tanks and, a little later, another large group of enemy troops gather around the tanks, now lined up bumper to bumper. It is the best target you've ever seen, but your recoilless rifle is out of ammo and your mortar observer is in a state of shock from a near-miss, so your company "has no effective firepower". So reads the narrative. As a result, the NKPA was allowed to cross this natural barrier without hindrance, and Co A was overrun. Many who were captured had their hands bound behind them with commo wire and were executed on the spot.

It's enough to make you pull your hair out. The moral of the

story? An M1 in the hands of a poorly trained and motivated individual is worthless. Train hard, fight easy. If your mission is to delay, think how long it would have taken the NKs to crawl 600 yards under heavy, well-aimed rifle fire. Your mission was to delay - and you would have been successful - if you only had trained riflemen.

At RWVA we recreate the event at 500 yards as a team event. Your team has 6 rounds each and 30 seconds to see how many 'kills' you can get at 500 yards - not really rapid fire, more like 'steady' fire.

THE RIFLEMAN AT WAR
Korea, 1953

As a marine rifleman (reporter to marine fighter pilot: 'So, what do you do?' Pilot: 'I'm a rifleman - temporarily flying a jet!') you arrive in Korea at the tail-end of the conflict. Sent to a bunker on the MLR, one night you hear a cough from 'no man's land' and see the dark shape of a chinaman - apparently manning a listening post - about 70 yards in front of your position. Sometime later, the idea comes to you: the position is manned only at night and is vacant all day. Next day you grab some sandbags and set up your BAR, alternately firing a shot and adjusting the bags until the round skims the lip of the dug-in position. Then you insert a clip with a tracer round and wait for dark. With all quiet, you whistle and see the shadow appear - and quickly squeeze the trigger. The BAR coughs once and the tracer disappears into the thorax of the target. Little did the guy know that while he was off somewhere sleeping, you were setting him up for a kill. [from Martin Russ, *The Last Parallel* - a Marine rifleman's journal of Korea.]

THE RIFLEMAN AT WAR
APRIL 19, 1775

Right from the beginning, at Lexington and Concord, the British, then a leading world power (they have since disarmed and today are worthless), found out that they were dealing with riflemen. And that when you deal with riflemen, you get hurt. On the very first day, regular British troops, trained to the best military standards of the day, find themselves outshot (and thereby outfought) by civilians who are farmers, but farmers who have long familiar experience with their firearms, and who shoot to hit. But let a historian tell it [A. J. Langguth, *Patriots*: Simon & Schuster, 1988, p 245]:

....Advancing and firing as fast as they could, the Americans drove [the British] onto the riverbank at the end of the bridge. Their aim was deadly. Few of their weapons were as new or as efficient as Brown Bess, but the Minute Men had been shooting a weapon, often the same one they were using now, since they were old enough to walk. Some had even brought the long guns they used for duck hunting. The

British soldiers may have been equipped and trained by a great world power, but this morning at the North Bridge the Minute Men were more effective....

Shades of DCM! Civilians outshooting military-trained shooters! And on the first day of the American Revolution! Right on, guys! You did good! And set a great American tradition. Marksmanship - it makes a difference! When the chips are down, it's hits that count! You could argue it - marksmanship - was a significant factor in the birth of our country - and freedom.

GOOD READING FOR RIFLEMEN

John Ross, *Unintended Consequences*. A must!
George Orwell, 1984 - (should be retitled 2025 or 2084) and *Animal Farm* - George does it twice. As an ex-leftist, he knew what he was talking about, and we owe him a debt for each of these books. In my generation, these were read in school, but I bet no longer.
John George, *Shots Fired in Anger* - maybe the best book written by a competitive rifleman on combat. And you'll pick up tips on using your rifle!
Martin Russ, *The Last Parallel* - a Marine rifleman in Korea.

The Orwell and Russ books can often be found at the Goodwill store for a buck or less. The others are worth the trouble to find. If you haven't read these, get a copy and do so. If it's been awhile, you owe it to yourself to reread them. The most chilling on the list is 1984, because you can see so much of it coming true in Washington and the media today.

--- Tactics ---

Simply acquiring the skills of a rifleman is not enough. Nor is the education of Congressmen and kids. No, to be 'ready', you need to consider what you *might* have to do, if the day ever comes.

First, equipment: 1st choice of weapon is a semi-auto M14, but if you don't have one, an SKS or AR-15 would be useful. You could even make people sit up and take notice with a Lee-Enfield if you practice enough to be fast on the bolt. Any other firearm is perfectly acceptable provided it - and you - can outshoot your opponent.

You may want to camo your rifle (and yourself). A strip of burlap wrapped diagonally the length of your rifle will break up its outline. Just make sure it doesn't interfere with the operation of any part of the rifle or sights. Camo painting the stock (and rifle) will also do the trick. If you paint, don't forget the mags, which will protect them from rust and serve to ID them as yours at the same time.

Because you might not have an armorer handy, it is easy to hollow out a small place under the buttplate for a spare extractor and spring, and maybe a spare firing pin. Be sure to wrap them for long-term storage - you don't want to fish them out, only to find them solid rust. Learn how to strip the bolt. It takes a little practice with

"The most important item of equipment that a rifleman can have in his possession in combat is a well-zeroed rifle."

Unit Marksmanship Training
Program of Instruction, "How to Do It" Guide, USAMU, 1979. p 37

the combo tool, pressing the combo tool head into the face of the bolt and rotating so the screw-driver blade comes up and snags the extractor, then keep twisting to pop it up and out. Putting it back together is easy - IF you practice, so do it. (Try to find someone who has done it before to show you - easy to show, not as easy to explain in words.)

PS: Pre-encounter checklist: Sights at BZ, chamber and bore dry, lubed in the right places, sling adjusted (remember to have it adjusted simultaneously for both carry and shooting - you can do it if you experiment a little).

Since you may have to move to the encounter location, ammo in 2-4 mags in pouches with 2-3 extra bandoleers, along with 2 qts of water are a minimum (I might be tempted to carry more of both, but it depends on distance, weather, and your physical condition. A broken-down rifleman with one mag is far more effective than 10 athletes who can't shoot. One of those little folding shovels might be a life-saver, as well as wide-brimmed sun (or rain) hat! An emergency bandage and binocs would be useful. [We are not talking about survival in the woods, merely movement to contact.]

The following focuses on **actions of the individual rifleman, preparing the encounter location and teamwork.**

Discussion of "Tactics" is protected speech under the First Amendment. We are speaking hypothetically about how to use your rifleman skills in defense of freedom from external aggression. No one wants to see it happen; no one is advocating you do anything but become a skilled shooter; few want to grab their firearms and go out to defend the country - but you have to consider these things if you are going to be prepared.

ACTIONS OF THE INDIVIDUAL RIFLEMAN

The first rule would be to *take no unnecessary risks*. As a skilled rifleman you are an asset important to the future of freedom in this country. So remain undetected until you reveal yourself with hits on the target.

Unseen means observing principles of camouflage: disruption of shape, prevention of shine, awareness of shadow, and moving either very fast or very slow. A 3' by 4' section cut out of camo screening will be very useful, along with garish your firearm to break up its distinctive shape - something as simple as wrapping a band of burlap diagonally down the stock.

Early target detection is a must. In this case, your opponent will be on the move and your movement is simply to get you to the place where you can stop him. [That is the essence of defense of home

and community, and the first stage of defending freedom.] More than likely your opponent will be motorized, so target detection will be fairly easy. [But see "Target Detection, earlier.]

Cover means physical protection from hostile fire. That means you select your engagement location to preclude easy detection and expose the smallest possible area to the enemy.

Your mission is to harass, delay, and cause maximum casualties to the other side. If you are good enough, you can get several hits before the other side has time to react, thereby catching multiple targets unaware and exposed.

Engagement range will be a minimum of 300 yards, and preferably 400 or 500 yards. You could call it - that area from 300 to 500 yards - the 'devil's playground' - but for you the rifleman it is simply your work area. At the minimum range you will be outside the effective range of aimed rifle fire and need only worry about random rifle/MG fire - and automatic grenade launchers. And this last means you get the best cover possible. If air is a factor, make that overhead cover. Once your position is revealed you will immediately relocate to another position 50 or 100 yards away, although this time your targets will be vulnerable locations on vehicles and equipment [the uniformed personnel will be behind cover, you bet].

Now's when you *don't push your luck*. Better to get out and fall back to the next good position and wait for them to saddle up and come down the road again. Eventually, they will put out scouts to walk ahead, and these will be 'gimme' targets, until you've got them so demoralized they 1) stop for the night, 2) button up and ram their way down the road, or 3) call in fire support. By this time, you should be bugging out, satisfied with a job well done, not pushing your luck - there'll be other days...

Depending on the persistent stupidity or the quickness of the other side, you will have fired as few as half-dozen rounds or as many as 25-40 rounds.

PREPARING THE ENCOUNTER LOCATION

Unlike the embattled farmers of 1775, rifleman today have time and the opportunity to consider ways they might have to react to protect home and community from external aggression.

The first rule: take no unnecessary risks: *Remain undetected until your bullets hit the target.*

But if you can, give yourself additional insurance by preparing the encounter location. Booby-traps, deadfalls, barricades, diversions, even wildfires or phony mines can be used to distract, confuse, and disorganize the other side, reducing their ability to focus on you as the real threat.

You'll need every help you can get to minimize risks and maximize

impact. And if you can get a few hours - in some cases, a few minutes - notice, you will be in a better position to guide the outcome the way you want it to go...

Assume our friends are a UN convoy en route to wherever [what do you care where? When you see your natural enemy, it doesn't matter what he's doing or where he's going - you stop him and do your best to take him out!]

Now, think about that *road-bound* convoy...and the key: the road. The VC used to plant a command-detonated mine - guaranteed to piss everyone off! You too can prepare that road - if only with a primitive obstacle like a derelict vehicle or downed trees.

Then hit from an unexpected direction. For example, the convoy bumps up against your obstacle, and you hit the *rear* of the convoy, not the front! [If there is more than one of you, you can hit the front and rear: see *Teamwork*.]

By the time they have cleaned up the mess and confusion at the rear of the convoy, you should have worked your way around to the front of the convoy and, just as they are pulling around your obstacle, you hit them again, disabling drivers and any vulnerable vehicles. [In the late 70's, an Army general testified to Congress that there were 14 points on the Soviet T72 main battle tank where an expert rifleman could disable the tank - armored vehicles are NOT safe from you - no, not at all.]

You use your rifleman skills and stay at least 300 yards out - if you have prepared the engagement area you also measured ranges so you know the exact range to critical points. It will make a real difference to your effectiveness. Heck, thin-skinned vehicles are going to be easy meat at 400 and 500 yards [recall your battlesight zero - simply go up 3 clicks for 400 and 4 more for 500 yards. Your 308 will have plenty of punch left to do the job. And the thin-skinned vehicles are what the convoy is all about. Stop them, and the job is done.]

Now remember, all we are doing is talking hypothetically about how you can use your rifleman skills in defense of your freedom from external aggression. No one wants to see it happen; no one is advocating you do anything but become a skilled shooter; few want to grab their firearms and go out to defend the country - but you have to consider these things if you are going to be prepared.

Dame History has a way of playing tricks on people - and nations. Never forget: those Chinese nukes are only 30 minutes away. Never forget the world-wide consensus of world leaders that small arms should be banned - world-wide. Think a liberal US president will fight hard on the world stage for your 2nd amendment? I don't think so. And I don't think he will look on the UN as an enemy - nope, UN forces will look through his eyes - more like friends, you bet. What will be a world-class disaster to you - the loss of your freedom and your

country's sovereignty - he will view as 'stabilizing' and himself a hero for bringing our country into compliance with 'international law'. Never forget it. And be prepared. Mentally and physically. If it ever happens again, a bunch of farmers with shotguns gathered on the village green [a historically inaccurate image, to be sure] will not do the trick. It will take rifleman who know what they are doing, who know the value of their skills, and the superiority over the enemy that possession of those skills gives - and who minimize risks...

TEAMWORK

When the time comes, the first to go under will be the ones who never see it coming, the ones who stick their heads in the sand and sneer "It'll never happen here!" Next will be the risk-taking, self-sacrificing 'heroes' who don't know any better; the ones who are 'good guys' on the issue, but never took the time to actually prepare. The third bunch to go will be the loners, those who don't have any friends or who can't work with others. The ones left - the ones who are going to save this country - are the team players. Even as far back as 1940 team effectiveness was recognized:

"Experience has shown that in the absence of team training the fire of a group of rifleman in battle is poorly controlled and is haphazardly directed. This fact remains true even where every individual in the group is an expert shot..." military training manual, 1942 emphasis supplied

Two or more rifleman acting together as a team not only are more effective than as individual rifleman - by acting in concert, they also *reduce* the risk to each other!

What a great deal! *More* down-range effectiveness - with *less* risk! And the cost is nothing but a willingness to get together with others and shoot as a team.

Think about it. By dividing into more than one group, you can do the military 'fire and maneuver' tactic where one party keeps the enemy's heads down and the other moves [but not to attack - that is not ordinarily the tactic of the rifleman, unless success without risk is assured]. Even more important, one party can come to assistance when the other gets into water a little too hot.

Picture the classic convoy situation and two 3-man rifleman teams [most scenarios envision an invading force moving mostly by road, with the variables being the skill level of the opponent and the level of his air and artillery support]. The encounter area has been prepared with fighting positions, a road blocker to stop the convoy, and ranges mapped out. Team A moves into position and opens fire at a prearranged point 500 yards from the convoy [ideally, in such a position that the convoy will, if it continues moving, approach within 300 yards minimum of the team]. Each member of Team A has an assigned target along with alternate targets to take out. The range is known precisely from pre-recon of the encounter area. Each team member has a

"Teach [draftees] not to waste ammunition. Learn to make every shot count."

"Afteraction Report: Fighting on Guadalcanal" - 1943

good zero and can be counted on to get off 20 well-aimed shots in 30-60 seconds. [Team SOP: Fire one mag rapid-fire, cease-fire and move to a designated spot. PS: **Rifleman never waste shots.** As soon as all personnel targets are out of sight, fire is automatically switched to soft-skin vehicles - cabs, tires, gas tanks.]

A 3-man team will therefore put 60 well-aimed rounds into the driver's positions and any exposed personnel. A well-trained convoy will respond with MG fire in the direction of the initial attack. And here is where Team 'B' steps in and reveals its presence.

By pre-arrangement, the cessation of fire from 'A' will be the signal for 'B' to fire one mag. Another 60 rounds into the convoy, this time from another direction, preferably the opposite direction, to catch personnel taking cover behind vehicles. Fire from the con-

German allies, and 1776 all over again. (I trust this time we sign the peace treaty in London - and let's write a new British Constitution - with the 'right to keep & bear' protected!)

THE GRIND

Ambushing the convoy is fun and exciting! You use your skills as a rifleman to do exactly what the founding fathers anticipated - and it's a good, deeply-satisfying feeling. Quite possibly there was elation back at Lexington and Concord when the British were turned back without seizing the powder.

But not everyone was elated. Those whose houses were burnt, those who lost friends and relatives, those who were wounded - there was plenty of sorrow and misery on that day.

And once you come off the high - if you were on one - the

say a takeover by the UN, the US population will break down into several groups.

The 'Pro-UN' group will be like the 'loyals' in 1776, and will ally themselves with the enemy of US freedom and sovereignty, although the UN will be portrayed in the media as 'our friends'. The active collaborators will be less than 10% of the population, and the sympathizers will be another 15-40% or more, but the media will be near 100%, and fully behind whatever PR blitz will be needed to keep the apathetics asleep and increase the number of sympathizers.

The 'Apathetics' are the large group in the middle which will do nothing and try to adjust to the situation and live with it. Figure up to 70-80% of the population, depending on the success of the media propaganda.

The 'Patriots' - some of whom will be riflemen - will be the defenders of the American tradition, probably less than 10% of the pop, aided by another 10% who will be sympathetic. Unfortunately, we will be lucky if 12% of this group is rifleman-trained.

Some important subgroups will be:

The 'Hidders', those who have stockpiled against bad times and plan to go underground until the mess is cleared up. Most are 'patriots' in belief, but their strategy is hide, not fight. Up to half of the 'patriots' may adopt this strategy. Some will help out in a passive way. But, fundamentally, you don't win freedom by hiding, you win freedom by fighting.

The 'Loners' will take action, but insist on doing their way, and without any help. They will be eliminated quickly.

The 'Heroes' will be out front, and they, too will go down quick. Heroes are good guys who are willing to take action, just the kind of people you want on your team. In the 'Hero' role, they are operating alone, and you can get carried away, pushing your luck too far in trying to win a multi-year war in one day, letting it slip from your mind that valuable old saying "Enough! Time to call it a retreat for another day!"

The 'Teams' - composed of mutually-supporting riflemen with a clear plan of action and the determination to be in for the duration - will provide the toughest opposition, both in offense and defense. There is a reason that military tactics stress 'fire and movement' - where one element keeps the targets' heads down while the other element moves into position for the kill. There is also a reason that military strategy emphasizes the 'indirect approach', meaning you go around behind and hit them from an unexpected quarter, usually with an element engaging directly to distract. The resulting surprise is extremely effective in unmanning the other side and multiplying the effectiveness of your side.

And, if one part of a team gets in trouble, another part comes to the rescue, distracting the opponent and supplying a diversion.

You can see how *teamwork enhances survival*, with the bottom line being - you survive longer!

"FRED, YOU OVERLOOKED SOMETHING..."

From a reader in response to our "Tactics of the 2nd Amendment Rifleman" series: "...I read your recent 'tactics' with a great deal of interest, but you are wrong on one thing: your rifleman should only fire one shot, so his position cannot be located..."

The point may be well-taken, but consider: You are facing a major threat to your family, your community, your freedom, your way of life. [It has to be a major threat, or you wouldn't be picking up your firearm to face it.]

The "one shot" suggestion overlooks your primary purpose: to stop the threat. Yes, you do it "rifleman"-style, to minimize your personal risk, but if this last becomes the *sole* consideration, you should stay home in bed - it's a lot less risky.

Look at it from another viewpoint: Having screwed up your courage and shouldered your firearm; having marched off several miles to meet the enemy; having carefully mapped out and prepared the encounter location; having stopped the convoy in front of your roadblock; having multiple targets in front of you - NOW you are only going to fire one shot? I don't think so. Maximum effectiveness at minimum risk says: "Knock 'em down as fast as you can!"

One target down will not make much of a dent in the threat, and you may run out of time and space - and surprise - before you can knock down enough through successive single shots to make a deterrent.

And rapid effective shooting not only takes advantage of the surprise factor, but in itself is - even if your general position is 'exposed' - a surprise which diminishes the risk.

Look at it from the target's point of view: Under the 'one shot' recommendation, one target goes down simultaneously with the 'crack' of the bullet, followed a second later by the distant 'thump' of the muzzle. Nothing else happens. You get up off the ground, dust yourself off, pick up the body, put it on a vehicle, and drive on.

Now let a rifleman 'let loose': The 'crack' followed by the body falling, and the distant 'thump' of the rifle is overridden by the next 'crack' and the next body falling. With luck, a third target will stand there with his mouth open, so the third 'crack' will override the second muzzle 'thump', and another body fall. With everyone on the ground, the main concern is personal survival, for in the next 30 seconds bullets will be striking vehicle compartments, gas tanks, and tires to the sounds of breaking glass and [hopefully] burning gas tanks.

NOW you, the rifleman, move - no more than 60 seconds after the first shot - and you've done far more than 'one shot' would have done. You leave while the other

"Teach the young fellows to look over the ground and look in the trees and to learn where the enemy probably will be."

Master Gunnery Sergeant, First Marine Div, Guadalcanal,

"If I had to train my regiment over again, I would stress small group training and the training of the individual even more than we did when we were in training."

"There must be training in difficult observation, which is needed for the offense. It is my observation that only 5% of the men can really see while observing."

COLONEL MERRITT A. EDSON, Commanding Officer, and Medal of Honor winner, Fifth Marines

[both quotes] "Attraction Report: Fighting on Guadalcanal" 1943

voy is now distracted from 'A', and the first signs of panic at being 'surrounded' may already be popping out.

Team 'A' has meantime shifted position and again dumps a mag apiece into the target. The convoy commander's plate is filling fast as this '3rd group' opens up - and 180 well-aimed shots have impacted on the convoy in just minutes. Meantime, 'Team B', with fresh mags, is falling back to the next 'stop point' for their 'round two' with the convoy.

You begin to get the picture: two or more groups can confuse and panic the enemy while taking pressure off each other and dividing attention and reaction. Riflemen working together to defend Constitutional freedoms as foreseen by the Founding Fathers can multiply the effects of their actions all out of proportion to actual numbers by working together as teams, unbalancing the enemy - and reducing the mutual risk!

And don't forget the personal side of the equation! Those SOB's in the convoy are the ones responsible for you having to get up, get dressed, get your firearm and ammo, trek a long way drinking tepid water from a canteen, and hear those 12.7s cracking over your head. No wonder you're aggravated! If those SOB's are too stupid to know that they are not welcome here, that they should have stayed home - well, at least you have the satisfaction of sending them the message - 20 well-aimed shots at a time! With any luck it will be British troops with

uncertain future lies before you. Sure, you cleaned up this time - but what about 'next time'? You know they are not going away - at least, not yet. And how many more 'next times' will there be? And will they all turn out as good as this one? After all, next time they will know about the opposition. They don't want to die, so they will be working to reduce their risks on the next venture. How will they do it? Increase firepower? Air or artillery support? If they are smart, they may choose to operate behind a screen of snipers. Maybe they will send in special forces to 'prep' possible encounter sites. Maybe the next time you move to an encounter site, you will encounter mines - or snipers - or ambushes - or all. Eventually you may be forced to leave your house and take to the woods...

So now the grim reality sets in: it will be a long haul. The War for Independence lasted eight years. That's a lot of time out of a man's life. Who's going to pay your bills while you're out in the woods? If they're clever, they'll do anything to get names, so your workplace may be too dangerous - an easy place to pick you up. But if you don't go to work, will the bank overlook those mortgage payments?

And your dependents? Who's going to get food for them? What about that sick elderly parent?

"The day of the summer patriot and the sunshine soldier is over."

That's when the *real* Rifleman will stand tall.



In a second amendment crisis,

side is still trying to recover from the surprise induced by a fusillade of effective shots, with multiple casualties on the ground. You leave before the weapons are manned, the covers thrown off, the ammo belts inserted. [If they are 'cocked and locked', you may leave even quicker - maybe after 30 seconds and 6 - 15 rounds] What is their acquisition and response time? You'll find out, valuable info for future use. They may have an idea of your direction, but will have little idea of your range, and, firing from a protected position, you are relatively safe from return fire.

And remember that the *team* approach is best - with two other riflemen on your team and another 3-man team working with your team, your downrange effect is multiplied a hundredfold, while your risks are cut in half. Liberty may be *individual* freedom; defense of liberty requires a *team*, and *rapid fire shooting is key!*

POINT DEFENSE OF A RESIDENCE

It's common to hear a gunowner say something like 'They'd better not come knocking on my door!' but would he know what to do if they did? Here are some ideas.

First, *never* have anything in your house you can't live without. There should be nothing there worth dying for. And consider this, as you chose whether and how to defend your home: No all-round vision, point-blank range, no 'surprise', and no room to maneuver.

Forget it. Never give up surprise, and never give up your edge from your rifleman skills.

"The best defense is a good offense". Whoever said it, said a mouthful. Unless you are confronted with a single assailant - and maybe even then - the best defense is to get out of the house, and get to where you can over-watch so you can see what is going on and respond appropriately. That will be, because you are a rifleman, up to 300 yards away (at 300 yards you are far outside their threat radius, but as nearly as effective as you would be at 25 yards). **SO GET OUT!** [And get out FAST. Law enforcement may try to wait you out, but a military unit, as soon as they discover resistance, gets the grenade launchers thumping along with the MGs. If they come prepared for trouble, there may be snipers set up watching every exit. Haste is your only salvation - haste, along with a distraction from a buddy who heeds an emergency call.]

Look at the problems with an 'inside' defense: Extremely limited visibility, limited mobility and capability of surprise, extremely close range which largely *nullifies* your 'rifleman' edge. Anyone can tell you that urban house fighting is some of the most brutal combat there is.

But the biggest defect is that you give up the initiative. You want not to defend but to defend offensively by carrying the battle to the other side, and keep 'em off-bal-

ance in doing so. The navy had the same problem in WWII: every island invasion in the Pacific tied the carriers - the offensive arm of the fleet - to defense of a point - handicapped by lack of maneuverability and with the Japanese knowing where the carriers would be. So as soon as the first American feet hit the beach the admirals were screaming to get an airfield working so the carriers could be released to *carry the war to the enemy*. Okinawa, in range of land-based air from Japan, with the resulting waves of Kamikaze attackers, was a heavy burden. Despite the "disappointing" results from the Japanese point of view - ("every man a battleship or a carrier"), the Navy view was that it was hell, especially for the radar picket destroyers closest to Japan. (One, the *LAFFEY*, was hit by 8 suicide divers, 9 bombs, and one US fighter - while shooting down nine

Liberty is freedom of the *individual*; but defense of liberty requires a *team* - and *rapid fire shooting is key!*

Japanese planes - *all in one afternoon*.) Some of us in RWVA kid our 'draft dodger' Navy vet member, but in WWII the Navy fought - and died. Casualties among the fleet were higher than the heavy toll on the infantry ashore.

[And I don't think those boys went through that just so a bunch of smug, know-it-all, arrogant, prohibitionist, politically-correct, anti-American liberals could take our freedoms away and undermine our 200-year-old system of gov by kicking out from under us the one prop that gives ultimate political power to the people - the 2nd Amendment.]

Admiral Farragut said it like a rifleman: "The best defense is a well-directed fire from your own guns."

So the question of defending your residence against unlawfulness/home invasion, unless it is the simplest case of a dope pounding on the front door, is to get out and get where you can see what is going on, and maybe exert some control. To seize the initiative and carry the battle to the enemy to put HIM on the defensive - and in fear of his life.

And if you have a friend or neighbor who is a rifleman - a man skilled with a rifle who can be counted on to be steady and effective in a fraughtful situation - someone you can trust to know what to do - then your situation is tremendously bettered, especially if you have preplanned the scenario. For example, on the alert call, your friend goes to the rendezvous point. If you are there, you can plan how to proceed; if not, he proceeds to the agreed 'overwatch' position and takes appropriate action. For example, if he sees UN troops dragging women out of your house, he starts shooting them - sort of like ringing church bells in alarm.

BUT: two central observations: ONE, you should always be prepared to give up the house for

more important things, like life and freedom. Plan *now* for the ultimate loss [hopefully temporary] of the contents of your house. TWO, ALL the above comments apply to a situation in which there is a *complete* breakdown of law and order. Until that happens, your options under "law-and-order" are severely limited and fraught with the most dire legal consequences: you may generally use deadly force only to counter deadly force, and if you have a retreat option, you would be wise to retreat and wait for the local law enforcement to arrive (but note that under law and order, his life is more important than your possessions - in other words, you should still treat your possessions as expendable - any other approach guarantees you years in court - thanks to the liberals.)

TEAM SHOOTING

Individualism is great - that's what freedom is all about. But when it is time to *defend freedom*, you should do it intelligently, and the *team* is the intelligent way to do it.

Shoot against your team member[s] to boost their skills - and yours. While in 'fun' competition, weak shooters mean a 'target rich' environment, in real life you want everybody to be up to snuff and effective. That guy next to you just might fire the shot that will save you.

So get together with some others: shoot against each other to polish your skills, then shoot together as a team. Set up 2 more 1" square targets than team members at 25 meters, give yourself 10 rounds and thirty seconds, and count the hits, requiring at least 8 hits on each target [you old guys will recognize this as 'rattle-battle']. Then set up the same target scenario and allow two rounds per shooter, and try to make the first shots simultaneous, quickly followed by second shots on the extra targets. That is *volley-fire*. You can take it from there: target assignments, various time restraints and ammo restrictions, maybe even some fire and movement [remember the rifleman maximizes concealment, so slow movement - or very rapid movement - would be appropriate]. But at all times, stress accuracy - and speed.

At RWVA we put a sheet of paper at 25 meters with 15 squares on it - 6 are 2" X 3" and the rest are 1" squares jumbled in. Then we let people get on the line and comfortable, and on the command "FIRE!", they have 30 seconds and unlimited rounds - what we call "2 mag/min" - 20 well-aimed shots in 30 seconds. The one who gets all 15 hit is the winner. It's not as easy as it sounds - try it on the target included herein! If you can do it, you know you're good!

Your rapid fire skills in the bag? Get on the second requirement - get others trained. Then shoot with them to develop skills in fire control/distribution [so that all targets - even unseen ones - are designated and engaged, and none

ignored]. Start with a team of 3, and put up 6 or 9 targets at 25 or 100, and fire ten rounds each in 30 seconds. Measure team performance by how close you come to having maximum equal hits on all the targets.

If you are serious about your freedoms, aware of the growing power of government and the increasing importance of the 2nd, then you are also aware of the importance of developing your skills now. You may never use them in the context of the 2nd - let's hope not! But they will be there if you need them, and they will be there for you to pass on the next generation - which is why it is called a tradition - and a deterrent!

And if you ever are called on, the team *will* save your life. It will multiply your already considerable effectiveness (a 'rifleman' is not to be sneezed at in any tactical context) and more than double your protection (thereby halving the danger).

A well-trained team first makes sure every member is rifleman-qualified, and then trains each individual in team skills, finally training as a team - sort of a 'building block' approach.

If you are reading this, you already know the importance of the subject - to you, to your family, to your grandkids now or in the future, to the future of our country, to the future of liberty. It does you no good to have a rifle and ammo, and not be able to hit the target, not be able to 'tap dance' on multiple targets, or to be a loner when, if the time ever comes, personal protection, as well as the effective defense of liberty, is working in conjunction with other riflemen to defeat a foe.

A PARABLE: HOW THE TOWN OF HAPPY VALLEY STOPPED THE UN

This is a fictional tale about the first steps taken to defeat a UN incursion into one small part of this country, a fictional location of hills and woods with the name Happy Valley. It's not true, for now; it's not your town, for now.

But it could be, and may be, someday.

At any rate, sit back, relax, and see how some free Americans *could* deal with some "here, and in your face" aggressors.

Happy Valley: The Assault Begins

Our tale begins when a UN convoy, in a hurry, showed up one day, barreling along Highway 14, just approaching the crest overlooking Happy Valley.

Alerted by residents in Junction City, where the convoy dropped off a squad of communication troops, some people were excited. Some were afraid. A lot didn't care. And some *knew*: this was the time, and this was the place.

Those few had been practicing: practicing as 3-man teams; practicing marksmanship and movement, spending time gaming various possible scenarios. So they were not unprepared, not at all. A few were even looking forward to it, but most of them shouldered their rifles

heavily as they left for the encounter. A few had second thoughts and stayed home.

At the rate the convoy was traveling, the late call from Junction City meant *need for haste*. A 3-man team was sent to set up a hasty roadblock (chainsawed trees interlocked across the road, tree-tops in the direction of the convoy) to slow the convoy down, until the real roadblock could be set up with the teams in position.

Most of the townspeople knew little of what was going on (that would change later) as the teams drove out to both the temporary and the main blocking positions (why not? It would be the only time they would have the luxury to 'drive to work', so - they did).

The guys at the main roadblock blocked the road with two junk cars, dropped some trees over them, used chains to drag a few more trees out for more bulk, piled on brush, and were setting out the gasoline, when the first shots popped in the distance. Far down the highway, at the first block, the rattle of gunfire swelled to a crescendo, now including distant rapid 'thumps'. "That'll be the automatic grenade launchers", said someone. "Wish we had some."

"Maybe we will. Let's get this finished, and get ready for 'em."

Meantime, at the hasty roadblock, the 3-man team was hunkered down on the forward slope of a rise 300 yards away, with a clear field of fire. They had managed to scrape out shallow holes, being careful to maintain camouflage.

"Damn," said one, "I wish we had a little more time."

That was when the convoy elected to come over the hill, an armored personnel carrier leading two dozen trucks, followed by another APC.

"I see a gun on top of the first APC, and an MG over the cab of some of the trucks" - he had to shout it, because the team members were a dozen yards apart. "Remember to let as many as possible get out, and go for officers and machine gunners."

The vehicles screeched to a halt before the barricade, and after a short pause, a hatch opened on the first vehicle. Shouting could be heard. Tail gates on the first trucks banged, and troops jumped out and deployed on both sides of the road. A small group moved forward toward the downed trees.

The team was tense. "Okay, on my shot" whispered the leader. A 'BOOM!' rang out, followed by rapid 'booms' to either side. Figures on the road started crumbling, and others started running back to the vehicles.

Each rifleman was well into his mag before the 'gun' on the first APC emitted a series of puffs of smoke, followed by first one, then several of the truck-mounted MGs. The air overhead began to 'crack' rapidly. The team was pumping the rounds out, now. The 'gunner' on the first APC collapsed, as did several on the MGs, and the first truck started to burn, as explosions

began to rock the team's location.

Puffs of smoke came from the rear APC, and dense smoke began to filter through the trees in front of the team, hiding the harassed convoy.

As one, they quit firing - only one had finished his mag - slipped from their holes, and retreated over the top of the hill behind them.

"Didya see that!" one hollered. "We knocked them on their ass."

"Oh man! It was great! Didya see how the .30s ate up those trucks!" said another.

"Yeah - and my rifle's still hungry..." High fives, and excited laughter, as the team members broke brush for a quick exit.

"Yeah, that stopped them, but we need to hustle to support the rest of the guys. I'd say we knocked a little of the stuffin' out of them, but bet they're not done in yet."

It wasn't long before they were at the 'main' roadblock, taking up positions as the 'downstream' team, watching for any vehicles which might break through the main barricade, which was burning by now.

And it wasn't too long after that the convoy was moving again, and probably not too happy about the plume of smoke ahead.

This time the lead APC came around the curve alone, and advanced to recon the obstacle. "They're sealed up tighter'n drum" said a rifleman.

"So would I be - what'd you expect," grunted another as he tracked the vehicle with his sights.

One team was on the south side of the road, about 425 yards out, the most favorable spot, terrain-wise. Another was on the north side of the road, but had to locate 525 yards out, a little further than they wanted to be, but again, a concession to the terrain.

"Wonder what they're gonna do now?" a Southsider asked.

He was answered as the APC rolled to its extreme right, up to the edge of the woods, and pushed the base of a downed tree to one side as it slowly began to squeeze past the obstacle. Around the bend, the trucks could be heard suddenly revving up. "They're going to try to break through!" came a shout. The launcher on the APC was rotating jerkily, scanning the terrain.

"Okay, this is it" said the Southsider as the first truck came around the bend.

"Easy, easy does it." The team leader watched intently. "Let's first see if those trucks can get by."

The first truck was at the edge of the road by the roadblock now, and obviously down to first gear, as it rolled off the pavement, lurching onto the shoulder, and began edging past the tree trunk.

"Okay, guys, on my shot. Each take a truck."

BOOM!..BOOMBOOMBOOM... Puffs appeared on the side of the first truck, and the two trucks following. The muzzle of the APC's launcher rotated in their direction and began recoiling. Glass was breaking in the driver's windows of

all three trucks, and a tracer smacked the first truck, starting smoke. People were piling out the trucks' backs and running in a ragged line toward the south side of the road. Now the fifth, sixth and seventh trucks began taking hits. The last truck in line started to back up. The rear APC came roaring down past the line of trucks as the air overhead suddenly split open with loud "cracks", and tree branches started falling around them.

"Okay, let's go." The team backed out of their positions, just as explosions started walking the ground way to the front. "The dummies think we're way down there. Let's go, quick."

Now when the vehicles pulled in tight to the right to clear the roadblock, the Northside team was left empty handed, vision and line of fire blocked by trees, but the sight of the backs of that ragged line of troops facing south gave a target, and, being riflemen, they opened rapid fire. Even those whose entire attention was on lining up the front sight blade on targets noticed the confused motion 'downrange'. Troops dropping everywhere, and it was evident confusion was running wild.

It took the APCs time to reorient to the north - nobody inside could hear the firing, and a ground officer had to finally get their attention - and it took three of them, because the first two were dropped as soon as they began gesticulating - and by that time the Northside team had fired two mags each and were gone.

The teams got to their next positions just in time to see nothing but the tail-end of a truck skedaddling back down Hwy 14.

The only casualties were among a team tasked to hit the convoy from the rear, which broke cover to check out the abandoned trucks at the first encounter location, just at the time the retreating convoy came back thru. One killed, two wounded but got away.

The tired defenders met later to refigure the fight for "round 2".

The leader said: "Well, guys, we've burned our bridges, and it's gonna be a long journey. But we fought smart! With nothing but rifles and organization and training, we turned back a convoy. Next time we don't want to let any of them get away! And they will be back. We gained six trucks, 24 rifles, a half-dozen MGs, 64 crates of ammo and commo gear, some anti-tank weapons and mines. Counted 8 bodies at the scene, maybe another 8 dead and three times that wounded.

"Friendly loses: One dead, two wounded.

"Mistakes: Overeagerness of one team caused the only casualties. The downstream team was ill-placed so they took no part in the final shootout.

"Now numerous volunteers, who need to be trained in marksmanship and team coordination. Part solution: expand each team to 6-men ASAP.

"Next time: We have to game plan for a night or lo-visibility

Training the Troops

Modern training stresses total participant involvement (TPI), meaning that the student right from the beginning DOES what he is learning. Lecturing per se is kept to a minimum, and student practice at a maximum.

So on the firing line, or in the classroom, wherever you start after a *gun safety check to make sure no one showed up with a loaded rifle*, you cover the basic safety rules, may say a few general comments about the learning objective of the session, and have the student get his firearm and move to his position.

Because the first shots are fired from prone, you talk the student into the prone position. Have him lay down with his rifle, get his sling adjusted per your instructions, get that elbow under the rifle, trigger hand pulling the rifle back into the shoulder, trigger leg pulled up behind. By this time every muscle is screaming, so you remind the student that discomfort is normal in the early stages and will pass. That eventually the position will become so comfortable he will be able to doze on the firing line.

Next talk him through the 6 steps in firing the shot, carefully explaining to him the concept of 'dry fire' (I once caught a guy loading a round so he could 'dry fire' with the rest). Run them through several dry-fire shots by the numbers, talking each one out loud. Then have them go through several more 'shots', talking themselves through, then talk them through a couple of more.

Next introduce the NPOA and explain how they get it and WHY they get it. Point out it not only improves their shooting accuracy, but also speeds up their shooting by shortcutting to some extent the first 3 steps. Since with NPOA, their sights are already on the target, all they really have to do is take a breath and continue through the steps of firing the shot.

Shooting should always start at 25 meters since, for one thing, some of your students may not know their zero and, for another, it speeds up target examination and marking. Put them in 'prep time' (to get them used to range procedures) and talk them through a couple of 'dry fires'. Then let them talk themselves through a couple of 'shots'. Keep hammering them to "fire each shot by the numbers". Live rounds are loaded for the first shot [see range commands]: talk them through a shot, and tell them to talk themselves through the next two shots.

Going downrange, you will for the first time get an idea of the scope of your training task, as you see the first groups. How many are near or under an inch? how many are groups (ie, in the vicinity of each other)?

Repeat the groups at least 3 times, then start work teaching them to sight in - "inches, minutes, clicks" - and maybe the results of the first day's shooting will be asighted-in rifles and knowledge (soon to honed by practice) of "how to fire the shot".

It's a good start!

attack, and get ready. And we need to be more aggressive in stopping the vehicles, maybe ready with a close-in team to fire-bomb them when they stop at the road block. Maybe the new volunteers can be assigned to that. And we can put those mines out into the road behind the last vehicle to hem them in, so no one gets out."

"In the meantime, let's get back to training..."

Thus the First Battle of Happy Valley, the start of what became known as the 2nd War for Independence, or by some, the War Against the UN.

This is not really a happy tale. Yes, the people who took action that day were 'winners', in that the foe was stopped. But that was the first day. If there is one lesson you should know, it is that governments don't stop, because the guys at the top, who give the orders, are not the guys who go out and do the dying.

The next time they came, it was at night, and the fighting was close-up, and the casualties were bad. Or it was behind a screen of snipers, or special ops teams patrolled likely ambush locations, or artillery seeded them with small 'toe-popper' minelets - and casualties mounted. In a way, it doesn't matter. Sooner or later you have to pay the bill.

Even in our happy tale, people died, and some who were wounded would in real life bear those scars for life. Some of the people who died or were incapacitated were riflemen. Yes, they died the way the Founders would want, and maybe they died the way they would prefer - if you have to die at that time and place. But I can guarantee none of them wanted to die, and none wanted to be permanently - or even temporarily - maimed.

But it happened that way, in our fictional town, because a ball was dropped. It was a big ball - the ball of Liberty, and it was handed to us by our forefathers who picked it up on the battlefields of Lexington, Concord, and Bunker Hill.

It was dropped when freedom became less important than everyday life, and the job and the TV and driving the kids to soccer pushed it into the background, and you didn't have time to vote, nor did you have time to go to the

range and learn that other tradition, marksmanship.

It was dropped when I let my congressman run things, when I trusted him to represent me, when I failed to keep him on the straight and narrow.

It was dropped when I didn't pay any attention to what they were teaching in school.

And it was dropped when I didn't ensure that my kids knew what the score was, compounding the failure of my parents to teach me what the score was: That our liberty is the most important thing about this country, that the Bill of Rights, always under attack, is worth defending.

So, finally, I was faced with the choice: Am I going to pick it back up again, or lose it permanently?

But at least I showed up. On The Day when the battle to restore Liberty broke out, I was there, and the enemies of freedom felt the sting of my rifle and the lash of my bullets. Because I was a Rifleman. I knew how to do it. I knew how to protect Liberty. And I was satisfied. If it had to be done, I was glad I was there to do it. And my grandkids are going to hear about what a hero their grandpa was, you bet, and they will also hear that the ball is soon to be in their hands. And they'd better not drop it, ever. And you can bet that the feel of a rifle in their hands will be comfortable, and that they will shoot like RIFLEMEN.

Thus concludes a work of fiction, just one of many possible futures. With the UN burning firearms on US soil, maybe that future is coming nearer. For your town.

SOFT CRISIS, HARD CRISIS

Whether the pen is mightier than the sword depends on whether you are in a 'soft' crisis or a 'hard' crisis.

Before you get to the 'hard crisis' - that point where they are in sight and coming to get you, and your rifle is the only answer - there is the 'soft crisis', where words, votes, organizing, and talking and letter writing make the difference.

Our choices are always clear: Fight now, fight later, or don't fight at all, and give up the freedom and tradition that our ancestors won for us.

One can hardly argue: Prevention is better than cure. Vaccination is better than healing. A 'stitch in time' is better than 'nine'. When you fight, fight smart. And the 'soft' crisis we are in now offers the 'stitch in time' opportunity we need. But you gotta DO SOMETHING if we are going to win.

START YOUR OWN RIFLEMAN PROGRAM

"Good soldiers shoot well. For many reasons (none good enough) standards and knowledge of shooting in the Army have been declining for many years. I want you to join with me in a 'crusade' to reinstate the traditional excellence of the American soldier with his hand held weapon."

Commander,
Army Marksmanship Training Unit

23 May 1979

Want to become a rifleman, but don't want to be the only one on your block? After all, what's the point of having something happen, and everyone turns to you, and you have to operate without support - because no one else is a rifleman. And besides, until your skills are needed, who is going to practice with you, who is going to provide the motivation to keep you sharp - or sharper? That's right, it'll be the guy you shoot against for fun. Yessir, love him like a brother, until the "FIRE" command, when it's "Look out! You're history!" time as the front sight sharpens up and steadies on the target, the trigger finger takes up the last ounce of pressure, the rifle recoils - and the front sight was on the target when it went off!

So, use some of our 25 meter targets. Or in a pinch you can make your own by inking a 1" square on a piece of paper - not as neat, but workable. And get some friends together for some fun shooting. Still have a few who sneer at 25 meter shooting? I wouldn't think you can afford to sneer, until you *never* miss that 1" square! As long as you can't hit the target, 25 meters is tougher than you are! So wake up, get smart, and hone your skills - to be a rifleman! And do it by getting one or more friends into the game with you. When - if - the pinch ever comes, it would sure be nice to have at least a couple of guys you can count on.

And the process of becoming a rifleman is FUN! And you work hard - so play hard! And what better play than with your rifle and some surplus ammo?

PS: to those of you who are 'mere' lowly members of a gun club. If you want to get the program started at your club, your best bet is to be at the range frequently on Saturdays and invite anyone there to shoot through the AQT with you. One or two will get hooked, and then all of you can approach club officials about getting an 'official' one scheduled. If your club is like most, club officials will be so surprised and pleased to see 'life' among the membership that your proposed program will be 'in the bag'. Remember, the essence of the rifleman program is shooting good, but shooting good with others. True riflemen always congregate together: on the shooting range for competition, and in the field for mutual support and greater effectiveness in defense of the Constitution. That's a fact!

A CLUB 'RIFLEMAN' PROGRAM

There are two possible club programs. The first is to shoot the standard NRA Highpower Rifle Match at 100 yards or more. (If you have never shot it, attend and shoot a few times at other clubs to pick up the operating procedures. The match director may be able to give you advice and help. Check with CMP [888-267-0796] and NRA [1-800-NRA-CLUB] for a sched of matches in your state.) Then - at your club - schedule, or convince club leaders to schedule,

Training the Troops - II

Modern training stresses total participant involvement (TPI), meaning toss the student into the deep end of the pool, and shout swimming instructions to him.

Always start a training session with the basic safety rules, but after the first training session, ask one or more students to cover them for the rest of the class, keeping their interest up from the word "go!" You'll be surprised at the beginning of the second session how hard it is for the typical student to repeat ONE safety rule, much less all four. Don't over-embarrass anybody; as soon as he has trouble on one, ask someone else to help him.

Always start each session off, after "safety", asking someone to repeat - out loud - the steps in firing a shot. Believe it or not, it will take several sessions before people can successfully stumble through them. So you always start off with a few 'dryfire' talk-throughs (you, followed by them talking themselves through), emphasizing the importance of 'doing it by the numbers', telling them if they get nothing out of the session, to learn the importance of 'shooting EVERY shot by the numbers'.

Next fire a few 3 round sighter groups. It will pay to keep track of each student's progress by recording the size of his groups from session to session.

If you have someone hopeless, include 'ball & dummy' exercises in this session both to teach them the technique, and diagnose and correct flinching and trigger problems. Divide them up into two-man teams for this exercise. Every time you do this, go through 5 rounds and at least 20 repetitions, instructing the 'loader' to make the first one a 'live fire' followed by empties until there is no sign of a flinch, when he should slip a 'live' one in, and repeat the process.

Every session henceforward should have a 'ball and dummy', along with the 'by the numbers' talkthrough (give the talking part of it over to one of your best students to start building training skills among your students).

Always be honest - and blunt - with your students: they are not going to learn to shoot well until they can fire a shot 'by the numbers' - everytime - without flinching and with good trigger control.

It may help an incorrigible flinch-er to hand him his rifle, tell him to load it up, and fire, without aiming (other than at the berm), the entire mag. Point out how it didn't hurt him in any way, and that if he did another dozen or two mags like that, the process would actually become boring. Sometimes this takes the 'excitement' out of the shot, so the shooter can concentrate on the numbers.

Once your group is at the one-inch standard in prone, start them on 'rapid fire' and for variety, integrate some 'standing' into your next few sessions.

the match, with the requirement of rackgrade rifles and surplus ammo (keep the match fee low: \$5 is

Building Blocks

Modern training stresses total participant involvement (TPI), meaning put them to building actual skills as soon as possible.

If you really want to get them 'up to speed' on skills needed for 2nd amendment defense, you first train them to shoot to rifleman standards. Next comes individual training in movement, equipment, camouflage, and other useful skills, followed by training in tactics.

Last, you train them in 3-man team shooting - fire control and fire distribution - and team tactics, giving them tasks to do and letting them practice it out.

So you see it is a building block approach....

about right). Announce that the rifleman standard can be met by shooting 420 or better on the course. You won't have any trouble the first time - NO ONE will shoot 420 - it'll be a good shot who can break 400! But shoot it every month over 6 months or a year, and you will find people will crack it. I have seen shooters hit in the 460's, but the average 'rifleman' will do 435-445 when he finally gets it squared away.

The second way is to set up a 25 meter Army Precision Combat Rifle Qualification Course - the AQT. (If your club doesn't have a 25 meter 'sight-in' range or berm, they need one. An important safety rule should require 25 meter sight-in for all unsighted-in rifles.) Again, schedule regular shoots, and have copies of our "Rifleman Guide" to hand out. Maybe you can get "rifleman" badges embroidered at a local shop to award as an incentive to get good.

SETTING UP A 25M RANGE

To get the maximum amount of practice in the shortest time, set up a 25 meter [82 ft] range facing north if possible for the best light.

Make target frames from anything - cardboard; cardboard over wood frames; cardboard hung or supported by string or wire which is held up by stakes pounded into the ground, etc.

Targets for sight-in and practice can be 1" black squares centered on a sheet of paper. Make the first one; photocopy the rest.

OPERATION

Once you have a range set up, set a date and time, and, assuming anyone shows up [and don't let it bother you if few - or no one - shows up. It may take a while to catch on. In the meantime, YOU can use the practice], review the safety rules [see the four listed on the first page herein], then intro-

duce the rifleman concept and standard of accuracy [all shots in 1" at 25, which equals a hit every-time at 500 yards], review the basics of firing the shot and the importance of following the numbers for each shot, cover the prone position, since sighters will be shot first, then put everyone into a "one-minute prep period" so they can adjust slings, get NPOA, etc.

An alternative approach is to give NO instruction. Shoot 'em on through the course of fire, and let their poor shooting sink in. Then tell them if they'll commit to regular attendance at a series of monthly shoots you'll teach them to be riflemen. Just stay one lesson ahead of them and you'll be all right.

After everyone is sighted in, fire the AQT course of fire outlined and explained herein, either on the AQT targets or on the 1" squares, emphasizing that each shot should be concentrated on, and fired by the numbers. Score all targets and post scores for comment. Explain what the standard expected score is and why - explain that it is attainable by everyone who persists and learns to shoot by the numbers. Promise them if they will put forth the effort, they WILL be riflemen. And the next time they show up, put them through a drill of by the numbers along with some of the other drills in the guide.

If you have the time and commitment from your trainees, let the first session, or few sessions, be goal-oriented to one goal: consistent 1-inch groups from prone at 25. Some guys will get there fast. Have them help the slow ones to get everyone up to the base performance levels as quickly as possible. Only when everyone can do 1" groups do you move on to shoot the rest of the stages, starting with standing, then going on, once everyone can shoot well standing, to rapid prone, followed by rapid

We enjoy freedom . . . not because we deserve it, but because others before us put their lives on the line to defend it. Are those who come after us to have less, because we couldn't even be bothered to think about it?

Thomas Sowell 1998

sitting last. At every step, everyone gets qualified before moving to the next stage.

Your goal is to get as many people as possible qualified as riflemen - up to snuff on the skills that may be necessary to have - on short notice!

THE LONG HAUL

Riflemen aren't likely to be made in a day, so be ready to fire a series of monthly shoots, with recognition for each person when he fires his first 'rifleman' score; and when he first fires three in a row, so it is no longer a fluke, but a solid accomplishment.

Early on work on the concept of team shooting and do some team shooting, using the 25 m targets herein.

FRED'S FAVORITE COLUMNS

"SLAP SARAH IN THE FACE"

You can do it. It's easy.

And you'll have fun doing it.

Just exercise your 2nd amendment rights: Go to the range. Fire each shot to improve your skills.

For a real blow, take a friend shooting. And take steps to become a rifleman. And drop your Congressman a '60 sec' note: "I vote, and I say 'No!' to gun control."

All these things are action. All of them count in the great scheme of things.

All of them will make a difference.

After all, a 'nation of riflemen' is not a nation that will get kicked around on the world stage, nor will it be easily seized by a smiling, would-be dictator.

And these activities? Any one of them is like a slap in Sarah's face! So do 'em all - give her as many slaps as you can. It'll feel good, and you'll be doing something right.

"DANIEL AND THE TIME MACHINE"

Despite predictions, surplus ammo is still readily available - and cheap. At 15 cents a round, you cannot reload and get the same reliability, even if you count your time as worth nothing (which it isn't).

Only if I am looking for match quality would I go to the trouble to reload, and we already know that the essence of being a rifleman is to shoot well with rack rifle and surplus ammo.

And it is a delight to shoot .308 which is 100% reliable - smooth feeding, smooth chambering, reliably extracting and ejecting. To get that with reloads you need to exercise critical care and know a lot more than simply how to put the powder in the case.

Now Daniel Boone & friends needed to shoot well for survival, but they also got together and shot at a mark for fun - albeit deadly serious fun.

Now, picture Daniel with access to a time machine, coming to NOW. Can you imagine his excitement at finding out about semiautos? Learning that pull the trigger, and the rifle not only fires, but reloads itself for the next shot - so quickly it might seem like magic, like maybe the rifle is alive? Bet he'd settle down quick enough though, and find he can't get enough shooting. Especially when he finds that ammo is about as cheap as water.

I'd like to get him to the RWVA firing line, hand him a full 20-rd mag of .308, and say "Go ahead, Daniel, shoot them all! See if you can do it in 60 seconds!" Just to see his face when he's done - bet he'd want to shoot more... (Why, heck, any of you would do the same. An empty magazine is the hallmark, and complaint, of the semiauto shooter.)

Then, still being on the firing line, I'd bring up the popup silhouettes at 200 and 300. [I'm sorry, but again I would take pleasure in his astonishment at the targets coming up 600 and 900 feet away at the push of a button.]

To his surprise, I'd say "Daniel, all you do is put your front sight on the target and squeeze the trigger, and watch the target fall when you hit it. The bullet drop from 200 to 300 is only 9 inches." [He's used to a drop more than that at 100 yards.] When he's finished: [bringing up the 500 target] "Okay, now at 500 you [placing his fingers on the elevation knob - naturally, we're shooting an M1A] turn this knob toward you, counting 7 clicks, put the front sight on the target and fire."

Don't know but he'd be as amazed at the flat-shooting trajectory, precision sights, and grouping as at the automatic reloading of the bullet and the reacting targets - or the can of ammo full of all those wonderful flat-shooting, accurate cartridges. Maybe like a "kid under a Christmas tree", not knowing which present to savor first - or most.

And last, I'd hold up a .308 cartridge and let him marvel [as I do] at the compact completeness of it - no separate powder charge, no primer in the pan, no patches to fiddle with. Nope, a brass cartridge case to hold it all together, to seal the chamber, to pump heat out on extraction. Simple, and effective.

That's the problem with everyday life. We don't appreciate what we have; sometimes it takes seeing through a newcomer's eyes to reawaken our own appreciation. You could say that the centerfire semiauto with its flat-shooting car-

July 1918 - a Marine Rifleman - Parris Island, S.C.

Dear Dad: -

We are on the range now.

As daylight peeps over the targets we begin our fire, which lasts until one o'clock in the afternoon. We shoot rain or shine. When it rains we take our ponchos and roll up in them while waiting our turn on the firing line. On pleasant days there is no shade and the place where my back is exposed to the sun is a deep tan now. [Early military shooting jackets were backless, being open at the back except where they were buttoned at the top behind the head.]

We "snap in" before firing actual bullets. By that I mean we go through all the science of firing; we adjust our windage, peep sight, and elevation, each man according to the instruction of his coach. We "snap in" three or four rounds, then shoot a clip of ammunition at the targets. Each man is assigned to a target which he keeps through the three weeks of his range work. We shoot rapid fire at 300 and 500 yards, and slow fire at 300, 500, and 600 yards. Even the large target looks terribly small at 600 yards. Half the battle is to keep the sights well blackened by smoking them in burning shoe polish or oil. Then, too, the bolt must be kept in good condition so it won't jam. Marines are taught the science of shooting with the utmost care. We must calculate everything according to mathematical tables - elevation, the velocity of the wind, and the "zero" of the rifle. *The greatest crime is to shoot carelessly with out strict adherence to form.* The rifle must be held just so, with the left arm well under the piece, the eye just back of the firing pin, never firing until the breath is under perfect control so that there is not the slightest possibility of a "wobble".

Very few of the men fail to become marksmen and most of them are sharpshooters and experts, all of which shows what expert coaching will do. Our coaches are mighty good fellows, always kind and patient and anxious to have us make a good showing.

We expect to shove off in three or four days. Where we are going no one has the least knowledge but everyone has his own idea, and I have been told that I am going everywhere from Siberia to Texas...[His destination was France.]

tridge is truly a rifleman's gift from God, and to be respected and appreciated for the value it offers in protecting freedom, and swear that no slime ball wimp of a politician is going to take it away to pander to the hyenas in the media.

But then Daniel finds out about the cheap supplies of surplus ammo available. He'd prob'ly say "Have I died and gone to Heaven - or what?"

Now, if Daniel is down at the range, banging away, enjoying great semiauto shooting at low cost, will he run into YOU? I hope so.

And take it as a favorable augury that the new millennium begins with "ammo cheap as water."

"RIFLEMEN" VS. "SNIPERS"

Are 'Riflemen' snipers?

The question came up at the "Winter M1A Long Range Shooting School". Truly a "Winter" school; shooting South African .308 from Century Arms from 25 meters to 500 yards in sub-freezing weather was an eye-opener. The rule of thumb is add an MOA for each 10 degree drop in temperature. With the South African stuff, that was not true: Out to 500 sight settings were the same as for a summer day. In fact, it was pointed out at the school that if you can start with your 200 yard zero [identical to a 25 meter zero] and remember "3,4,4,5,5,6,8,8," you will have your sight settings out to 1000 yards and never be off more than 1 MOA. In other words, for 300, add 3 clicks [= 3 MOA on the M1/M14 sight]; for 400, add 4 more; for 500, add 4 more, etc. Out to 500, the longest distance on the range, it worked to a "T", producing 8/10 hits on the 500 yard head/shoulder - with iron sights! We finished with a "2 minute sniper course": 8 rounds to knock down a popup at 200, 300, 400, and 500 in 2 minutes or less. Miss a first shot, you get one more shot for half credit. The best we could do was two shooters who took 5 shots to down the 4 targets. [This "caught the flavor" of a WWII US sniper course.] We - including two Fred's customers who drove 14 hrs from Mississippi to shoot - had fun and learned some good things.

But, back to the answer to the question, "Are 'Riflemen' snipers?"

"NO" in that the rifleman uses a rack-grade rifle and surplus ball ammo to be effective out to 500 yards, whereas the modern sniper uses an accurized rifle and special match ammo capable of MOA or sub-MOA accuracy. The rifleman meets accuracy standards with 4 MOA [although on a good day we may be able to do 3 MOA - sometimes, 2].

"YES" if you take the ordinary historical military sniper. Remember that in WWII (and later) sniper M1s were issued 10 per company to the best marksmen in the company. These M1s were selected for accuracy, but were otherwise, except for scope, cheekpiece, and flashhider, identical to the standard Garand. If the standard Garand

will do 2"-4" at 100 [2-4 MOA], the M1C/D would probably do 1 or 2 MOA better. These were essentially rack-grade rifles with scopes, issued to good shots, which is all a 'rifleman' is.

"YES" if you compare some tactics. The rifleman, like the sniper, hangs back to take advantage of his greater accuracy, using distance for protection.

"NO" if you consider the sniper will typically fire only a shot or two at a time, while the rifleman may fire 20 or more shots rapid-fire if needed. The rifleman stands alone and must counter the opponent, while the sniper is a specialist supporting - and supported by - regular infantry which closes the enemy with rapid fire. The rifleman is likely to have NO support or, if very lucky, the support of a handful of other rifleman [but that 'handful' of other rifleman would be worth a company of regular troops!]. Give me a handful of rifleman and I will stop any threat to my home and community and, if I don't - the other side will pay.

In this sense the rifleman is like the guerrilla who follows the maxims of "when they attack, you retreat, etc" - but a highly skilled and trained guerrilla - with a rifle!

Another Defense Threat

Back in 1994, Congress, having shamefully authorized the M14 destruction program to save money (it cost about a dollar a year per rifle to keep them in storage), bowed to public pressure and stopped the destruction. Just a couple of years later, the Clinton administration, no doubt in fear that eventually these rifles might find their way into the hands of freedom-loving tax-paying Americans, who bought and paid for the rifles in the first place, and who in times past would have been the rightful owners, supplied several hundred thousand to the newly-created defense forces of Latvia, thereby creating another potential defense threat to this nation. What if, for example, the Latvian military trains itself to rifleman standards, and then attacks this country? Our M16-armored fighting forces of mediocre marksmen face a serious prospect of defeat, and the Latvians, having just come out of the dark ages under Communism, out of sheer ignorance and incompetence, may appoint a corrupt, lying, womanizer to occupy the White House. Where would we be then?

"RICH LAZY AMERICAN FOOLS"

...said by UN honcho Kofi Annan in the latest JPFO poster, with Kofi in the classic Uncle Sam pose, staring out at you with that finger pointing directly in your face. He continues, still pointing that finger: "I will take your guns, and then you will kiss the UN's ass."

Strong words, strong images - the weak sisters out there will be offended. But maybe needed to get through to those guys who still refuse to look ahead; who still react only to what is in their face

now - who need to lift up their eyes to the horizon and see what is coming down the pike, before it is too late. If you can wake up and smell the coffee in time, you can make life a lot easier for yourself by influencing events before they get so much momentum that they are impossible to stop. Listen to one who was 'there':

"If you will not fight when you can easily win without bloodshed,if you will not fight when your victory will be sure and not so costly, -

you may come to the moment when you will have to fight with all the odds against you and only a precarious chance for survival."

[Winston Churchill]

And what happens when you continue to do nothing, continue to be a "draft dodger" in the fight for liberty?

"...There may be a worse case.

You may have to fight when there is no chance of victory, because it is better to perish than to live as slaves."

Or, you can live as a slave, and with the luxury of never having worried, never having fought, never having looked to the future because you were 'too busy' working - but you'll believe it when it happens - guaranteed!

Don't let the next generation curse those sorry, lazy, fat-assed clowns who sat by and let the tradition go...and don't be one of them. They will not win unless you let them win...and this is an election year. Let them call you "rich lazy American fools?" See them in hell first...just by being at the polls!

"GUN CONTROL KILLS KIDS"

The title of the first JPFO 'comic', which to many seems to fly in the face of common sense, is a true statement, but do you know WHY it is true?

That 'comic' - actually a fairly scholarly review of the facts - cites gun control laws used throughout the 20th century to disarm people, which then allows their government to imprison and kill them. Anyone can name Germany and the Jews, but the problem is far more common, ranging from the Turkish extermination of the Armenians during WWI to the slaughter in Rwanda in the 90s. Everywhere there was an assault by government on a segment of the population, there was first a gun control law to disarm the victims.

It's not a pretty picture - hundreds of thousands of deaths - including not only adults, but children, and in the case of Germany, the Soviet Union, and China, millions of deaths [with the USSR and China, our great trading partner, holding the 'record' with 20 million deaths - apiece!] - all perpetrated by the legitimate central government of the nation.

If nothing else, it highlights one of the rationales of the 2nd amendment as a check on government power: as long as we have a meaningful 2nd, backed up by

people of courage - BY PEOPLE OF COURAGE - it will not happen here.

It is ironic that the possibility exists that the very success of the 2nd in deterring a runaway gov may be used to justify - gun control. "It's never happened here" is a statement based on the fact that it has never happened here - but it sure has happened elsewhere, where there is no "2nd" - all over the globe - for thousands of years. The power of the firearm - in the hands of the citizens - has been the instrument of liberation of those masses, and their protection from oppression (always assuming, of course, that they are willing to use them - but you know that). But because it hasn't happened here - because of the protection of individuals owning guns - the argument is turned around on us: we don't need guns because it hasn't happened here.

Yet on a smaller scale, the title "Gun Control Kills Kids" is true - and in THIS country!

Here's how: In most of our bigger cities the population is almost totally disarmed by local ordinances, and every cop has heard at least one story of a mother found dead in an apartment with all her children. So even in this country, kids die - because of gun control which disarms their adult protectors.

So the next time someone tries to tell you how gun control makes life better, mention these points - better yet, order 50 of the JPFO comics for \$20 - postage paid [from JPFO, POB 270143, Hartford, WI 53027 (414) 673-9745] - give them a copy, and ask them to give it an honest read. They are the BEST exposition of the 2nd ever drafted. And you'll probably find, as one of our customers stated, "They go a lot faster than you think".

GUNOWNERS: THE NEW MINORITY

We sure live in an environment where the rights of a minority can not only be under attack, but under attack with the approval and applause of the media and the social elites [or, as their hero Lenin once called them, the "useful idiots"].

Have a shooting somewhere? Make the gunowning community pay with new restrictive laws, even if admittedly those laws would not have stopped it.

Sure does remind you of the Jews under Hitler. First discriminated against, then isolated, imprisoned & exterminated.

Two ameliorating factors in this country: first, you can resign from the 'race' by giving up your guns, and second, the persecution of the diehards will probably end with imprisonment, and not extermination. Yet there is that disturbing event at Waco where not only 'bad' adults were killed, but also inarguably innocent children, and the media and other anti-death-penalty types had no problem at all allowing it to be swept under the carpet, and if it was wrong, no one has so

far been held accountable.

Put a brutal murderer to death after due legal process? Instant disapproval, even outrage. Have a group of diehard gun owners under siege, including women and children? Attack and burn them without fear of any criticism in the media.

The media in this country has a lot to answer for.

THROW UP YOUR ARMS!

"A well-regulated militia national guard/police force, being no longer necessary to the security of a free state [no longer a problem], the right privilege at government discretion of the people except poor, minorities & residents of public housing, New York City, Washington, DC, etc. to keep and bear arms except hand arms, cheap arms, ugly arms, self-loading arms & military looking arms, shall not be infringed after waiting 24 hrs for government/police approval.

[The liberal/NRA redraft of the 2nd - in progress as you read this.]

Poll: Bush and Gore split the 'gun' vote. In WWII some people spoke of the 'good' Germans, those who listened to Nazi-controlled radio and newspapers, dutifully swallowed the party line, and backed a savage government. They paid their taxes, worked hard, raised their families - and supported a regime that murdered people by the million.

You could call those gun owners who support Gore the 'good Americans' who swallow the swill ladled up by the liberal media and are so ignorant of self-interest that they not only don't know, they don't know they don't know, and, by gosh, when its over, they will no doubt never notice their freedoms are gone.

It's enough to make you throw up your hands, and say 'to hell with it, these fools richly deserve what they are going to get' - except - what happens to them, happens to us.

GUNOWNERS: THE NEW OPPRESSED MINORITY

Gunowners are rapidly becoming a new oppressed minority in their own country. Fingerprinted, photographed, investigated, leery of travel in and through certain locales, with special new laws regarding them being put in place every year. You could argue that we are 'the new Jews', in the sense that the old Jews were an oppressed minority under Hitler.

And you don't have to believe it, just as the Jews in Germany in 1933 didn't have to believe it. Some didn't believe it in 1938 when they had to wear the yellow star. Some didn't believe it in 1943 when they got off the boxcars at Treblinka, and some didn't believe it when they had to undress 'for the showers'.

You don't have to believe it. It will happen independent of what you think, or what you believe.

And the parallels are sometimes uncanny. A government which will not [at least currently] tell the truth to the people. A media willingly subservient to the

government. Even better, leading the charge to 'get the Jews'.

Yessir, if you hate guns in this country, you must be smacking your lips in anticipation of what is to come.

And if you don't 'think' anything is going to happen; if you are unworried about the future: Sorry, the "It'll never happen here" won't work. It's *already* happened, as you know if you've read your JPFO "Gun Control Kills Kids" booklet.

It happened when the population bowed to 'gestures' to placate the population stirred by the media, and took the Japanese-Americans out of their homes and businesses, and shipped them off the concentration camps.

Back then it was simple and crude - just lock 'em away. No thought to re-educate them. Brain-washing was still a Communist secret, not to become public until the Korean War POWs returned. But not anymore.

You won't be put into such a place because you have a gun. You will be put in such a place because you believe in the Constitution, in the freedoms once guaranteed by that document. Because that kind of thinking is a threat, and not 'right'.

And this time they know, and have the tools, to change your mind. Because that's the problem, when you don't think right. You are guilty of 'hate' thinking. And because it is a medical problem, you will have a doctor - a psychiatrist - treating you. And they won't care a bit that it's no different from those 'psychiatric' hospitals used to treat dissidents in the old Soviet Union.

You don't have to believe. Those of you who are alert can see it starting to happen now.

You don't have to believe. Like the Jews in 1933, what is coming is going to come whether you 'believe' it or not.

It will come faster if you don't believe, because it comes faster when you don't fight, and you won't fight if you don't believe.

It will come surer if you don't believe, because not believing means you won't do anything to stop it, and a thing unopposed is a thing which will come to be.

And the NRA is not going to save your butt. That option of throwing them 35 bucks a year so you can sleep on the couch is out. The NRA is over there hobnobbing with anti-gunners, complaining that Bill Clinton is stopping gun control [don't believe it? Read Wayne LaPierre's recent comments on the Sunday morning TV shows.]. They've sold out, at least until new leadership is found - maybe a few riflemen could help...

THE 21ST CENTURY RIFLEMAN

If you want a steady, reliable, friend for the dark days ahead in the 21st century, find a rifleman. A rifleman - the man who can use a rack-grade firearm and surplus ammo effectively at 500 or more yards - knows who he is, where he is, what is coming, and has the

skills to deal with it. You can rely on him.

The 21st century rifleman exists - and operates - within a constitutional context, in three possible scenarios.

The first is protection of home and family from an intruder or intruders in a common criminal attack. Best prevented by precautions but, if one occurs, by any firearm handy. Criminals - untrained civilians - too lazy to learn but not too lazy to steal - unless they 'get the drop on you' somehow - are not much of a potential problem - unless laws are passed to disarm you.

The second is protection of community, usually in the context of natural disaster. Law enforcement has its hands full and your rifle becomes the deterrent to criminal activity within visible distance. Again, not much of a problem - unless that rifle is NOT there when you need it!

The third, the one the founders were most concerned about, is a runaway central government (some say it already exists), or, as likely, an incompetent, internationalist, 'Jimmy Carter' government which foolishly buys into the 'one world' government idea and to implement it invites UN assistance - possibly even concealing same from the public with a cover story of 'training' in the US. Riflemen should respond to such an event by defending freedom and independence from these 'one world' nitwits. Going up against a foreign invader puts you in the olympics of defending the constitution. The enemy will be better organized, equipped, trained, and financed than any criminal element could ever be, but - where it counts - he will NOT be able to *outshoot* you. Performance downrange is the edge that will make the difference, just as it did at Concord and Lexington. This is why you acquire the skills now rather than later. And why you try to get others shooting with you as a team. And why you keep the tradition alive. When the time comes, if it comes, you don't want to be there alone. The team has *always been* the wave of the future.

With the fate of the country riding on your shoulders, you want those shoulders able to bear the load so that once again, as in 1776, liberty will prevail, and you will not be governed by some remote "General Assembly" or "Security Council" composed mainly of corrupt unelected third-world rejects and power seekers, your

country handed over to them by well-meaning liberals - in Lenin's lexicon, those "useful idiots".

But first you exhaust every possibility - such as directly educating the public (radio ads like COA used to do are a good place to start) - and get others shooting - so the tradition will not die before the need arises; so when the time comes, those farmers at Concord will again be standing there to block the path of the despot - and to keep liberty in the hands of the good guys.

WHEN, NOT IF

The President commissions a private poll with this question: "Do you think Bill Clinton should serve a third term to complete his program for the American people?" - and the response is 73% "Yes".

A second poll asks "If the Republicans in Congress try to push Bill Clinton out of the White House at the end of his term to prevent him completing his work for the American people, do you think President Clinton should fight back to protect your social security and your child's educational opportunities?" - and 69.8% say "Yes".

In a land where politicians - both Democrat and Republican - are driven by polls, what do you think this President might do? And what do you think his pet junkyard dogs in the media would do?

And what do you think the Congress would do, remembering that 'show trial' in the Senate on impeachment?

And you can just see the big honcho thumping his nose at the Supreme Court and laughing - "How many INS agents do they have?"

So, you're back to the days of the founders, where ultimate power, the ultimate 'safety net', the ultimate protector of freedom and liberty in this country is you - you and your firearm.

The founders, having just come off the battle lines to make this country free, were clear-eyed about it. No false humility, no false heroics. Nossir, they said that the most reliable protector of freedom in this country is the citizens who enjoy that freedom: firearms in the hands of citizens are the one sure guarantee that those freedoms would not be taken away.

But maybe even those clear-eyed thinkers didn't see the apathy, the dumbing down, the media manipulation that clouds minds nowadays. It's way later than you think, and you need to 'think nationally, act locally'. That

Articles on the M14 rifle in *The American Rifleman*:

(The American Rifleman is known to be an accurate and therefore authoritative source.)

"The M14 National Match Rifle" Mar 1966, p 46-49

"Description of XM21" - "3 consecutive 10-shot groups in 6 inches or less at 300 meters" May 1969, p47

"Army Sniper Rifle [XM21]" Dec 1969, p 82

"Care and Feeding of the M1A" July 1979, p 82

Exploded view, assembly/disassembly Sept 1980, p 48

"Retesting the M14 Lookalike" Jan 1981, P 40

"Improving the M1 Trigger" Aug 1982, p 46

"M1/M14 Rear Sight Slide Tightening Kink" Aug 1968, p 85

means: you know what is wrong on the national scene - bad leaders elected by uninformed voters. You say to yourself "I can't clean up the whole country, but, by God, I can sure clean up a small corner of it - mine!" And do it.

"THINK NATIONALLY - ACT LOCALLY"

In the frontlines of a war, you know you are fighting on the right side (or you wouldn't be fighting) The big picture may be obscure; you may not even know if your side is winning or losing.

What you really worry about is YOUR part of the line. That's where you fight, and that's where YOU win or lose.

Like the slogan of the 'greens', you "Think globally, [but] Act locally".

So while you may worry about the big picture, the important thing is that YOUR corner of America get cleaned up. That corner is as big as you can take effective action in.

If you live in the heart of a big city, it may be restricted to talking to a few neighbors and friends, "Letters to the Editor", writing/educating your reps, and - NEVER forget it - voting.

If you live in a small town or out in the country, your corner may be your entire county, and along with letters to your reps (always remember, "one minute" letters), you keep the local paper's "Letters to the Editor" fully informed on the OTHER SIDE of the 'gun' issue.

[Those "Letters to the Editor" not only educate the public - they put spirit into gun owners, and take it out of the 'antis', so they are well worth writing.]

So, get to cleaning up your part of America, and trust that there are enough others doing the same thing to turn this country around. Enough 'clean corners', and we'll have a clean country. Enough guys on the battle line - in the trenches - each pushing hard to win HIS part of the line - and we'll all win! And have a better place to live! It's worth the effort.

TARGET VISIBILITY

The Second is about ensuring the continuance of the American Revolution - the primacy of citizen over government; the concept that government power comes from the people - with their consent; and rejection of the European notion that power comes from the top. Except for those 50 percent of us gunowners who are supporting Al Gore, and who thereby demonstrably don't have a clue, the rest of us are probably in agreement.

The bigger the government gets the more important the 2nd is, from the Founders point of view. With the great and accelerating increase in government since FDR, the 2nd is far from liberal claims of being 'obsolete' in the 21st century - it's more relevant, necessary, and potentially useful today than ever.

And IF the rights protected by it are ever called on to be put to use, in the modern context, there will be

two skills in great demand: to rapidly put hits on target, and to be able to operate as part of a team of riflemen.

If you ever need those skills, you want them to count. For maximum effectiveness, train yourself to 'rifleman' standards. Train until you can pick up a rifle and keep your shots on a man-sized target at 500 yards, in a one-foot circle at 300 yards, in a 4" group at 100 yards, or in a one-inch group at 25 meters. It's all the same, accuracy-wise.

Then gradually increase your speed until you can rapidly put hits on the target. [Not some impossible-to-meet superhuman speed. Nope. But you should be able, with a 20-rd mag, to fire 20 well-aimed shots in 60 seconds, about one shot every three seconds. It sounds fast, but is not - count "one one-thousand, two one-thousand, three one-thousand" and you'll get an idea of the spacing between each shot. Call this the "one mag per minute" standard. As you get more skilled you can easily exceed this - 40+ hits in 50 seconds in the Infantry match at Camp Perry are not only normal, but minimal. That would be "two mags per minute" - and all hits, as they should be! But just get to the 'one mag' level, and you'll be good enough - and a welcome member to any team of riflemen.]

Your rapid fire skills in the bag? Get on the second requirement - get others trained. Then shoot with them to develop skills in fire control/distribution [so that all targets - even unseen ones - are designated and engaged, and none ignored]. Start with a team of 3, and put up 6 or 9 targets at 25 or 100, and fire ten rounds each in 30 seconds. Measure team performance by how close you come to having maximum equal hits on all the targets.

If you are serious about your freedoms, aware of the growing power of government and the increasing importance of the "2nd", then you are also aware of the importance of developing your skills now. You may never use them in the context of the 2nd - let's hope not! But they will be there if you need them, and they will be there for you to pass on the next generation - which is why it is called a tradition - and a deterrent!

And if you ever are called on, the team will save your life. It will multiply your already considerable effectiveness (a 'rifleman' is not to be sneezed at in any tactical context) and more than double your protection (thereby halving your chances of being hit).

If you are reading this, you already know the importance of the subject - to you, to your family, to your grandkids now or in the future, to the future of our country, to the future of liberty. It does you no good to have a rifle and ammo, and not be able to hit the target, not be able to 'tap dance' on multiple targets, or to be a loner when, if the time ever comes, personal protection, as well as the effective defense of liberty, is working in conjunction with other riflemen to

defeat a foe.

PAPER PUNCHING - WITH A VENGEANCE!

You shoot on paper, you shoot on puppets, maybe you just shoot at cans (in front of a safe backstop, of course). But you do it for a purpose. A serious purpose. So that, when you pick up your rifle in time of need, you can - if necessary - connect on a target. And if you connect on the target, that target goes down for the count, and your purpose for firing the shot - self-defense, defense of home and family - or even defense of constitutional freedoms - is accomplished.

You 'paper punch' now so that you will know in advance that when the time comes, the bullet that now strikes the center of the bull's eye will strike down the would-be assailant of life and limb, home and liberty.

That's how shooting differs from any other sport. You could use a bowling ball, or a golf club, or a tennis racket for self-defense, but few sane people would pick one as their first choice.

You could even do as the liberals tell you to do, and use a telephone number as your first choice, overlooking the fact that 911 service is not 100% reliable, overlooking the fact that courts have repeatedly denied citizens any redress when the system fails, and injury or death results - and, of course, overlooking the fact that your assailant is *there*, in your face, and the police are *there*, at the other end of the phone line.

You could also overlook the fact that these same liberal leaders surround themselves with armed guards, usually paid for with your money. Why don't they simply carry a piece of paper with '911' written on it in case they run into a problem? Why would they tell you to "Dial 911" while *their* guards pack Uzis?

So get back out there and punch some paper. Every shot you fire to improve your marksmanship, every shot that enhances your capability to defend self, home, and liberty, is a shot fired for freedom, and a slap in the face of a liberal!

CALIFORNIA: "TO REGISTER IS TO BETRAY THE CONSTITUTION"

Says gunwriter Brian Puckett in his declaration "Why I WILL NOT obey California's Gun Registration Edict" [read his entire statement at www.guntruths.com, click on "I believe", then click on "GT Correspondents", then "Brian Puckett", then the title].

The rights protected by the 2nd are "inalienable" rights (remember that phrase?), which means that not only are they protected by the Constitution, but *if you allow them to be taken away by registering your firearms*, you are betraying the Constitution. You are betraying rights which our founders agreed were 'inalienable' which are - if you register - no longer so.

Furthermore, when you compromise on one set of rights, you are sending a message to the powers that be - the very group the constitution is designed to protect you from - the 'enemy' - that it's open season on *all* your rights. Even as I write this there is a news report on a wonderful new gadget for cars in the future to locate the car if it rolls down an embankment and disappears from view. No mention is made that the authorities would know where your car is whenever they want to check, a clear violation of the 4th and the 9th. What privacy will you have when your every movement can be monitored by Uncle Sam? In the name of safety, the spotlight of gov scrutiny will shine on you, 24 hrs a day. Even the totalitarian gov in the novel 1984 never had this power!

It's the same story as, in the name of safety, your gun rights - those 'inalienable' ones - are taken away.

Puckett's statement is a timely declaration for Californians, and those of the rest of us awake enough to know: *California today; where we live - tomorrow.*

Puckett: if you need a piece of paper from the gov to exercise your 'right' - if you need a registration document to legally own your firearm - then it is not a *right* at all, but merely a *privilege* - granted by the gov - and *rescindable* by gov.

So if you cooperate in converting an 'inalienable' right into a mere gov privilege, you break faith with the Constitution - and with those who fought for freedom, won it, then drafted that document to protect that freedom - and with those who fought to preserve it in all the years since.

So the issue is simple: Want to be a traitor? Then register your firearm. Crawl up to a gov bureaucrat on your knees and say: "Men better than I fought for these rights, and you tell me I must give them up, so - I will!"

Our rights pre-exist the Constitution and the three branches of gov. The Founders drafted the Constitution not to grant those rights - they couldn't do that - but to *protect* them - from gov. The Supreme Court can uphold registration, and it makes no difference. Nothing they do can abrogate those inalienable rights. (And remember the Supreme Court okayed the shameful forced relocation of Japanese from the West Coast in March 1942, an action which led to a formal apology from the gov - fifty years later. Want to give 'em up now - for a possible apology 50 years down the road? I don't think so.)

The essence of freedom is that the choice is yours. Choose wisely. And remember election day who it is who forced you to make these choices, and do everything you can to make sure they are replaced by good people. Democrat or Republican - makes no difference. They need to be replaced by people who care about your freedom and care about the Constitution that protects and preserves those freedoms!

"DARN YOU, FRED"

"Darn you Fred, you have made me think!

"As a graduate of the class of '69, my senior trip was to Vietnam. There, we heard stories of the M14, told by the older guys, you know, the guys 21 and 22 years old, but we never experienced it. The M16 was all we ever knew.

"Time marches on, and now the kids have moved out and I decide to shoot a couple of CMP matches. Next thing I know I'm buying an AR, just like I learned long ago. Then I start reading your ads in *Shotgun News* and I realized that I may have bought the wrong rifle.

"In 1970, we never had any 400 yard shots. Mostly, we were dumped off in Indian country and told to hoof it back. When shots came our way, we dropped and returned fire in the general direction of the noise and didn't quit until the noise stopped. For this the M16 was perfect. But after reading your ads lately and thinking about 300 and 400 yard shots, accuracy and energy have taken on a new meaning!!! Well, after Christmas I'll be looking at the M1A.

"Darn you Fred, "Brad

OK, Brad, it is now after Christmas, and long past the time when you should get the *Battle Rifle of the American Rifleman* - an M1A - the weapon of choice to defend home and freedom. And no problem from your wife about it, either, as it is your *duty* and has nothing to do with fun.

Unintended Consequences

Little did executives at *Fabrique Nationale* realize in 1971 when they contracted for several million rounds of 7.62 NATO with defense officials in Abu Dhabi that they were ultimately to have a part in strengthening the cause of freedom in this country. Yet the ammo was duly produced, packed on 5-round stripper clips and bandoleers, sealed in 1500 round wood crates in a vinyl waterproof bag, and delivered, addressed "To: The Commander, Abu Dhabi Defense Forces, P.O. Box 309, Abu Dhabi, Arabian Gulf."

Carefully stored, it was inspected in 1988, and again in 1991, and surplused out in 1997, when it was brought to our shores and sold to shooters, some of whom used it to become riflemen. At RWVA, many a match has been won with this ammo produced so long ago in Europe, and I suspect that many a closet has a crate 'just in case'. Those evil venal arms dealers who imported the ammo are to be thanked for facilitating the cause of freedom, and so are the folks at FN, even if it was unintended. They have done a signal service for the riflemen of this country by making good quality, accurate ammo available for a song to men who know how to use it well.

So when you get ready to come to an RWVA shoot, just grab five bandoleers - no, make it six, you'll need an extra 'just in case' - of this nice stuff. At the range, slip a mag filler on the back of your mag and

zip, zip, zip, zip, 4 5-rd stripper clips load each in a jiff. And when you hear the "LOAD AND BE READY-ADY!", hunker down behind those sights and, when the popups appear, let them have it, with a silent prayer of gratitude to all those folks at FN who made it, the boys in Abu Dhabi who didn't shoot it, and the guys who so long ago bought you the freedom to own it. And think of all those 'guys' now who are working like termites to take it away. And vow to yourself: NEVER!

FRED IS INTERVIEWED!

This sums many points made here over many months.

"Exclusive Interview with Fred of 'Fred's Military M14 Rifle Stocks'"

"Fred's is well-known as 'your military M14 stock headquarters'. Fred himself is hard to catch, but we caught him, on the firing line at RWVA, just after he won the rapid fire event. Some of his comments: **ON THE BEST MILITARY STOCK FOR THE M14/M1A RIFLE:** 'the synthetic, followed by the birch and walnut, in that order - no question.' **ON THE RIFLEMAN'S PROBLEMS:** 1) target detection: 'In real life, can be the toughest'; 2) range estimation: 'beyond 300 yards, absolutely necessary - and useful at less than 300'; 3) firing the shot: 'If you can follow directions, and shoot 'by the numbers', you will be a good shot.' **ON THE FUTURE:** 'There are a lot of enemies of the 2nd out there and they are getting stronger. When the clock turns over on Jan 1 [2000], we will be in the century when private ownership of guns is outlawed, unless gun owners wake up a lot more than they have. Political elections are the key, along with educating your congressmen - and getting youngsters shooting. If we're lucky, it won't happen until they are grown; if we're unlucky, it's gonna be us. Either way, people have to be prepared, and make sure the next generation is prepared for what's coming.' **ON THE BEST WAY TO EDUCATE PEOPLE:** 'Blow a twenty and get 50 copies of the JPFO booklet 'Gun Control Kills Kids' [JPFO, POB 270143, Hartford, WI 53027 - 414/673-9745] and give it to every politician, friend, and older child you can - and make sure you follow up and ask them 'How can gun control kill kids - and people?' The best money you ever spent' **ON PREPARATION:** 'Learn to shoot rapid fire accurately, and get others - especially youngsters - into shooting while you still can. Make sure you have enough ammo to practice with, and a good semiauto that you know how to shoot. The M1A is probably the best battle rifle ever developed, but out to 300 yards, an SKS is just about as effective. AKs and derivatives have a crummy trigger pull along with a short sight radius; and AR-15s have weak chambering/extraction, and need lots of cleaning. If you like bolt guns, the No 4 Mk 1/2, 1/3, or 2 British Enfield would be the rifle of choice. Good ammo is still at a reasonable price. Whatever rifle you have is fine - as long as you can outshoot your opponent. The best way to do that is to be 'at home' at 300-500 yards, and engage your opponent where his fire is relatively ineffective. If you are dealing with a lawless element as opposed to a trained force, you're probably pretty safe at 200 yards, or even a hundred.' **ON THE INDIVIDUAL RIFLEMAN'S EQUIPMENT:**

"You need not only a good semiauto, but 2-4 mags w/pouches and a couple of bandoleers of ammo - along with two canteens." **ON TEAMWORK:** "One of your best strategies is to get together with at least one or two others and shoot together. Practice primary and alternate targets [target assignment], and work out SOPs - like fire one mag and move to a designated spot and fire a second mag. Avoid doubling up on a target unless you consider it extra-valuable to take it out fast! Work out a strategy for teams working together - but physically independent: Figure out how to be flexible with two teams - how they can be mutually supportive. You'll figure out that two riflemen working as a team are worth as much as 8 or 10 individual uncoordinated riflemen. The future will belong not to the loners, and not to the hiders, but to those who are riflemen - and who can work together to double or triple not only their effectiveness on the target, but also their protective factor." **ON 2ND AMENDMENT RIGHTS:** 'If you're afraid to use them, you're in danger of losing them. Just recently a buddy said 'I hope you don't get into any trouble talking about this subject' and I had to wonder 'Are we at the point where it may be illegal to even talk about our 2nd amendment rights?' If so, better start sleeping with your rifle! No Sir! I believe that we still have freedom of speech and that any discussion about preparing for the future is legitimate and protected speech...' **ON THE UN:** "You are NOT nuts to be concerned about the future role of the UN. There are a lot of nuts in this country who worship the UN and the Third World [and 'International Law'] who would be ecstatic to see the UN march in. And the UN makes no bones about its desire to eliminate private ownership of small arms. So, read the JPFO's 'The UN Is Killing Your Freedoms' booklet and be reassured: the threat is real, not imaginary. So, pass the word on to others." **ON STEPS IN PREPARATION:** "One, become a rifleman - be able to keep all your shots in one inch at 25 yards, and know your sight settings out to 500 yards. Two, link up with at least two other people - encourage them to become rifle-trained, and shoot together! Especially get some young people into shooting! Three, spread the word about shooting as a tradition and the need to pass it on to the next generation while you are educating your congress people and neighborhood kids. Four, get ready for the next election like it's your last! Get out the vote. Tell people who the right candidates are! Spend a few bucks on campaign contributions. If nothing else, get yard signs up for the good guys in your friends' yards. Sound the trumpet! Let them hear Paul Revere's hoofbeats every time you speak! You're doing them a favor..."

I can add: "Every shot fired in this country to better your shooting skills, to make yourself more valuable as a potential defender of the Constitution, is a shot fired for freedom."

WORTH READING...AND THINKING OVER

"...I will turn in no firearms, ever. I will register no firearms, ever. My right to own and use firearms pre-dates the Constitution. It existed before the corrupt socialists in Washington and Sacramento came to office, and it will exist forever

afterward. The Second Amendment simply recognizes this right. I do not know where my civil disobedience will lead, but I am certain where the slavishness and cowardice of compliance will lead. I refuse to take part in this foul business of registration. I hope that you refuse also. If we stand together we will set fires of freedom burning across America."

Brian Puckett

THE 'ONION' IN ACTION: LAYERS OF PROTECTION

Go to your local law enforcement for home protection advice, and you will hear the smart approach is an 'onion' of multiple and redundant layers of protection between you and potential threats: a fence, outside lights, locks on doors, a cell phone, maybe a dog and an interior 'safe' room with a lock, etc. - with a firearm at the very center of the onion - the ultimate protection, to be used only as a last resort when the other layers fail. It only makes sense. You have only one life, and when that's gone, it's over. So when there is a threat, you want maximum protection.

Since you only have one 2nd amendment, maybe you should think in terms of the 'onion of protection' to keep and preserve it.

Your first layer of protection would be to educate your political representatives on why it is there and why it is important to keep it. Your second layer would be to educate them even if they don't want to learn - that if they insist on remaining historical illiterates, they will find you an implacable foe. A third would be to vote for people who will not add further restrictions - with a little additional education, they may even reduce some current restrictions. A fourth layer: educate other voters - make it simple and start with fellow gun owners [no, I don't yet have the answer for convincing those who absolutely refuse to 'wake up']. Many gun owners suffer from the same inadequate education as our reps, and so the JPFO comic can be extremely useful. Make the fifth layer introducing someone - hopefully a young person, but anyone will do - to the sport of shooting. Other layers: checking your kids' textbooks; working on your school board to provide adequate education on the Bill of Rights; educating the general public through 'Letters to the Editor', etc.

But at the core of your onion, the ultimate protection, the option of last resort: being prepared with your firearm. I bet 90% of M1A owners have never fired with a purpose of improving their skills, and 97% can't shoot to rifleman standards. What's the point of having a racehorse - if you don't know how to ride? Why have a Ferrari in the garage, and NEVER drive it - or even know how to drive it?

So part of your onion (and this is really tough, right?) is to get to the range and buckle down and become a rifleman. Learn to shoot that rifle like it was made to be

shot - with accuracy and effectiveness. The best battle rifle in the world - which you spent a thousand dollars or more to own - and you can barely hit a washtub at 100 yards? Who knows, maybe you'll run into someone at the range who also likes the idea, and you two can learn to shoot together. It's sure nice if another rifleman is around, if things get hot.

And the really nice thing about getting prepared is, you may never have to need it, simply because you are prepared. Take that 'home invasion' scenario. You retreat to your interior 'safety' room, and the invader is pounding on the door. You've called the police, and the only option left is to get out the firearm - No, that's not all. Now, you loudly say "I've got a gun - and I know how to use it". Now switch to the jerk outside the door. Of course he has no brains, but even that piece of info may penetrate. The knowledge that you have a gun, and know how to use it, and are prepared to use it, may give him pause.

Now switch again to the national level. Mere widespread gun ownership may give a potential dictator pause. (Sure, he can talk about a 'third term', but it's not practical - yet.) Get 5% of the population actually trained to rifleman standards - and alert - and it'll never be possible.

So be smart. Get working on those layers of protection. Get as big an onion, as thick an onion, around your freedom as you can.

"You will march...to Concord..."

With those words, the fighting part of the American Revolution began; General Gage, in response to increasing unrest in the countryside, and specific reports of arms being gathered at Concord, issued the following written order:

"You will march with the corps of Grenadiers and Light Infantry put under your command with the utmost expediency and secrecy to Concord, where you will seize and destroy all of the artillery and ammunition, provisions and other military items you can find..."

Whereupon 700 members of the King's Light Infantry and Grenadiers, with a few Royal Marines, left in the wee hours of the 19th of April on the 17-mile foot march through a tense countryside to Concord.

At Lexington they brushed up against Col Parker (If he indeed said "If they mean to have a war, let them have it here", he is the true defiant American patriot). In point of fact, it was a minor brush-up with one 'regular' and one horse slightly wounded, and about a dozen 'rebels' dead and wounded - but the first ball expended against the colonists.

At Concord, hundreds of minutemen, who had been training up to six months to get ready, were gathering. There was some confusion as to what had happened at Lexington, but most knew that *something* had happened.

Following standard procedure,

they fell back peacefully before the Brits, who occupied Concord and pulled military items out of buildings, piled them up, and set them on fire.

The smoke plume above the town, the concern that the British were burning their houses, caused anxious and determined minutemen to advance on Concord via the north bridge, where three British companies barred the way. They first fired warning shots, followed by a volley of ball, to stop the Americans from advancing over the bridge.

That volley, far from discouraging the minutemen, enraged them. Maybe you can understand that even today. Let some UN types come in your neighborhood, set fire to your house, and start shooting at people? Why, they don't even live here - they don't even belong here. I would hope there would be a mass rush for muskets even by today's sensitive men. At the north bridge, excellent marksmanship by the well- and self-trained minutemen was crucial. The first British volley of 100+ shots hit only six men. The Americans *aimed*, but the word "aim" was not in the British Manual of Arms; the bayonet was primary. In less than 2 minutes under concentrated American aimed fire, the regulars broke, abandoning their wounded, fleeing back towards Concord.

The senior American present that day, describing himself as 'a corpulent, balding farmer', was William Heath, an amateur who had studied military tactics and developed his theory of the 'circle of fire', whereby light fast-moving troops could maneuver so that slower-moving troops were always at the center of a circle of musket fire. It was he who directed the arriving contingents of minutemen not at the British, but at points ahead of them, along the route to Boston, to make sure they never got lonely on the trip back. You should remember his name, a real hero when heroes were needed.

What kind of men were these? How do they compare to the men of today? Could we do it again, if needed? Or has something been bred out of us?

Think about it. You see the danger, the threat to liberty, as it builds. Can you, in six months, train yourself, and more, recruit your neighbors, convince them of the danger, and get them training?

Unlike in '75, this time the media is going to be rabidly pro-threat - pro-gov, or pro-UN, whatever - and definitely anti-violence, and you are going to vilified - worse, ridiculed as 'crazy' and 'extreme'. And the pusillanimous liberals will call for more repressive laws. Are you strong?

The British in retreat came under fire from all sides. People were shooting at the British from their houses by the road, and troops were sent to bayonet anyone in the house, and burn it. Could you face that, for liberty? [Actually, a bad idea - they should have got out into the fields and woods, as pointed out in Fred's

"Guide to Becoming a Rifleman".]

The 'circle of fire' did its work, and by the time the troops met reinforcements at Lexington, they were nearly reduced to a mob pleading for food, water, and medical assistance from the shocked reinforcements who met them, and who had seen them start, just that morning, disciplined British regulars. A lot of English opinions about the 'rebels' were changed that day.

The first reports from the American side went out before the morning was well advanced:

"To all friends of American liberty, be it known that this morning before break of day a brigade consisting of about 1000 or 1200 were landed in Cambridge and marched to Lexington where they found a company of our Colony's militia in arms, upon which they fired without the least provocation and killed four, and wounded four others. By express this moment from Boston, we find another Brigade are now on their march [the reinforcements who were to meet up and rescue the British troops in Lexington]...I have spoke with several persons, who have seen the dead and wounded..." [underlining the validity of the breaking news].

Thus the first day of fighting, in which American marksmanship was already noticeable in making a difference. The Lexington minutemen got revenge a little later, as the British retreated back through Lexington. They put a ball in the leg of the British commander, knocking him off his horse, causing a halt involving "ferocious" fighting, allowing militia units pursuing to catch up with the stalled British, and allowing Heath to begin laying out the 'circles of fire' which would lie ahead of the British. One British officer recalled, "We began to run rather than retreat in order." Even the reinforcements which temporarily saved the redcoats from a rout were soon nearly overwhelmed: "We were fired on from all quarters," and suddenly fighting for their lives. *To be continued*

"You will march...to Concord..." II

Part of an examination of the first shots of the American Revolution, and whether we have the same 'right stuff' today.

At Concord and all along the British retreat to Boston, redcoats were outfought - principally outshot - in the opening battle of the War for Independence. Within hours after the retreat began, British officers were fighting to keep their men from breaking and running from the continuous ball which seemed to come from all directions. Only the intervention of timely reinforcements saved them, reinforcements who were shocked to come on what appeared to be a mob of bloody, desperate, thirsty, hungry, begging men who but a few hours before left Boston as well-trained "British regulars". And reinforcements which in a few hours would be in the same desperate situation, ready to break and flee.

Maybe there is hope. If you were there at Lexington and Concord on that April day in 1775, if you had experienced the first clash of the citizen-soldiers with the British regulars, the initial confusion and retreat by the militia at Lexington, and the determined opposition which mounted steadily during the day, and which almost wiped out the British until reinforcements rescued them, and then almost wiped them out even reinforced, and if you could have read the first British reports sent back to England, this is what you might have read; this is what by all accounts happened. When will we see this type again?

"What had not been expected to such an extent...was the way the remains of the beaten units...did not give up the battle. They stayed put and continued to block the road. Fighting a delaying battle...individual groups time and again confronted our assault detachments from dominating heights, defiles, on both sides of gullies and on forest paths. They let the attacking parties run into their fire [William Heath's 'circle of fire' in action], engaged them in a fire duel, made evading movements with great skill and speed and then conducted unexpected counterthrusts into flanks and rear...It became evident already during the morning hours that the enemy, after the initial shock and surprise, was beginning to get hold of himself and was making efforts to delay and to stop the ...assault with all available means."

Another report, this one by a major from "the other side": "We knew more about the Americans, now. It was an awful feeling, being there at the end of the [first] day. All four of my companies were gone."

As an American, you can feel good about those reports, made by our adversaries.

But you need to know that the date of those reports was not 1775, but nearly 170 years later, in December 1944; the officers reporting were, first, German Gen. Kokott, 26th Inf Div, referring to men of the 28th US Div in the Battle of the Bulge, then Major Guderian, a combat leader in the assault on American lines in the Battle of the Bulge. [Quotes from Stephen Ambrose, *Citizen Soldiers*, p 198]

They were referring to the actions and character of young Americans, most of whom by December 1944 were replacement troops, yanked out of rear areas and Army service schools to fill the depleted ranks of infantrymen. Some had trained on M1903s and, on being issued an M1, had to ask to be shown how it worked. Few if any had any infantry training other than the little they received in "basic".

Yet thrown into unexpected battle, on foreign soil, not to defend their homes, these guys acted just like their forefathers did in April, 1775, as shown by the two quotes. So at least 50 years ago, we still had the 'right stuff'. But, today?

Are there guys of intelligence

out there who can see the threats looming on the horizon, and who will be willing and able to train and recruit others to train in order to defeat it? Are there guys who, brought up in the 'soft years' of the last half century, have the grit to stand up for liberty, along with the intelligence to recognize the danger - and organize to counter it? Guys who recognize that marksmanship is crucial to freedom?

Just prior to the events of 1775, those around King George viewed the colonists with contempt. Americans "would never dare to face an English army", it was said in the House of Commons. They were hopeless soldiers, fit only as beasts of burden. The aide-de-camp to the King declared that with a thousand British grenadiers, he could march through the colonies, gelding [*Websters: "geld (geld), v.t. to castrate: said of horses..."*] all the males, "partly by force and partly with a little coaxing".

But after April 19th: "Whoever looks upon them as an irregular mob will find himself much mistaken. They have men amongst them who know very well what they are about [a tribute to William Heath, among others]." Lord Percy, who made these statements, commanded the reinforcements which "saved the day" for the British - or at least for some of the troops who started it all at Concord.

I think we can do it again, I hope we can, and I'm only afraid, we may have to.

Practical Shooting

Not the kind you are thinking of, with organized events controlled by finely crafted rules.

Nope.

I am speaking of shooting faced by a man with a rifle in the field, carrying his two or more bandoleers and his loaded magazines, under a hot sun - or in cold rain.

The kind of shooting where the first shot counts, where only hits make a difference, and that first shot - well, it better be a hit.

To start with, let's recognize that accuracy goes down as range goes up. Even holding 1 MOA out to 1000 yards, your group will be 10". You're a heck of a shooter, if you can do it - that rifleman standard everyone finds tough would be 40" - and those groups will be subject to weather effects common to all long-range shooting - rain, fog, snow, and that eternal devil, the wind.

But never forget that before you can fire that shot, before you can get that group we assume you are capable of, you first have to handle target detection and range estimation.

Target detection is a problem at any range but gets worse, if that is possible, at longer ranges. Target detection doesn't necessarily mean you have to see the target. It does mean you have to detect that it is there, by sight, sound or smell, and have a reasonable idea as to its general location. It may be necessary to fire on non-visible targets [it's a regular monthly occurrence at RWA] and, in fact, if you are a rifleman, it is nothing out

of the ordinary. If you expect the other side to don white clothing with a big black circle in the center, you're not a rifleman.

Range estimation is crucial only beyond your pointblank range of 300 yards, unless your target is smaller than man-size - but it has to be much smaller. Remember that zeroed at 275 yards, your .308 bullet is never more than 5" above your line of sight. If your target is 6" tall out at 135 yards, for example, and you aim at 6 o'clock, you will clip it 1" below top dead center. Once you ascertain that the target is within pointblank range, forget range and shoot. On the other side of the divide - beyond your pointblank range - range estimation becomes increasingly important the further you go out.

If a target doesn't want to be detected, target detection is THE challenge. At and beyond 500, even non-camouflaged man-sized targets out in the open are not that easy to see with iron sights. Just a bit of glare from the sun, a little haze or humidity in the air, or even a hot day with heat waves boiling - all conspire to rob you of a good sight pic. Not to mention darkness, mist, fog, snow, and lots of other target concealing, visibility-killing things.

The target, of course, doesn't know your sights are on him. He's out there going about his business, moving around, turning sideways [typically reducing your target width from 20 down to 15 or 16 inches], not cooperating at all. And with that first shot, unless a hit, he will be gone, nowhere to be seen. (Those that aren't gone, don't last to be around the next time.)

No sir, long-range shots from 500 to 1000 yards are highly dependent on lotsa factors that have to be right in order to make a good shot: target detection, range estimation, wind estimation, and firing a good shot. Ball ammo is good out to about 600 yards - ie, it will group smaller than the target. Beyond 600, once it starts grouping larger than the target, it takes luck, or multiple shots, to score a hit on the target.

At 500 your standard of accuracy covers the target [20"]. Beyond that range, your 'cone of dispersion' becomes progressively larger than your target, and range estimation becomes much more critical, and target detection, of course, becomes problematic. At 1000 yards, your group will be 40", and centering it on the target will be a chore, since that first shot will cause the target to disappear - ergo, no group to worry about.

Beyond 500, the world of the rifleman starts to end, and the world of the sniper begins.

So practical shooting for the rifleman is, out to 300, 'dead meat'; between 300 and 500, the target should have paid-up insurance; and much beyond 500, start thinking about a scope, along with match ammo. [But recall that the Boers astonished the British back in the 1800s by picking them off at 700, 800, 900 yards - and further - with iron sights and ball ammo!

But you need open terrain, and your ranges down pat.]

So get out there and start practical shooting, honing your skills so that from 300 to 500, you can hit what you aim at. The beauty of it is that ALL the marksmanship skills - positions, holding, breathing, and squeezing the trigger - can be quickly learned at 25 meters.

Then get with your buddies and start shooting for fun and performance, building your rapid-fire, liberty protecting, skills. And don't forget, every shot fired to improve your ability to hit the target is a slap in the face of a liberal.

"SHOOT SMART - & BE SMART"

If you have seen "The Patriot", you probably enjoyed the movie, but while you were watching, were you analyzing the actions of Gibson's character as to how useful they were?

In this Revolutionary War epic, Gibson, a grizzled veteran of the French and Indian War, believes in Independence, but not in fighting for it.

A battle nearby results in the British occupying his home, arresting his oldest son as a traitor to be carted off for hanging, and the cold-blooded execution of his 15-yr old son by the head of the British Dragoons.

Maddened by the loss of one son and the impending loss of the oldest, he grabs and arms his 10 and 12-year old sons, and, carrying three rifles and a pistol, and a tomahawk, takes off after the British.

What appears to be a rage reaction is actually cool thinking under pressure, as Gibson arrives overlooking a path the British party of about 20 redcoats is taking through the woods, sets his two sons up in ambush positions, and when the trap is sprung, uses his three muskets as an early form of semiauto to get off three quick shots - all hits - and rescuing his son.

From there it's all downhill, realistically, as Gibson sets up his rebel base on a hummock overlooking a flooded cemetery (surely they didn't have underwater cemeteries back then, and it's rare for land to subside, so it's all Hollywood spookiness).

He uses this same rendezvous, even after it has been compromised, throughout the film, apparently with no outposts, because he keeps looking up to see 'who's coming'.

The 'wily' leader is surprised by redcoats who turn the tables on him in a road ambush, primarily because he doesn't seem to know about putting out flank guards and lets the Brits sneak up and surprise him into pell-mell flight. More Hollywood stuff. In real life, that episode would have been 'the end of the story'.

Those great battle scenes raise questions about the stupidity of the tactics of the Continental Army - after the success of the 'Indian tactics' at Lexington/Concord, why adopt British tactics, and line up elbow to elbow to duke it out? You're playing the enemies' game, giving up your best tactic, 'Indian fighting'. At least the British seemed to let the

Continental get in the first volley each time they met.

At Lexington and Concord, the American 'general' [in reality a farmer] had studied tactics on his own and come up with doctrine to maximize the impact of fast-moving, mobile minutemen on a relatively slow-moving column of 'regulars'. He called it the "circle of fire" and when the British marched back to Boston, he moved units to various locations in front of them, so that all times they had minutemen at their rear, to each flank, engaging their front, and waiting further down the road - a literal 'circle of fire'.

The only thing that saved the redcoats was courage and the sudden appearance of a brigade of reinforcements - who were astonished to come on a thirsty, bloody, ragged, disorganized rabble which, just that morning, left Boston as disciplined British regulars.

What saved the British was the tactic, developed in the French and Indian war a decade earlier, of putting out flanking units to sweep the flanks clear. Time after time, this tactic surprised and disrupted minutemen attacks. But it still was a close-run thing. The first armed engagement in what became the War for Independence, one of the biggest engagements of the war, nearly resulted in a British rout.

Aside from the amateurish Hollywood tactics which might alternately amuse and offend our Revolutionary forebears ("we fought for your freedom, and now you think we were stupid about tactics?"), you can probably find other faults with this entertaining film, once you can review it on video. It's worth watching because cinematically it's great, and it's a great stimulus to thinking, comparing then and now. Not so different in one respect - the cause is the cause, unchanging, the acquisition and protection of liberty. And a lot of other factors are the same. [But bet they would have traded their eye teeth for a few M1As, right?]

Defending liberty is not a fair fight. You do not get extra points for putting yourself in harm's way. As a rifleman you are far too valuable an asset in the defense of our liberty to take unnecessary risks. You have to not only fight, but fight smart. That hind end you care so much about is not yours to waste freely. Once enlisted in the cause of liberty, that cause requires you to fight smart.

Rifleman are rare: Out of every 100 men given military rifle training, less than 5 become riflemen. [All could, but lack of training, motivation, or self-confidence, and lack of opportunity to practice dooms the other 95% to 100 yard shooting - and sweating in front of the cooking stove.]

So, unlike Gibson, you not only take no unnecessary risks, you plan ahead, you use your head, you put out flankers, you change your locale, you "float like a butterfly, and sting like a bee".

BEING A RIFLEMAN NOT ENOUGH

Individual skills include shooting, moving - and tactics.

If you ever have to defend liberty, you'll have to go out "in the field" to do it. No more concrete firing line with overhead shelter.

No more open movement and relaxed shooting, just steps from your car.

Nope, if you want to defend liberty, you want to do it at least risk to yourself, and that means you have to maximize your effectiveness.

You'll have to learn to move without being seen, to take up positions which are steady enough to get you a hit, but may not resemble anything you ever saw on the firing line.

And you'll have to anticipate the enemy, to be able to guess where he is going to be, so you can get there ahead of him and prepare the location.

Then it's detect the target, estimate the range, and take the shots.

Hopefully for your security, you're not alone. You better not be. You need the help. You may be defending liberty, but you can't do it ALL by yourself. You're going to need others to help, others who are trained riflemen, and who know how to work together as a team.

Those teams need shooting skills [fire control and distribution] and knowledge of tactics [fire and maneuver]. If the UN [or anyone else] ever decides to take over, you will be presented with simple-minded situations where all you do is pull the trigger and the targets go down, but that only scratches the surface. You will need to coordinate your fire to ensure target coverage, and you'll have to plan rendezvous and, if working with another team, coordinate to have maximum impact on the opponent. The long run requires even more: leadership in the fight against the oppressor, organization of offensives, recruiting and training new riflemen, etc.

Yes, sometimes you may have to do it alone - after all, did Patrick Henry do a focus group before he said "give me liberty or give me death!" - so he could see in advance how it would play, and how many would follow?

There will be times when you stand in the door, where the only thing between you and the enemy is your front sight - and your guts. But never forget, that the team is the salvation of liberty - and of you!

"They have men amongst them..."

"Whoever looks upon them [the Americans] as an irregular mob will find himself much mistaken. They have men amongst them who know very well what they are about."

The commander of the British troops who rescued those falling back from Concord in pell-mell haste made that statement. It's worth looking at again: "They have men amongst them who know very well what they are about."

It's too bad those on the American side who were there that day never heard that quote (it was in a letter sent back to higher-ups in England to alert them to a sudden change of British fortunes in the colony of Mass.). It's too bad,

because an opinion like that, forced out of a foe who earlier held you in contempt as not worth more militarily than to be beasts of burden, is a high complement.

Those guys who answered the church bells had been preparing hard. They had drilled and shot several times a week for upwards of six months. When the alarm bells rang, they showed up. When it came time, they pulled the trigger, and because they were marksmen, and because they had trained, people on the other side fell - not invariably, because most were shooting muskets, not rifles - and accuracy was nothing you could count on beyond 100 yards, and much closer than that, British bayonets were liable to carry the day.

The compliment carries even more weight when you realize this was their first time at bat, the first time they had fired their guns, many of them, in anger; the first time they were called on to maneuver and carry out orders.

William Heath, the honcho on the American side, with his amateur "circle of fire" concept and troops who probably had never actually worked in coordination with groups other than their own unit, had a 'good day' - the British were chased back to Boston - even the reinforcing brigade made no difference - it too was forced to 'advance to the rear'. US casualties were much smaller than those suffered by the Brits - and at the end of the day, the Americans controlled the battlefield. Typically, aggressive Americans went even further, and bottled up His Majesty's troops in Boston. All in all, by any measure, a very good day, not only by the military standards of the day, but by the standards of today.

There was no 2nd Amendment (no Constitution, either), but if there had been, these guys would have been defending it to the max. They got ready; they got prepared, and when the chips were down, they roasted the British goose. They did everything they were supposed to, and everything you are supposed to do, in event of a serious threat to the Constitution, when you have to defend your liberty.

These are people you can be proud of. Even 200+ years later, you can still feel a sense of pride at what they were able to do. And you sure would hate to be responsible for all their efforts being in vain.

Now, look around you. Do you see any men who "know what they are about", who are trained and ready? You can ensure the answer to that question by getting trained and ready yourself.

Training Riflemen

If the alarm bells were to ring tomorrow, if that executive order is signed and 10,000 new laws go into effect restricting your rights to travel, work, and be free, would the outcome be the same? If North Korea sent a couple of nukes over, would you be ready?

If peaceful redress becomes

impossible, where are the trained riflemen? Where are the dedicated protectors of freedom in this country?

At best you will find, here and there, a man who knows how to shoot, to really shoot, like a rifleman.

What can he do to stop or change things?

One person can make little difference compared to the difference a team can make. Look at Francis Marion - "the Swamp Fox". With no more than 500 men at any one time, he raised holy H with the British in SC.

Do you know where 500 riflemen are? How about three?

We need more riflemen. We need more people prepared. The Founders were right: the best person to protect freedom is the guy in danger of losing his.

THE AMERICAN RIFLEMAN

"UN Day" [Oct 24] staring us in the face, our UN flag flapping in sun-dappled blue on the pole out front, we continue consideration of the rifleman concept with this email:

Sir, I had always assumed that I was a pretty good rifle shot as I'm sure most Americans do.

I started reading your column and got intrigued wondering if I could pass the AQF test that you mention in your column. I really thought that I could shoot a perfect score first try, as I do quite a bit of long range shooting and had even shot a group recently under three inches at 500 yards with an open sighted M1- Garand (from a bench rest).

So I ordered one of your Rifleman packages and what a surprise. I wasn't a rifleman, I was a cook!

Five tries later I finally broke 200 and what a thrill. You have opened up new doors for me in the realization that I wasn't the rifleman I thought I was, and I just wanted to say thanks. SC, email

How many rifle-owners think they can shoot them 'pretty good'? Or at least, well enough? (To defend self or family.)

SC's email is worthy in pointing out that, while you may think you are a good shot with a rifle, and maybe even think of yourself as a rifleman, it never hurts to be sure.

After all, it's not how well you think you shoot, it's how well you can shoot.

And that a few minutes spent on the firing line, seeing how you can do on an established military course of fire, will either confirm you are good, or, and this is very important, let you see how far short you actually fall of the needed standard. It gives you a baseline of your present skill level, and, as you reshoot the course, a concrete measure of how fast your shooting performance is improving.

It has been said here before:

The Rifleman premise is that anyone can be a rifleman. It really is a universal skill. And if you can be a rifleman, in the battle for freedom, you should be a rifleman. You have the time, and there is no excuse...

And there is certainly no excuse if, after firing the course, whether you qualify as a Rifleman,

or fail to qualify and become one of the 'cooks', you don't turn to the "Guide" that comes with the targets and read it through because, like Jimmy Carter, you - when it comes to shooting - always ask yourself: "Why not the best?" (Mentally picturing his smiling face is enough to motivate normal people to shoot better.)

Never forget the Rifleman standard. That 500-yard "Rifleman's Quarter-Mile" is part of your heritage. It's part of the tradition that started way back at the foundation of this country.

That the tradition has been allowed to fall into disuse; that people have allowed themselves to be distracted by 'the easy life' and forgotten freedom - none of that makes any difference.

However neglectful of the tradition you've been in the past, it's never too late to return to your roots, to the history, to the power the tradition gives you in protecting what you want to protect: Your freedom, your way of life, your family, maybe even your country.

And it may be more important for you to come back to it now than ever before.

At least in the past, people were better grounded in reality, without the constant droning 'big lie' media singing their siren song: "be like everyone else, relax, let government do it, trust govt...., black is white, white is black" etc.

As part of a definite minority, soon to be an oppressed minority, tagged by the government with permits, inspections, centralized files, etc., you've got to be concerned, got to wake up.

NOW, while you have the time, get your friends to the range shooting; get them qualified as riflemen; get them into the freedom fight, for it is a fight, now, in the 'soft' stage, just as much as it will be if it gets to the hard stage. And get in the fight, now. Write your reps one-minute letters, get people to vote for the right people...get 'em fired up!

It's a fight you have to win. It's a fight that you win easier, if you fight now rather than later.

A "rifleman" - a man skilled in the use of a rifle - in France or Germany, or any other foreign country - is a defender of the state.

An 'American Rifleman' won a revolution to become a defender of liberty. Those liberties are all right there in the constitution. Defense of the constitution is defense of liberty.

An 'American Rifleman' knows this context in which he operates, and is alert to any threat to his liberty, from any source, and is prepared to defend against that threat, if need be.

A rifleman knows that the 'soft' crisis, the time NOW when voting, letters to reps, and education of others, is the key opportunity to defend his liberties. Win now, and never worry about later.

The rifleman will work to win the 'soft' crisis so that he won't have to fight the 'hard' crisis, when his rifleman skills are needed and will be used.

But if the 'hard' crisis comes,

the rifleman will choose his rifle and his tactics to minimize his risk and maximize the risk to the other side. That will usually mean selecting a .30 cal rifle and working at 300 to 500 yards, far outside his opponents' effective range.

A rifleman will start now to develop his skills for firing fast, accurate shots, and bring along some buddies to 'rifleman' status, so he has a team with some backup for any crisis. The team will work hard during the 'soft' crisis to avoid the 'hard' crisis.

The American Rifleman: defender of Liberty. You need to be one. Your friends need to be one.

LIBERAL-FREE ZONE?

With the WTC attack, the drumbeat begins: "we're gonna have to give up rights for safety."

In that spirit I propose that one right we give up is to have to associate with liberals. You know, those folks forever against missile defense, a strong military, and our personal defense with guns.

Before you protest the idea, understand that there's few liberals who wouldn't secretly (and some not so secretly) want to get rid of you (assuming you are a conservative, and not just a gunowner - but they'll get rid of you liberal gun owners, too).

I can agree with that idea - to get rid of all conservatives - so long as everyone understands that, in their worship for big government and curtailment of individual liberties, liberals are direct philosophical descendants of the first enemies of freedom in this country, the Tories, or "Kings men," who fought against liberty - and who were the 'conservatives' of their day.

After the War, these people were quickly hustled out of the country in a no-nonsense fashion. Our freedom-loving forbears did that, and never regretted it. And we had a good country for generations.

Back then, when people seem to be geniuses of common sense compared to today's sheep, no one thought it made a lick of sense to have enemies of freedom moving freely about in a nation that had just fought and bled for freedom.

So, a "liberal-free" zone is not such an original idea at all. And it's time to bring it back before it's too late.

I wouldn't miss them at all. No more kids thrown out of school for pointing fingers "like a gun", or drawing a picture of a gun; no more persecution of the Boy Scouts; maybe the newspapers would report the news, instead of liberal propaganda; maybe AIDS could be eradicated; maybe what a man earns, more of it, could go into his pocket instead of being grabbed by liberal big government; maybe men would marry women, and not other men.

Post-WTC, liberals are still out there, all over the tube, now working the 'security in trade of freedoms' idea. Anything to advance their agenda.

BUYING AN M1A

Your choices are first, new or

used? Older used M1As generally come with all or most GI parts, considered very desirable from a quality point of view.

Springfield Armory is the standard by which all others are judged. You will not go wrong with a new or used Springfield. Remember that all parts are user interchangeable, so if you have a problem, diagnose it and replace with new GI parts for restoration of maximum performance.

If you are shopping for a Springfield, consider buying a used one: the earlier ones had a lot of GI parts.

LRB Arms [www.LRBARMS.com - 516-327-9061] is making new forged M14 semiauto receivers and offers both the receiver and complete rifles, with the option of ordering a rifle with all GI parts. Everytime you fire a shot with a milled receiver, you can tell the difference - it sounds like a bell - not the 'thunk' of the investment cast receiver! (Just an item of interest, not worth a hoot, shooting-wise. You can argue the benefits of the forged receiver, or you can look on it as a car that will do a million miles, when most owners will drive it, at best, only a few hundred miles. It'll be confiscated or buried and therefore useless long before the million miles is up. But if you have the option, get the better receiver - you *might* be the exception.) Even a careful inspection will not show any signs of the reweld, at least not on the ones I have seen.

Smith/Enterprise - Excellent receivers and rifles, included milled receivers. If you are lucky enough to find one at a decent price, snap it up!

Armstrong - Have not owned one, so cannot comment.

Fulton Armory has a sterling reputation for quality.

Fed Ord - a California maker in the late 80's and early 90's who went bankrupt, taking my hundred bucks with them. You find 'em fairly often on the used market. Marked "Federal Ordnance M14SA", the early ones have all GI parts, with Chinese parts mixed in later until eventually, even the receiver was Chinese (I'm told). I've shot thousands of rounds on mine, which is serial 8XXX and came with a Chinese trigger group (which has an alignment problem that breaks hammers every few thousand rounds) and a Chinese flash hider (which after several thousand rounds split at the front), but a GI barrel. At 600 yards at Camp Perry, with a shot-out barrel, it still stayed either in the "10" and "X" rings or, proof of being shot out, was out in the "7" ring. I didn't shoot a single "9"!

Chinese: Cannot give you an opinion on these, as a lot of different opinions floating around. The Chinese make good SKSs, and there are several places - Fulton Armory and Smith are two that come to mind - who will reheat-treat Chinese M14-clones to GI standards of hardness. Guess it would depend on the price, but if my 'only' M1A, I would stick to the US makers above. Parts except for

barrel and bolt will interchange with GI, so you could 'upgrade' with US GI parts. The stocks are awful and should be replaced with a US GI stock for an instant face-lift.

Buying a used M1A: Look for "all GI" parts, check barrel, check bolt face for pitting, rear sight for looseness/wear on elevation knob - positive clicks around the dial; safety function, trigger... Actually, the most expensive item to replace would be the barrel at around a \$150 [currently], so you could pretty much buy it and repair as needed. You have the advantage that the chances of it being worn out are small. In fact, it probably will hardly have been shot, to the everlasting shame of the owner.

TROUBLE-SHOOTING

If you can figure out the problem with your M1A, and have access to spare parts, you can fix it.

About the only thing you really require special skills for is replacement of the bolt and barrel.

Try to always use replacement M14 USGI parts.

One last word of advice about your M1A: KEEP IT CLEANED AND PROPERLY LUBED, AND IT'LL BE TROUBLE-FREE FOR THOUSANDS OF ROUNDS.

If you do have malfunctions in a properly cleaned and lubed rifle, first change to a different mag. If that doesn't work, here is a trouble-shooting guide from the army's manual:

Failure to load [feed/chamber/lock]:

dirty/deformed ammo, damaged or dirty magazine [follower, floorplate, body]

Magazine hard to insert:

bent mag; dirty mag or receiver; round not completely seated in mag; damaged op rod spring guide; deformed or damaged mag latch.

Mag not retained in rifle:

Mag latch deformed/damaged; damaged/deformed op rod spring guide; locking recess in front of mag deformed; mag not fully inserted and locked.

Failure to feed:

weak/broken mag spring; damaged/deformed mag; damaged stripping lug on bolt; short recoil [see "short recoil"]; dirty ammo or mag; weak/broken op rod spring; damaged/binding op rod.

Bolt fails to lock:

deformed round; dirty chamber; worn/dirty extractor (does not snap over rim of cartridge); frozen ejector spring; damaged op rod or weak or damaged op rod spring; damaged receiver.

Failure to fire:

bolt not fully forward and locked; bad ammo; worn or frozen firing pin; broken hammer; weak/broken hammer spring; hammer or trigger lugs or sear so worn that hammer rides bolt forward.

Short recoil:

gas plug loose/missing; bolt binding; gas cylinder not correctly installed (blocks gas port); op rod binding; gas piston restricted; partially closed spindle valve; improper lube in cold weather; bad ammo.

Failure to extract:

spindle valve closed; cartridge stuck in chamber (sheared rim); short recoil [see "short recoil"]; damaged extractor; weak or frozen extractor plunger; ruptured/separated cartridge.

Failure to eject:

short recoil [see "short recoil"];

weak/ frozen ejector spring.

Failure of bolt to lock to rear:

bad mag follower; damaged or stuck bolt lock; weak or broken mag spring.

The official remedy for most of the above is to clean, lubricate, use good ammo, replace mag, or replace the worn or broken part.

YOUR COMMENTS ON THIS GUIDE ARE WELCOME!

Simply address to Fred's POB
629, Ramseur, NC 27316 or
email info@fredsm14stocks.com

RIFLE NO.		
ZERO		
RANGE	ELEVATION	WIND
200		
300		
500		

Actual size sight data card for M14. Photocopy, cutout, fill in sight data in clicks up from bottom and left "L" or "R" right of center windage, then tape under flipup of B/P.

POP QUIZ FOR RIFLEMEN

OK, you've read the stuff, and you've been to the range, practicing until you finally made it - a rifleman at last. So now, just for fun, you'll want to score yourself on a little 'pop quiz' to check and see if you know as much as you think you do. To keep it fast and easy, let's make it multiple choice, and keep it short:

1. The most important attribute of a rifleman is:

- his shooting skills
- his ability to work as a team
- his willingness to pledge life, home and fortunes to defense of liberty
- All of the above

2. If your sighter shot at 300 yards is 8" low and 5" right, you should move your M1A rear sight:

- 3 clicks up and 2 left
- 5 clicks up and 3 right
- 9 clicks up and 6 left
- any of the above

3. You sight-in at 25 meters.

Your group is under an inch, and is 1.5 inches high and .75 inches right. You want to adjust your sights to your 275 yard BSZ.

What changes do you make? [This may seem a hard one, but a rifleman will crank it out - all in his head. If you need help, see the box below - but only after you try to work it out yourself.]

- 1 click down and 3 clicks left.
- 6 clicks down and 3 clicks left.
- 10 clicks down and 6 left.
- 4 clicks down and 3 clicks left.

4. The most important act in firing the shot is to:

- Hold your breath.
- Sque-e-eze the trigger.
- Keep your front sight on the target.
- Hold breath AND squeeze trigger.

5. As a rifleman, your most important goal is to:

- Keep your skills fresh, and, more important, improving.
- Train other riflemen into a team.
- Read the Constitution and respect it.
- Keep your eyes open when you fire a shot, so you can call it.

6. The toughest job facing a rifleman in the field is:

- Target detection.
- Estimating the range.
- Firing an accurate shot.
- Moving without being detected.

7. Every shot you fire should be:

- Fired at your 'rapid' cadence..
- fired with your eyes open.
- Be the 'only' shot you concentrate on.
- All of the above

8.. The key to defending your freedoms is: (pick all that apply)

- Keeping your skills honed.
- Being ready.
- Persistence.
- Getting friends and neighbors into shooting.
- Keeping abreast of network news.
- Getting kids into shooting.

9. The best drill for every Rifleman or would-be Rifleman:

- The 'one-shot' drill.
- The 'two-shot' drill.
- The 'mag change' drill.
- 'Ball and dummy' drill.

POP QUIZ FOR RIFLEMEN - CONT

10.. The best sling for you is:

- The leather match sling.
- The GI web sling.
- The GI nylon sling.
- Any sling.

11. The 'soft' crisis is:

- When things aren't too urgent.
- When you don't have to worry so much about your rights.
- The most important thing in your current battle for freedom.
- None of the above.

12. Why does the Rifleman need to be effective out to 500 yards?

- To outshoot potential opponents.
- To show and prove his skill.
- To make use of the capabilities of his rifle.
- To impress potential new shooters..

13. What is the first rule of the Rifleman?

- Be a safe shooter.
- Take no unnecessary risks.
- Practice regularly.
- Move without being detected.

14. Your sighter shot at 100 yards using your BSZ is 1" high. You called it a good shot. What should you do?

- It's a good shot: Move your sights UP 4 clicks
- It's a good shot: Move your sights DOWN 4 clicks.
- Fire 2 more shots to confirm the group.
- Make no change. An inch is close enough.

15. The American Rifleman is:

- A defender of the state.
- A defender of liberty.
- An obsolete concept.
- An American tradition.

16. "Getting to Know Your Rifle" means: (pick all that apply)

- You determine the battlesight zero [BSZ].
- You determine rapid, slow, hot, cold, dirty, clean, supported and unsupported zeroes.
- You learn how to clean and lube it.
- You know the serial number.

17. Your shot at 300 yards hits 6" low in the dirt in front of the target. What do you do?

- Go up 5 clicks.
- You called it a good shot, so you raise your point of aim.
- You called it "low", so do nothing.
- You failed to call the shot, so you do nothing.

18. Essential items of equipment:

- Sling, bandoleers, canteens.
- Camouflage, shovel, food.
- Cleaning kit, spare parts.
- Extra shoe laces.

19. The fight for liberty involves:

- YOU must act - NOW.
- One-minute contacts of your reps.
- Recruiting others.
- Working on a team.

20. At 400 yards, you group 6" low and 1" right. Sight changes?

- UP 6 and 1 LEFT.
- UP 3 and 0 LEFT.
- UP 1 and 0 LEFT.
- Fire another group.

21. NPOA is:

- The difference between new and old shooters.
- Essential to firing a good shot.
- Makes firing a shot easier.

POP QUIZ FOR RIFLEMEN - CONT

22.. The MOST important safety rule:

- Unloaded and grounded.
- Finger off trigger.
- Know your backstop.
- Muzzle always in safe direction.

23. The key to rapid fire is:

- Attitude.
- Well-aimed shots.
- Taking your time.
- None of the above.

24. Why does the Rifleman fire all shots 'rapid'?

- To avoid taking too long on a shot.
- For consistent shots, every time.
- To avoid a cadence zero change.
- It's excellent training for the real thing.

25. Flinching, bucking, and jerking can be cured by:

- The 'one-round' drill.
- The '2-round' drill.
- 'Ball and dummy' drill.
- The '4-rd' drill

26. Your can only zero at 200 yards. Where should your BSZ group on the target?

- 3" high
- 6" high.
- Center of target.
- 4" high.

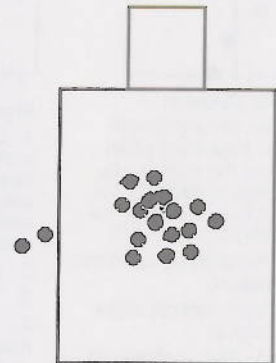
26. The greatest threat to freedom in America today is:

- Apathy of gunowners.
- Ignorance of history.
- Inability to team up with others.
- Love to grip, don't want to act.

26. If gunowners lose their gun rights, they:

- Have only themselves to blame.
- Deserve to lose them.
- Aren't worth shooting.

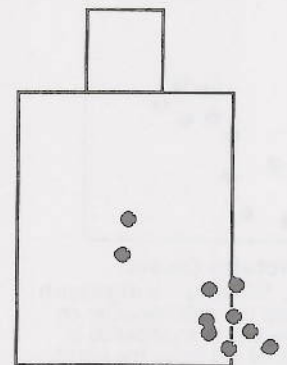
Target Analysis



Probable Causes:

- The two shots out of the group are caused by firing the first shot out of each rapid-fire mag at a slow-fire cadence.

Solution: Fire ALL shots, including the *first* shot from each magazine, at the same rapid cadence



Probable Causes:

- During the rapid-fire stages of the AQT, losing NPOA during mag change. The shots from the 2nd mag may be in any direction off the center.
- Firing first shot of each mag (assuming a mag change) at slow fire cadence, and balance at rapid cadence - eight rds will be at your rapid fire zero, and two rounds at your slow-fire zero..

Solution: Never move the elbow under the rifle while changing mags. Once you get that NPOA, KEEP it!

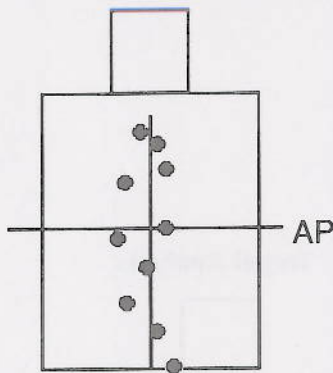
Fire each shot - and every shot - at your rapid fire cadence.

#3 answer explained: Assuming your 25 meter zero is identical to your 200 yard zero, your 275 yard BSZ will be 2 clicks above your 200 yard zero. Here you are 1.5 inches high ("inches"), which is 6 MOA high ("minutes"), which is 6 clicks high ("clicks"). Ordinarily you would move 6 clicks down to zero, but here we want out BSZ, so we move down only 4 clicks, leaving us 2 clicks high, or at our 275 BSZ, right where we want to be. We want to move windage 3/4" left ("inches"), which is 3 MOA ("minutes"), which is 3 clicks left on standard sights ("clicks").

Answers to Pop Quiz: 1. d - an easy say b, but a is also acceptable. 6. Target Detection! 7. d - clearly, all of the above. 8. All except e apply. 9. d - a little tricky, as any beats none, but that is not the choice here, and the best sling, and therefore the best answer, is c. 11. The answer is c, because win it, and the hard crisis never has to be fought. 12. a is the best choice, altho c is a minor truth. 13. All the answers are good, but b is the answer [see "Tactics of the 2nd Amendment Rifleman"] 14. c - while you can zero in one shot in an emergency, you don't want to change your BSZ based on one shot. 15. d is correct, but b is the correct answer, being the more important concept. 16. All are correct. 17. b, c, d - All but a apply. 18. a, b, c - and d is not too bad either! 19. Easy! All of them! 20. c - moves you UP 4" 21. ALL 22. d! 23. abc 24. abcd 25. c 26. d 26. all

Shot Group Analysis

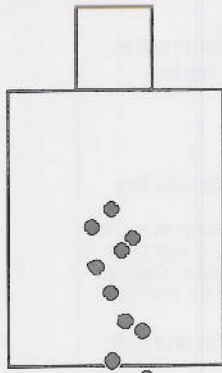
The most common errors in rifle shooting are caused by shooter failure to fire each shot 'by the numbers'. The aiming point on each target is the 'center of mass'. 'Shooter error' is the focus, so weather effects are not considered. Likewise, rifle and ammo are assumed to be accurate, and rifle zeroed. Where a 'right-handed' shooter is assumed, a left-handed shooter will experience the reverse effect.



Probable Causes:

1. Failure to hold breath or erratic breathing while squeezing the trigger - ie, filling lungs to capacity for one shot but breathing out or exhaling for next shot
2. Eye relief (spot weld) not held constant.
3. Improper vertical alignment of sights.

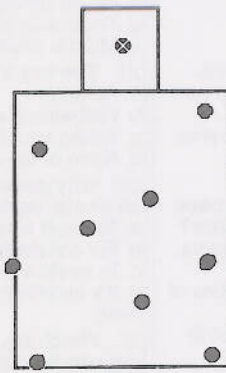
Solution: Place cheek on same spot on stock for each shot, be consistent in holding breath, and keep your sights aligned.



Probable Cause:

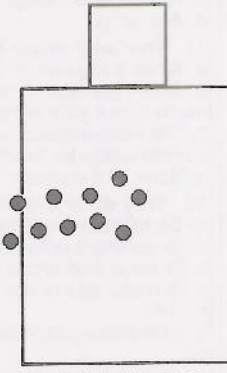
1. Sling becoming looser with each shot. The sling keeper is slipping, or the arm loop is otherwise loose, allowing the sling to slip down on the arm.
2. Loose rear sight.
3. Too low a position.
4. Change in position of rifle in shoulder after reload.

Solution: Make sure keeper and loop is tight, sling is same place on arm, and sling tension is uniform from shot to shot. Check rear sight elevation tension and retighten. Check fundamentals of position. Do "2-round" drill - load mag with one round, get in position, fire, change mags, and fire one round. Both rounds should be in same group.



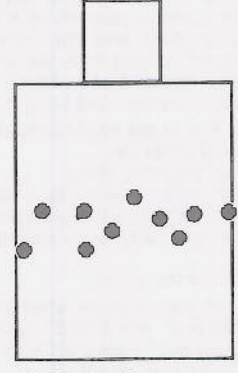
Probable Causes:

1. No definite group: focusing aiming eye on target, instead of front sight.
 2. Loose position.
 3. Flinching, bucking, and jerking [improper trigger control] every shot.
 4. Failure to keep eyes open when rifle fires.
 5. Sight alignment/spot weld not consistent.
- Cure:** Focus "front sight", not target. Review/practice position fundamentals; fire each shot by the numbers. "Ball & dummy" drill is essential for detecting & curing causes #3 and #4.



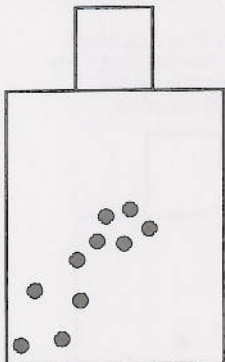
Probable Causes:

1. Finger placed too far into trigger guard. When rifle fires, the finger moves back rapidly and drags against the right side of the stock, causing the rifle, and front sight, to move to the left.
 2. Squeezing trigger on an angle, not straight back.
- Solution:** Place finger on trigger so that daylight shows between finger and stock - usually, the first pad of the trigger finger will do it.



Probable Causes:

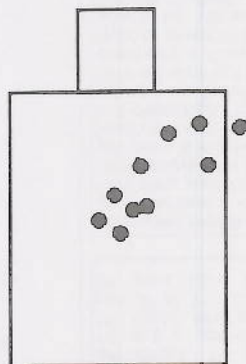
1. Canting the rifle.
 2. Front sight not in correct alignment with rear, but is displaced horizontally from shot to shot.
 3. Loose front sight
 4. Muscling rifle [incorrect NPOA]; loose position.
- Solution:** Keep sights and rifle vertical for each shot; always align sights correctly. Check/tighten front sight. Check NPOA.



Probable Causes:

1. "Bucking" - a slight push with the right shoulder on the butt in anticipation of recoil will move the sights, and the shot, in the 7-8:30 area. Effect is opposite for left-handed shooter.

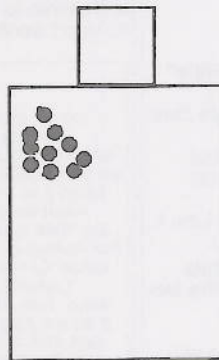
Solution: "Ball and Dummy" drill to detect and correct. Feed the shooter dummy rounds or empty rifle until he quits flinching, bucking, and jerking the trigger - all revealed by muzzle motion when the hammer falls on a dummy or empty chamber. Once he settles down, feed him a couple live rounds and then some more empties as a double-check.



Probable Causes:

1. "Heeling" or "helping" the rifle in anticipation of the discharge. As the sear releases at the end of the squeeze, the palm or heel of the right hand is pushed forward slightly, causing the sights to go up and right. Effect is opposite for left-handed shooter. [especially M16/M14E2 pistol-grip stocks]

Solution: "Ball & Dummy" until shooter is cured.

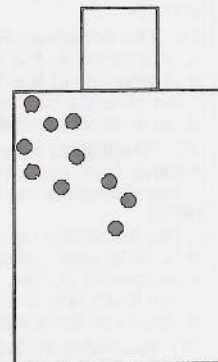


Probable Causes:

Compact group, out of AP.

1. Same error each time, in this case a left-handed shooter 'heeling' each shot.
2. Natural Point of Aim [NPOA] not obtained, forcing the shooter to 'muscle' the sights onto the target.

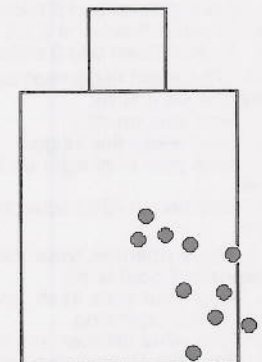
Solution: Check NPOA: line sights up on the target, close your eyes, relax your body, deep breathe in, let it out, and open your eyes. If the sights are now off the target, shift your weight slightly around the elbow under the forearm [prone] to bring the sights back on the target. Repeat the process until you open your eyes and the sights are on the target. Then anchor elbow.



Probable Causes:

1. Failure to 'followthrough'; shooter failed to hold trigger back an instant after the shot and started to relax too soon. Releasing the trigger too soon allows the hand to move, which moves the sights.

Solution: Think the word "followthrough" as you hold the trigger back an instant after the rifle discharges, and you will solve the problem.



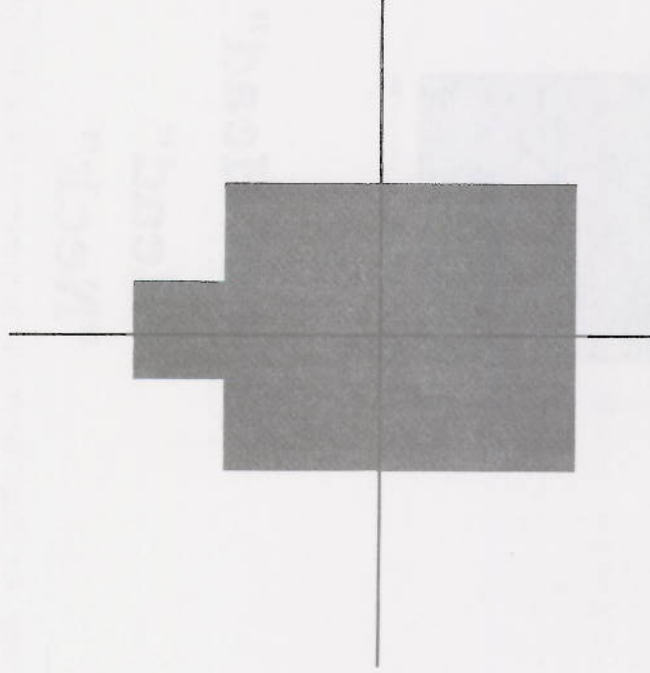
Probable Causes:

1. "Jerking" the trigger, not squeezing it, causing the front sight to dip to the right.
2. "Flinching"; shooter pulls right shoulder to rear in anticipation of shot.
3. Left elbow not being under the rifle, right elbow slipping, loose sling [prone], or the left elbow slipping down the leg, right elbow slipping [sitting].
4. Binding of forearm with left hand.

Solution: On 1) and 2) above, "ball and dummy" training.

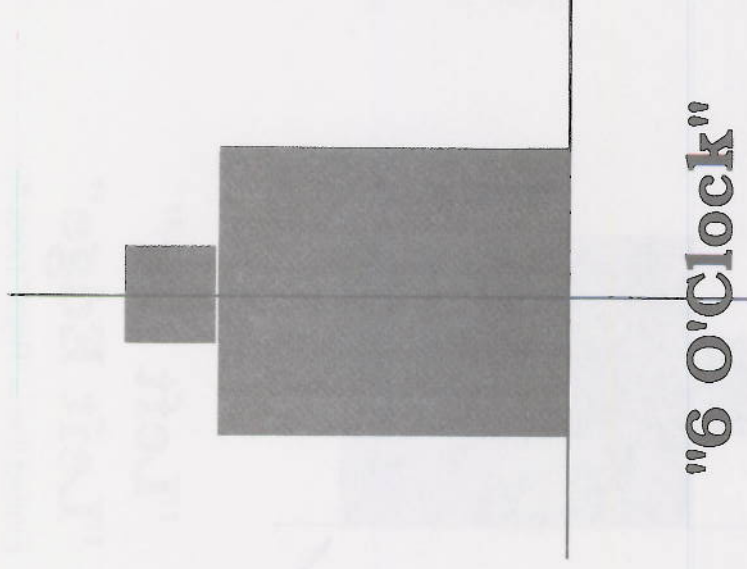
Seldom does a shot group show only one error. Remember to eliminate from consideration any 'called' shots - you already know about them! Never forget: 'bucking' shots are usually 7 to 10 o'clock, 'flinching' and 'jerking' shots tend to 1 to 5 o'clock, but may be anywhere on the target. Remember you have a zero for each position, and a zero for varying cadences, which you establish via actual practice.

Standard Holds



[20" Wide]

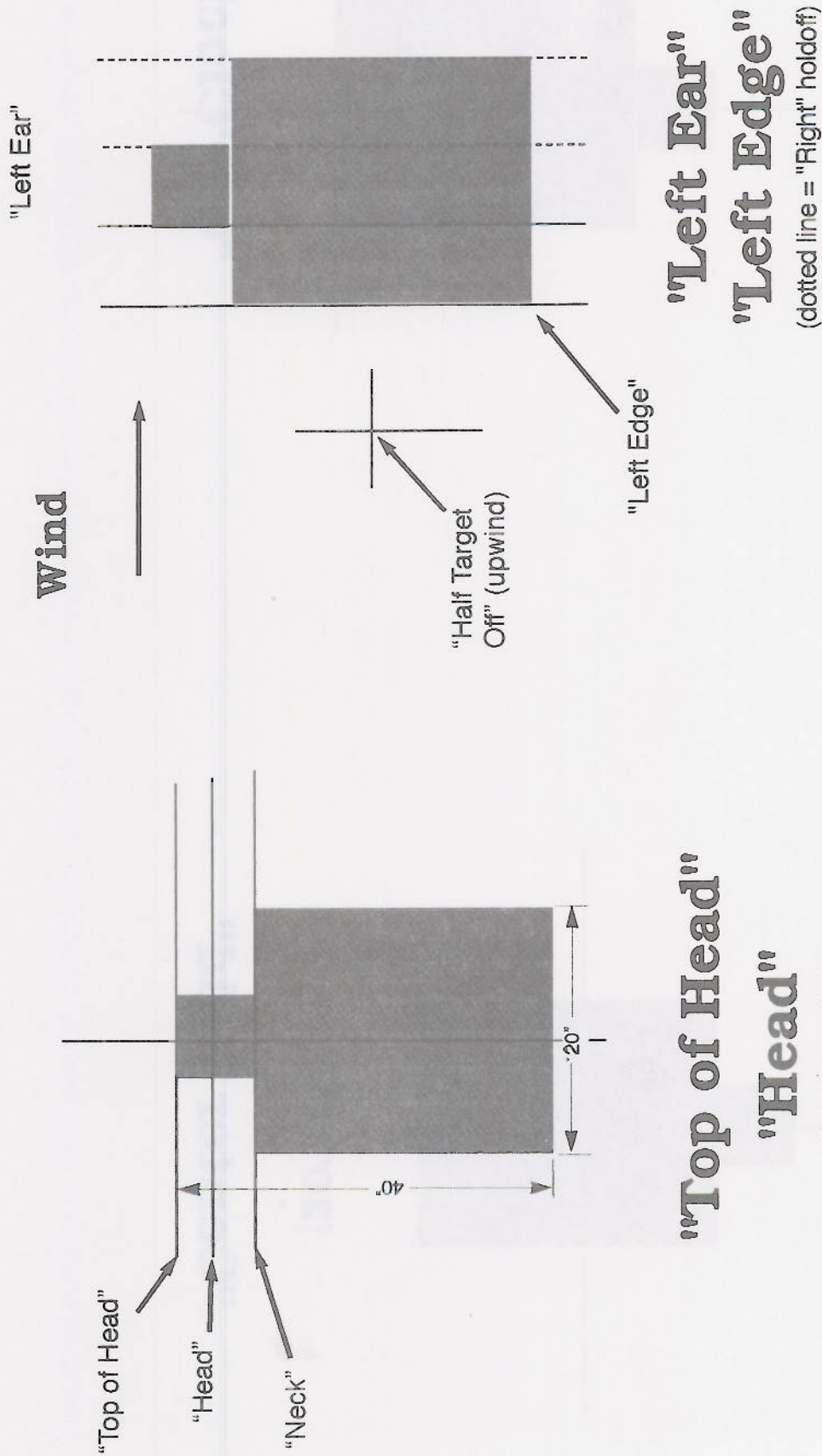
"Center Hold"



"6 O'Clock"

Fred's "Guide to Becoming a Rifleman"

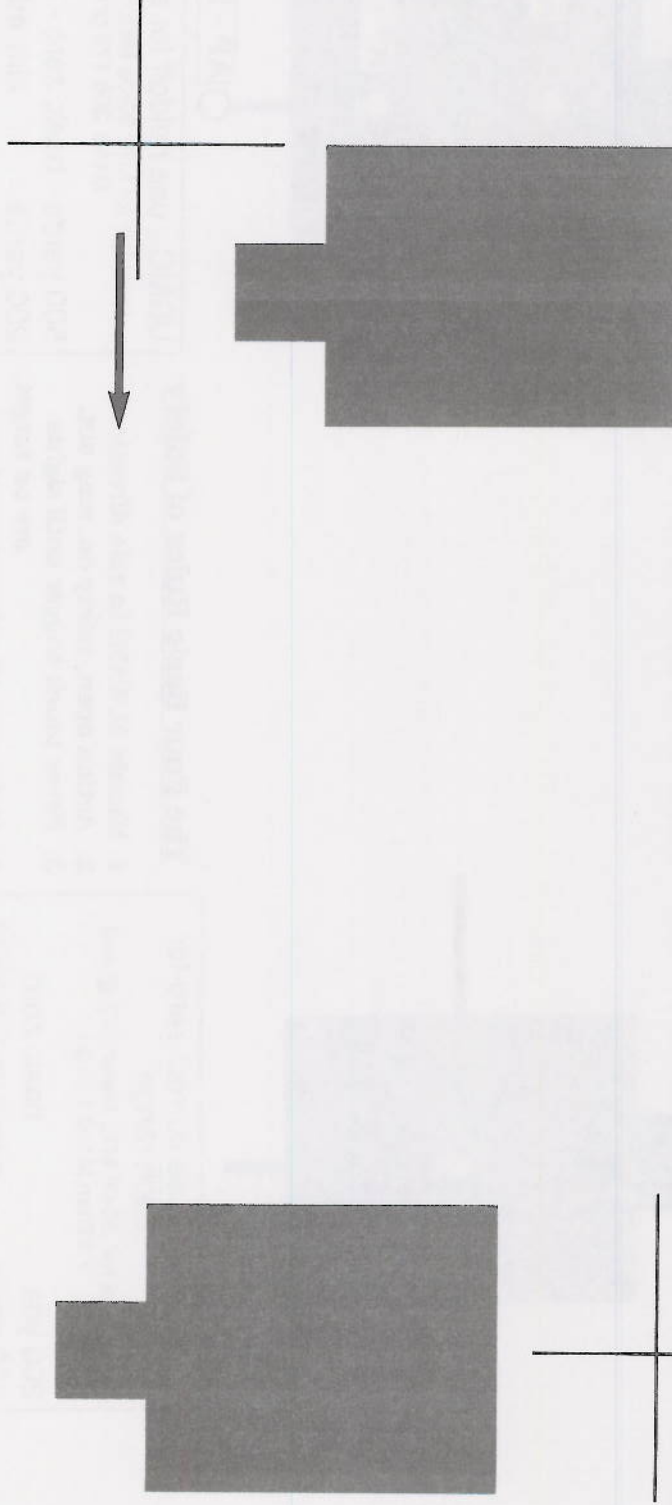
"Holdoffs"



Note: An "Edge" favor will guarantee a hit at 300 yards in wind up to 25 mph coming directly from left or right [a pretty stiff wind!]. At 600 yards, up to a 10 mph wind at 90° to the line of sight. Over that, you must aim a "Half Target Off" in the upwind direction.

Holdoffs

Wind



"Half Target Low"

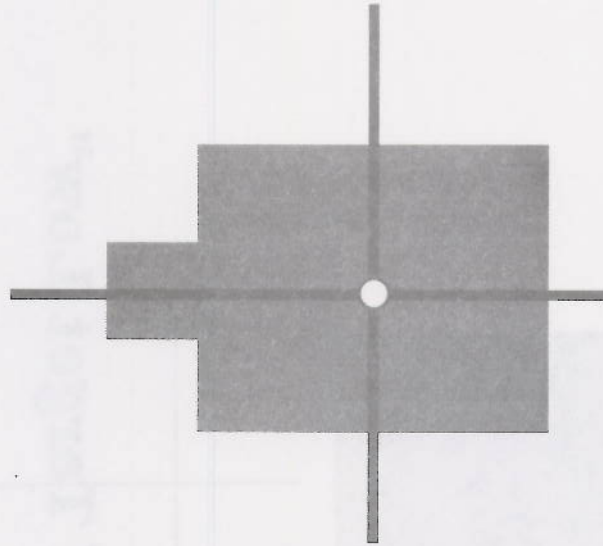
If there is no hit on a target which is beyond 300 yards, with little or no wind blowing, and the fall of the shot cannot be seen, your best bet is to assume an elevation/range error, and fire the next shot either 'high' or 'low' depending on what your experience tells you. Even a random guess has 50% chance of being right!

"Wind Favor [right edge] & half target high"

While more applicable to the target range, when you have a clean miss and no idea which side of the target the bullet went, and old competitor's trick is to 'shoot the four corners' of the target. Fire a shot at the upper right, then the upper left, then the lower left, then the lower right corners [you have a 25% chance of a hit on the first shot, a 50% chance of a second round hit, and a near 100% chance of a hit with the fourth shot, plus the feedback of where your bullet is going, and deciding whether it is a sight adjustment problem, a wind problem, or a range estimation error.

US Army

Center of Mass



US Army - use correct zero for each range

(average for .30-06 M72 Match 173 gr and 7.62mm M118 173 gr)

200 yds	basic zero
300 yards	come up 2.5 MOA
400 yards	" " 3 MOA
500 yards	" " 3.5 MOA
600 yards	" " 4 MOA
700 yards	" " 4.5 MOA
800 yards	" " 5 MOA
900 yards	" " 5.5 MOA
1000 yards	" " 6 MOA

The Four Basic Rules of Safety

1. Muzzle ALWAYS in safe direction.
2. Action open, safety on, mag out.
3. Never touch trigger until sights are on target.
4. Make sure all others around you follow these rules.

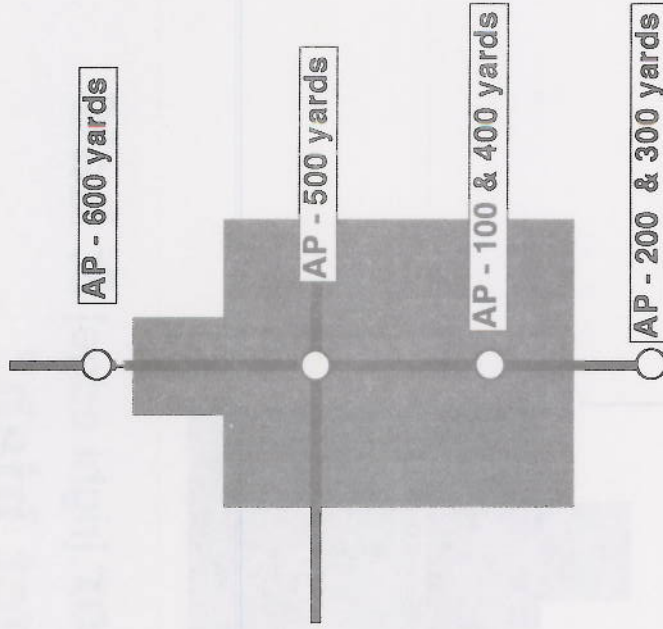
Sniper standards of accuracy:

[from military manuals]

5 shots in 10" at 300 yards [3 MOA]
5 shots in 25" at 600 yards [4 MOA]

USMC

Holdoff from 500 meter zero



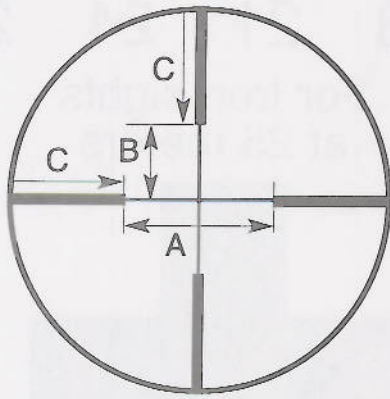
USMC - use holdoff for each range

(average for M72 30-06 Match 173 gr and M118 .308 173 gr)

500 yards	- basic zero	- aim chest
200 yards		aim mid-thigh
300 yards		aim at waist
500 yards		aim at chest
600 yards		aim at top of head

Holding off is an advanced technique used only when the sniper does not have time to adjust his sights. Pinpoint accuracy is rarely achieved because of error in range determination and lack of a precise aiming point.

DUPLEX SCOPE RETICULE



Key Reticule MOA Measurements

	3X	9X
A		
B		
C		
D		

Establish 'A', 'B', 'C', and 'D' by placing your reticle over the 'Reticule Target' included in this guide. Typical Target Dimensions of a man-sized Target: 20" wide X 70" tall

In MOA: 200 yards 10 MOA X 35 MOA

300 yards 7 MOA X 23 MOA

500 yards 4 X 14

600 " 3 X 12

"Head-sized" targets [bare head = 8" high X 6" wide]:

100 yards 8 MOA high X 6 MOA wide

200 yards 4 MOA X 3 MOA

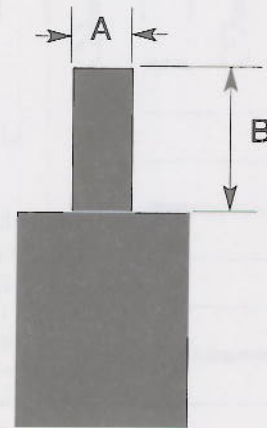
300 3 MOA X 2 MOA

500 1.4 MOA X 1.1 MOA

[for range-finding purposes, a helmet will add 3 inches or more to each dimension]

Sights as Range-finding Aids

IRON SIGHT [FRONT]



Key Front Sight Measurements

A	
B	

Key measurement with the front sight is target width. Typical man-sized target is 20" wide. A simple strategy is to ascertain at what yardage the front sight width is equal to a man width. For most post WWII rifles, it will be 250-300 yards - ie, about your 'point-blank' range. So, you put your front sight on the target, and target is wider than the front sight? Hold dead on and let it fly! For precision work, allow for a 2 or 3 MOA drop at the outer edge of the 'point-blank' range and aim 2 or 3 MOA above the target. Similarly, if precision at 100 yards is critical, allow for the bullet to hit 5 MOA [5 inches] high at 100 [from your BZ]; aim an equal amount lower.

On some occasions it may be useful to know the height of the target as compared to the measurement 'B', the height of the front sight. How does a man-size target at 300 compare in height to the height of the front sight? This may be an additional or supplemental check on pointblank range.

Useful MOA values for your AP [aiming point]:

3 MOA = elevation increase for each hundred yards from 100 out to 400 yards [so for a 200 zero to shoot at 400, need an AP 6 MOA above the target at 400]

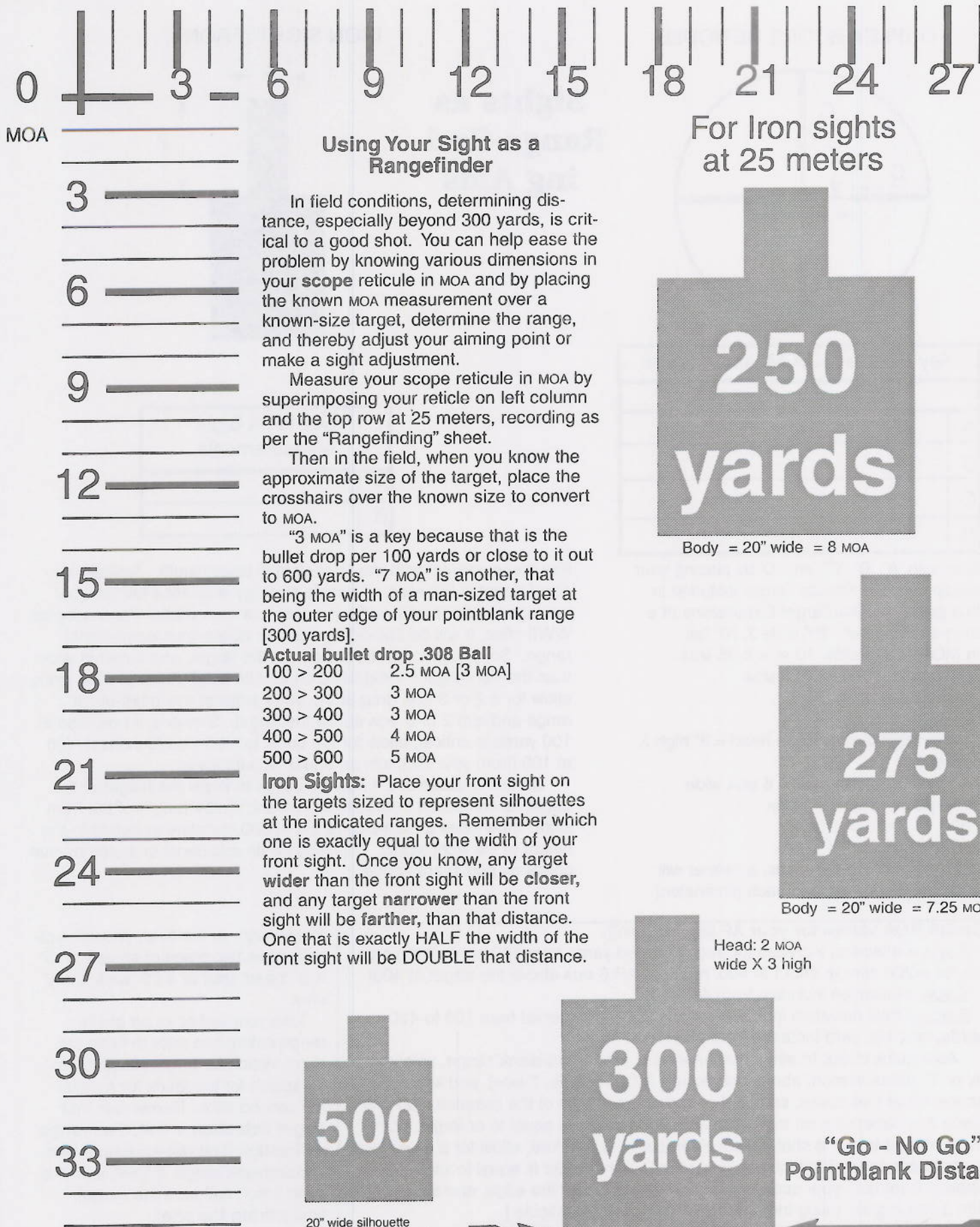
4 MOA = elevation increase from 400>500

6 MOA = total elevation increase for any 200 yard interval from 100 to 400 yards, or a 100 yard increase from 600>700

As a quick check to see if the target is in your 'point-blank' range, select an 'A' or 'C' measurement above that equals 20" at 300 [ie, 7 MOA], and keep your scope set at that power, so that if speed of the shot is of the essence, you can place that dimension on the target and, if the target is equal to or larger, hold dead on and take the shot. [If super precision is required, allow for a 3 MOA drop at the outer edge of the 'point-blank' range. If the target is equal in width to the reference mark in your scope, you know you are near the edge, and should then aim 3 MOA higher, using the appropriate AP on your reticule.]

Summary: In the field, you will typically have two types of shots - an 8" X 6" 'head' shot or a 20" wide 'body' shot.

Use your sights as an aid in range estimation prior to firing the shot. Watch for target reaction/bullet splash for feedback for a possible second shot. Remember that **target detection** is first, then **range estimation** [first determining if within pointblank range, if 'yes', take the shot; if 'no', estimate the range], finally **firing the shot**.



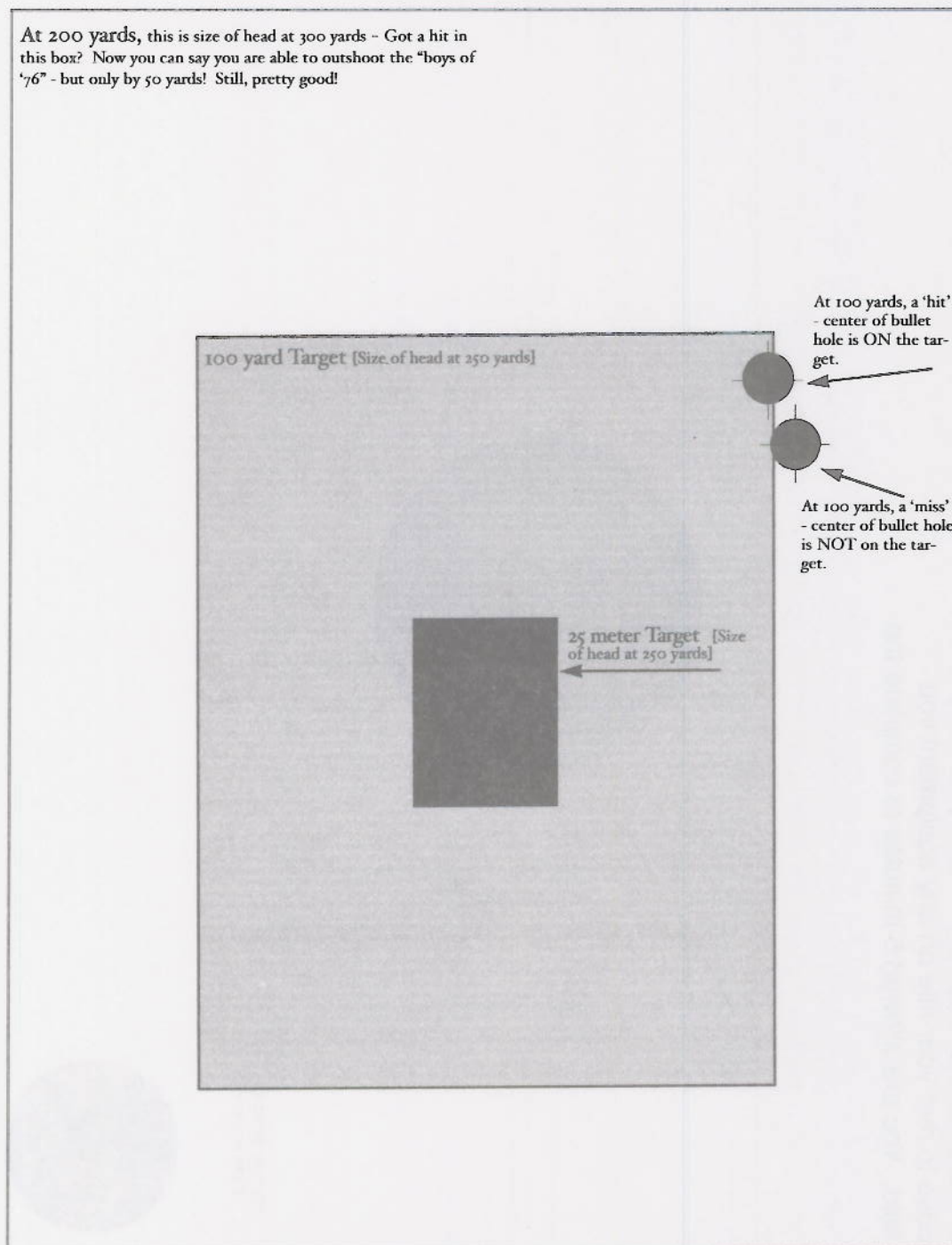
"...the arrival of 1,000 big, rambunctious soldiers from the backcountry of Virginia and Pennsylvania...led by 39-year-old Daniel Morgan, an ex-wagonmaster with a grudge against the British... Morgan and his fellow sharpshooters were welcome evidence that the rest of the country was supporting New England. Their prowess with their long-barreled, rifled guns astonished everyone; they could hit a target the size of a man's head at 250 yards." Thomas Fleming, *Liberty!*, p. 148

Morgan went on to fight at Quebec, where he was captured and later exchanged; fought at Saratoga; then led at the Battle of Cowpens, SC in Jan, 1781, where he bested formidable (and detested) dragoon Col Tarleton, before retiring, his health broken by hard years of campaigning.

Placed at any distance, this full target sheet = a full-size head. Aiming point with battlesight zero of 275 yards is 6 o'clock at all distances out to 275 yards (at 25 yards/meters [82 ft], aim 6 o'clock on the small black 25m target).

So, if you put this 'head' up at 200 yards, and your shot strikes within the "At 200 yards: Size of head at 300 yards" box, you've just hit a head-sized object at 300 yards! Great shooting!

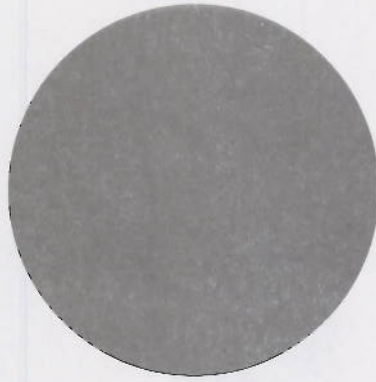
At 200 yards, any shot falling within the gray dotted lines equals a hit at 250 yards!



Fred's Revolutionary War Rifleman Target - In 1775 Daniel Morgan appeared with a thousand rifleman from backwoods Virginia and Pennsylvania to fight the British for independence. While regular militia did well to hit man-sized targets at 100 yards, historians say they amazed with their ability to hit head-sized objects at 250 yards. Try your skill by setting this target up at 25 meters, 100 yards, 200 yards, or 250 yards and, with your battlesight zero, fire one shot. Can you hit the head, like those boys in 1775? [Note: a 'hit' must have the center of the bullet hole on the target.] A variation: Take 30 seconds and ten shots: how many hits can you get? It'll take 7 or more before you can think "rifleman"!

The Michigan Militia of Wayne County, Michigan, Qualification Target:

Place 8 out of ten shots on the bullseye at 25 yards for initial 'Level One' qualification to be a member of the Michigan Militia. [Sized for caliber .30 bullets, so 'thirty-cal' rule applies] You may use any field position and may choose to rest your rifle on any equipment you would carry into the field. You are allowed 5 minutes to complete the string of 10 shots.

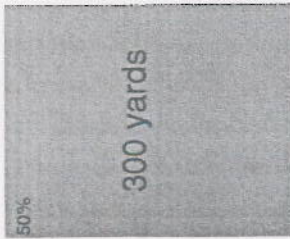
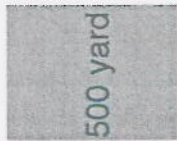


Rifleman Standard - all
shots in one inch



Fred's 25M Rapid-Fire Target

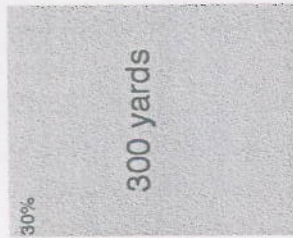
Take all the time you need - up to 30 seconds - to hit each of these 15 targets at least once (larger targets scaled for 300 yards, smaller ones for 500 yards (count any bullet hole which touches as a 'hit')



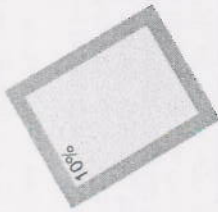
300 yards



300 yards



300 yards



100



500 yard



500 yard

500 yard

25M Rapid-Fire Target

Rifleman Team Target

The challenges to the team: Target detection, range estimation, target designation (primary and secondary), and fire control (signals and rate of fire)

Target detection means spotting the target. It's not easy, so some of these are hard to see, too. Alert your fellow team members to all the targets you see, and listen for them to report what they see.

Range estimation is not relevant here. In the field, you would scratch your estimates in the dirt and then average them. If the target is under point-blank range, aim dead on, elevating your AP from 6 o'clock to COT if near the outer edge of your pointblank range.

Target Designation means making sure all targets are covered, and keeping 'doubling up' to a minimum. You should never have two men on a target while another target is not engaged. So you make sure all your team members know 1) where all the targets are, 2) who is assigned to specific target(s) and 3) who will cover those targets as secondaries if the need arises - after they take out their primary.

Fire Control refers to agreement on rate of fire, which targets are more important and get more rounds, and signals or commands like "New Target - XYZ!" or "Target X stands" referring to the last target which needs engaging.

Here are 8 targets for your 2- or 3-man team. Allow the team 30 seconds to complete firing after you have designated targets. Because you can't see the targets fail, act as though all primaries have been missed, and therefore all secondaries must be engaged. One shot per target for each shooter, unless he calls a bad shot, in which case he fires another. Check the targets. Hits on all? Good. Double hits on all? Great!

Variations: The two pairs are 'high value' targets and must have double the hits of the rest of the targets; impose an ammo limitation - only 6 rounds apiece [2-man] or 5 rounds each [3-man]; black squares are 'no-shoot' targets, etc.

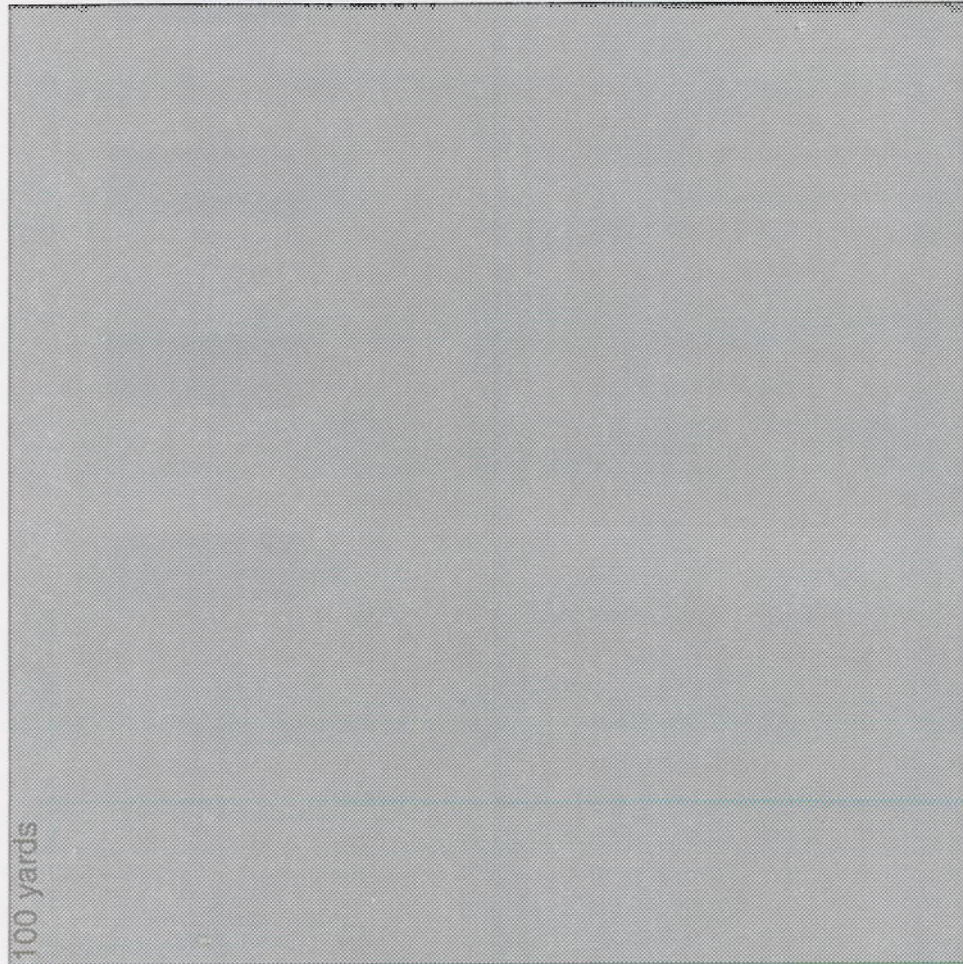


Rapid Standing 25 meter ^[82 feet] Rifleman Target

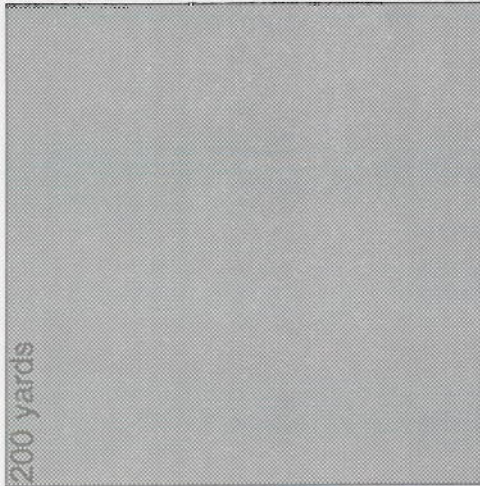
You get 20 shots in 60 secs - all fired standing. Put 5 hits on the 100 yd target, 5 on the 200 yd target, and the rest on the 300 yd target. Hits are counted when the CENTER of the hole is on the target. You can fire as many shots at the first two targets as you like; however, only a maximum of five hits are counted on each. All hits on the 300 yd target are counted.

Your best strategy is: 5 quick shots on each of the first two targets, firing a shot or two extra if you call a miss; the rest on the 300 yd target. Max score is 20. *Rifleman Standard*: 18

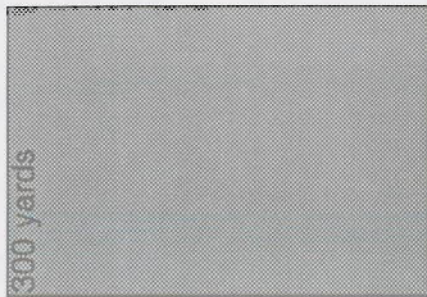
100 yards



200 yards



300 yards



The 2nd Anglo-Boer War - 'Tuesday, Nov 28, 1899, on the high grassland, where the air is clear as a bell, you see the British line approaching in the far distance and line your sights up, and, as they cross 1200 yards, you hear 'FIRE!' ..."

The Boers were farmers of Dutch origin who migrated to the southern tip of Africa to settle. Fiercely independent, when the British took over, they migrated to the interior - the "Great Trek" - and resettled on a high plateau. To keep the British out, they formed two countries, the Orange Free State and the Transvaal. But Britain was at the height of her imperialist period, and dreamed of a British Africa from "the Cape to Cairo". When gold was discovered in the Transvaal in 1887, events were put into motion which led to the 2nd war in 1899 (the first was the result of the British annexation of the Transvaal in 1877. A revolt by the Boers - the 1st Anglo-Boer War - re-established their independence).

The Boers were remind some of the American colonists, and the war, our War for Independence. Certainly, the marksmanship of the Boers, along with the incompetence of British commanders, bears a striking comparison with our own history. Had we not been in the midst of our own imperial period, having just seized the Philippines and fighting a revolt there, it is quite possible that we would have supported the Boers. Historical fate decreed otherwise, and they were worn down by British persistence and the absence of outside support such as we received from France in our war, and the Union of South Africa became part of the Empire. But with their Mauser rifles, the

Boers gave a good account of themselves. Consider an early engagement, with the British frontally attacking, and the Boers concealed along a river bank. On the high veld, visibility was extremely clear, and the Boers opened fire on the line of advancing British infantry at 1200 yards with such accuracy that the British soon went to ground, and stayed there the entire day under the hot sun. The Boer line was 3 miles long - one British soldier called it "three miles of sunken teeth". Remember that the "modern Mauser" rifles the Boers used were clip-fed, which gave them a relatively high rate of fire (the British were still using the early Lee-Medford, loading individual rounds into

their magazines) but were open-sighted, and predated most of the 'old' Turkish Mausers now being sold. You are probably using a modern peep- or scope-sighted rifle, not a pre-1900 open-sighted Mauser, and should do well under the same conditions. So imagine you are there, along the bank of the Modder River with the Boers, looking across a grassland 'level as the ocean floor' stretching 4 miles in front of you. It's the morning of Tuesday, Nov 28, 1899, and the air is clear as a bell as you watch the British forces build their line of attack. As they advance toward you, they cross the 1200 yard mark, and you are ordered to "Fire!" See how you do, shooting a modern rifle.



(All shots between the two dotted lines are correct in elevation)



Set this target up 25 meters (82 ft) away. Targets represent silhouettes of British soldiers advancing on line at a range of 1200 yards, when the Boers opened with small arms fire so effective that the advance was halted. Each soldier is assumed to offer a target about 60" high and 18" wide. At 1200 yards, where an MOA equals 12 inches, that means each target is 5.5 MOA high and 1.5 MOA wide. At 25 meters, where an MOA is 1/4", each target is 3/8" wide and 1.25" high. Because your bullet makes a large hole in relation to the target, you count as 'hits' only those where the center of the bullet hole is within the target area. Unless clearly on the target, score it a

miss. Like the Boers, when you open fire, you open rapid fire. Try 10 shots (which for the Boers would have been two 5-rd mags) in 30 seconds, and see if you can hit every target. It's not easy shooting, and when you get done, you might have a new respect for the marksmanship exhibited over a hundred years ago. As a guide to how well you perform: 9-10 hits: Outstanding! A real Rifleman! The Boers want YOU!! 7-8 hits: Good solid performance! 5-6 hits: Good, but no impressive Under 5 hits: Better practice more before you cover yourself with shame.

An officer from the 62nd battery of Royal Artillery, on the line that day:

"We took up our position 800 yards from the Boer trenches, and by Jove! the Boers let us have a fearful reception. Before I got my horses out they shot one of my drivers and two horses...and brought down my own horse. We then got my gun around on the enemy, when one of my gunners was shot through the brain and fell at my feet. Another of my gunners was shot whilst bringing up a shell..."

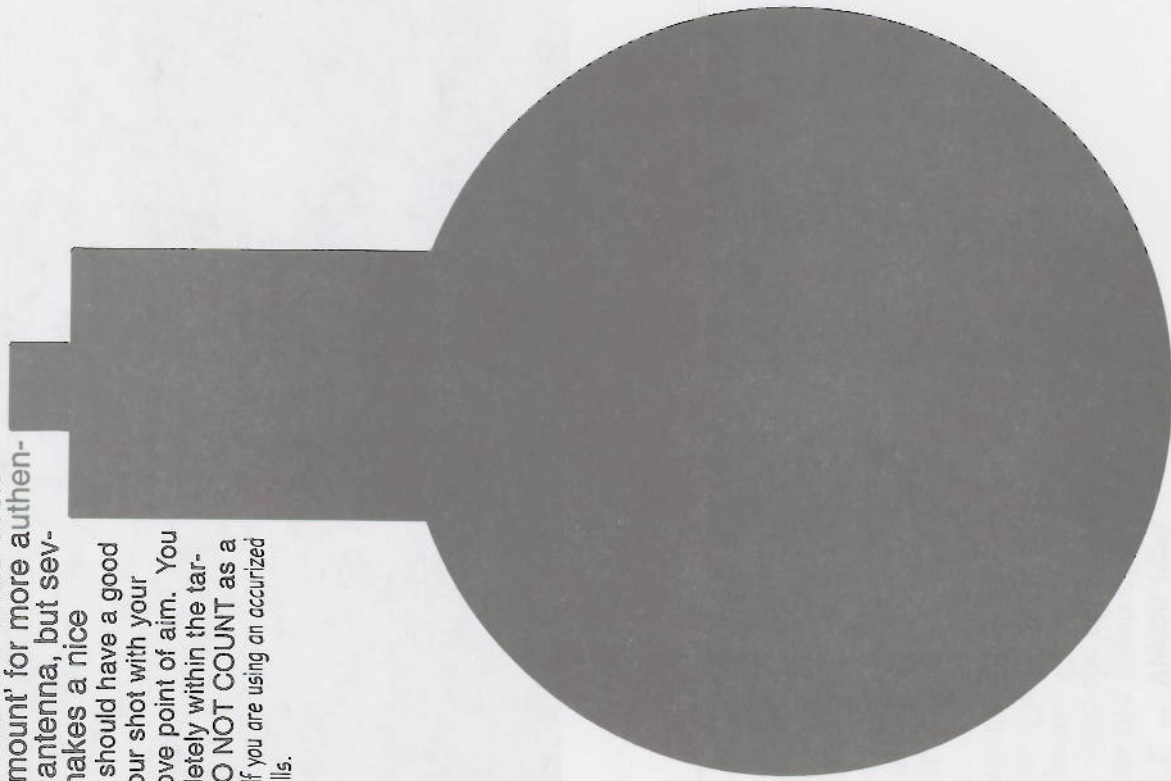
Were the Boers trained snipers? Did they have match ammo? Were they using

scoped M21s or M24s? The answer to all these questions is "NO". They were farmers, some younger than 16, and some well over 50. [The youngest prisoners taken by the British were 7 years old; the oldest, 78] Compare to what the average American rifle shooter of today expects of himself, using modern equipment, from the bench. It's an eye opener. And you 'old guys' complaining about your eyesight? Just wait until you're 79 years old, and fight for your freedom!

(quote from Byron Farwell's *The Great Anglo-Boer War* - good book on the war)

Rifleman's AFV Target - Antenna Mount, Armored Vehicle

Hit the mount to cut the vehicle off from ammo: Ten shots in 30 seconds, 100 yards, any position, at least one must hit within the circle. Or 'first shot' only, or 'first shot speed', starting from 'sling arms' (standing). Use as a pair with the 'vision port' target. Allow 30 seconds to see if you can knock both out. You could even put up 3 'vision ports' and one 'antenna mount' for more authentic target, since an AFV usually has one antenna, but several vision ports. A set of such targets makes a nice 'team' target. NOTE: NO sighter shots. You should have a good "battlesight zero", and know that at 100 yards, your shot with your sights at battlesight zero will impact 5 inches above point of aim. You want a solid hit, so count only those shots completely within the target. If it is inside, but touches the outer edge, DO NOT COUNT as a hit. Additional Note: This is for iron-sighted issue battle rifles. If you are using an accurized scoped rifle, set it up at 200 or even 300 yards to test your skills.

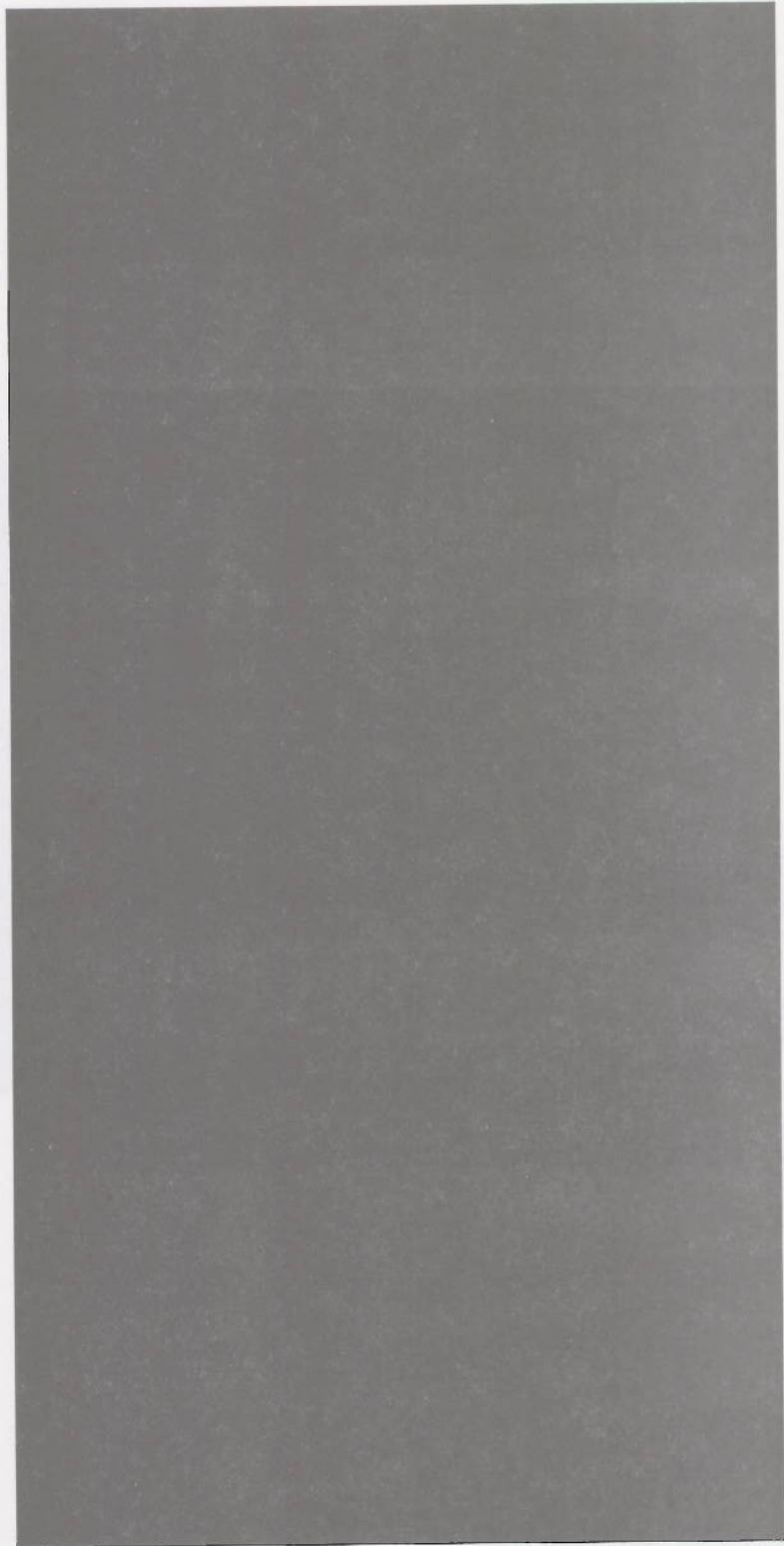


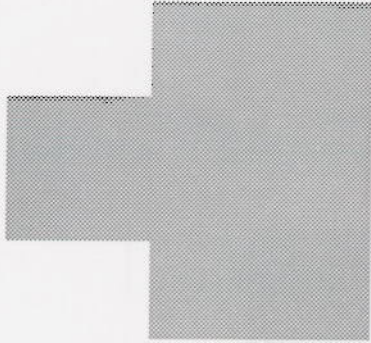
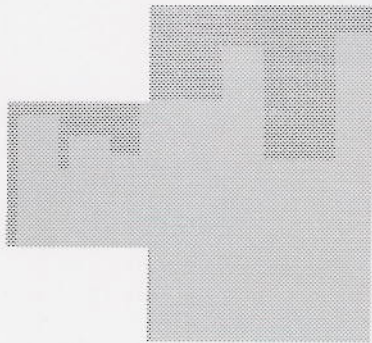
Antenna Mount, Armored Vehicle, target

Rifleman's AFV Target - Vision Port

Set this target up at 100 yards. It represents the vision port of an armored vehicle. Every time you hit it, you craze the glass, which limits the already limited vision of the occupants. Craze it as much as you can. Try 10 shots in 30 secs, any position. Or try it "first shot only" to see if you can make that first shot count. Or start from 'sling arms', and see if you can get a hit in under 10 seconds. It can also double as the opening to a bunker firing port, so you can check your skill at suppressing fire from a bunker opening.

Note: NO sighter shots. You should have a good "battlesight zero", and know that at 100 yards, your shot with sights at BSZ of 275 yards will impact 5 inches above point of aim. Count as "hits" only those shots which fall entirely within the block. If your shot is on the inside, but touches the line, DON'T count it. Additional Note: This is for iron-sighted issue battle rifles. If you are using an accurized scoped rifle, set it up at 300 yards to test your skills.





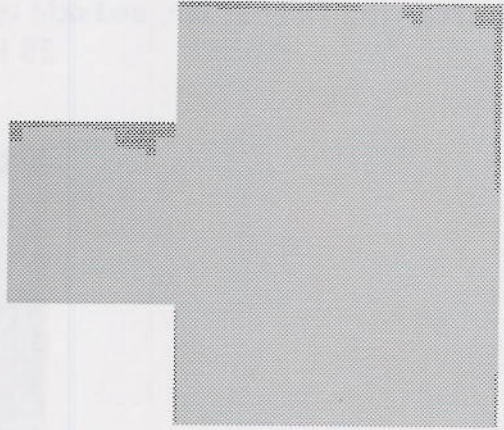
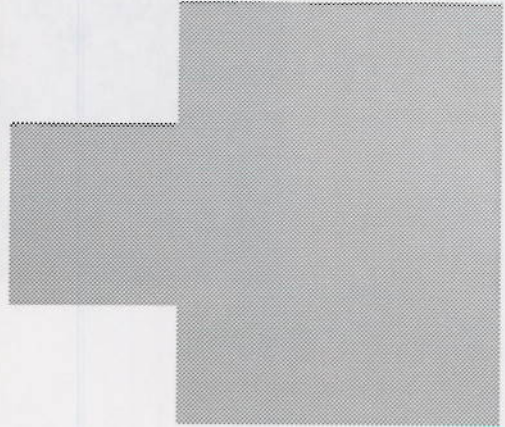
Rev War Vet Assoc 25 meter 200/300yard Speed Shoot

The top row of targets represents - at 25 meters [82 ft] - the popup targets at 300 yards on RWVA's range. The bottom row of targets represents the popups at 200 yards. Make photocopies of this target and set two sheets up side-by-side (which dups the appearance at RWVA, since the 300-yard targets are further up the hill than the 200) and see how fast you can hit each one in less than 60 seconds, unlimited rounds from the prone position. For a tougher challenge, try it with a

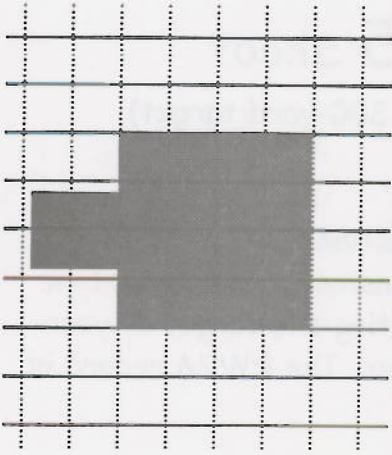
30-sec time limit! The best way to shoot is to have a friend spot hits and call them for you, but you can do it solo if you watch for the hole to stray out into the white (take a quick look at each target after each shot; if you don't see the hole, assume it went into the dark silhouette - assuming you're shooting 30 cal).

(Set two targets up side by side to duplicate what a shooter at RWVA's rifle shoot would face.)

The record at RWVA is 14.69 seconds, but you should be a little faster, because you don't have to worry about the hundred-yard difference between 200 and 300 yards, and these targets, while deliberately a bit faint - are much easier to see than those on the RWVA range!



Scoring note: if center of your bullet touches the edge of the target, count it as a 'hit'



500-yard simulated target for sight-in: NOT part of the speed shoot. 1 MOA squares

Rev War Veterans Association Y2K+5 Shoot

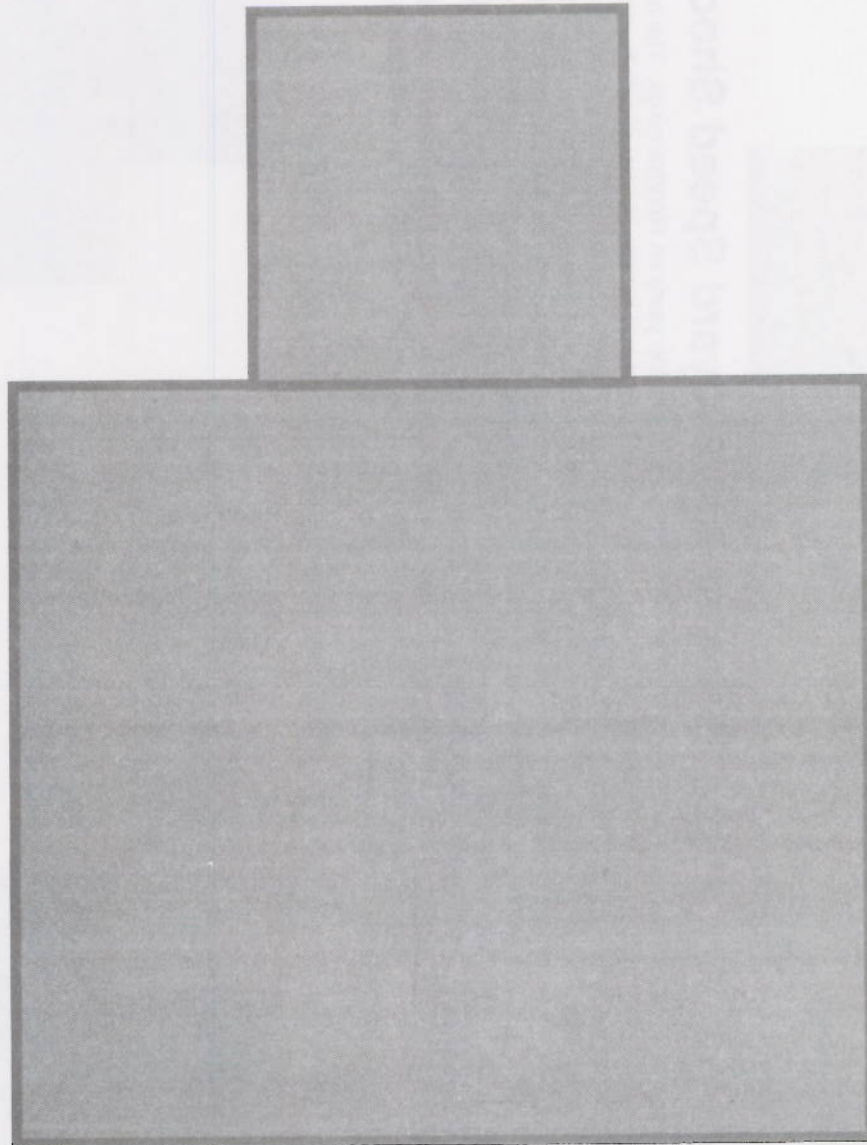
(at 100 yds, this target equals a 400-yd target, at 75 yards, a 300-yard target)

Course of Fire

At 100 yards: 30 secs, unlimited rounds, prone position.

At 75 yards: 30 secs, unlimited rounds, standing supported or other nonstandard field position.

The most fun: fire on the same target for both stages, simply relocating the target or yourself after the first stage, and add up the total of hits for both stages. The RWVA record is 25 hits. Can you do better?



Battlin' the UN Convoy along US Rte 30 in eastern Iowa, July 4, 2017

300 yards

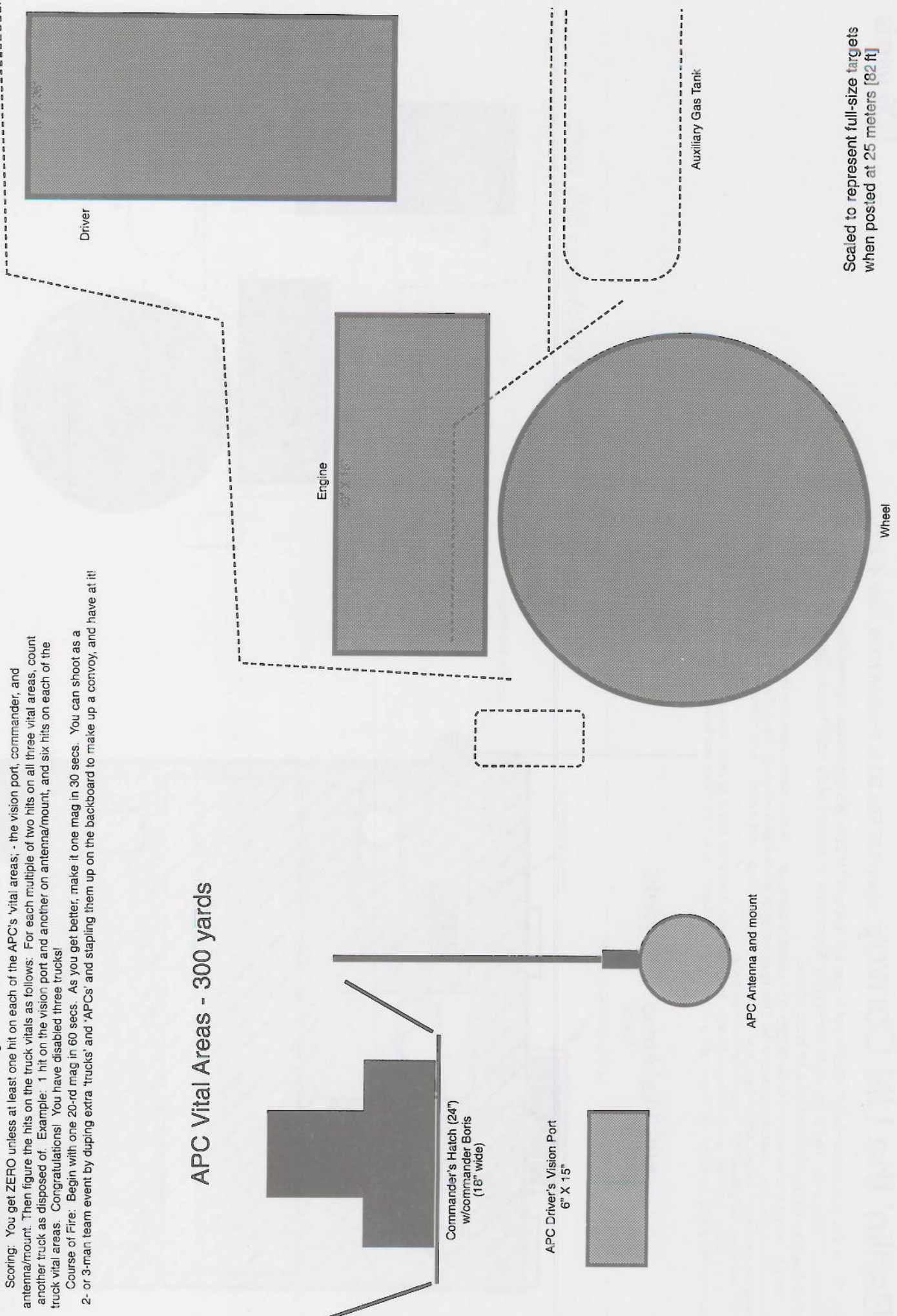
Vital target areas are reduced for 25m [82 ft] practice, representing the actual targets at a distance of 300 yards. These are rapid fire targets: Shoot them at the rate of 20 rds/30 secs. Center of bullet hole must touch or be on target for a hit to be scored.

Scoring: You get ZERO unless at least one hit on each of the APC's 'vital areas'; - the vision port, commander, and antenna/mount. Then figure the hits on the truck vitals as follows: For each multiple of two hits on all three vital areas, count another truck as disposed of. Example: 1 hit on the vision port and another on antenna/mount, and six hits on each of the truck vital areas. Congratulations! You have disabled three trucks!

Course of Fire: Begin with one 20-rd mag in 60 secs. As you get better, make it one mag in 30 secs. You can shoot as a 2- or 3-man team event by duping extra 'trucks' and 'APCs' and stapling them up on the backboard to make up a convoy, and have at it!

Truck Vital Areas - 300 yards

APC Vital Areas - 300 yards



Scaled to represent full-size targets when posted at 25 meters [82 ft]

Battlin' the UN Convoy along US Rte 30 in eastern Iowa, July 4, 2017

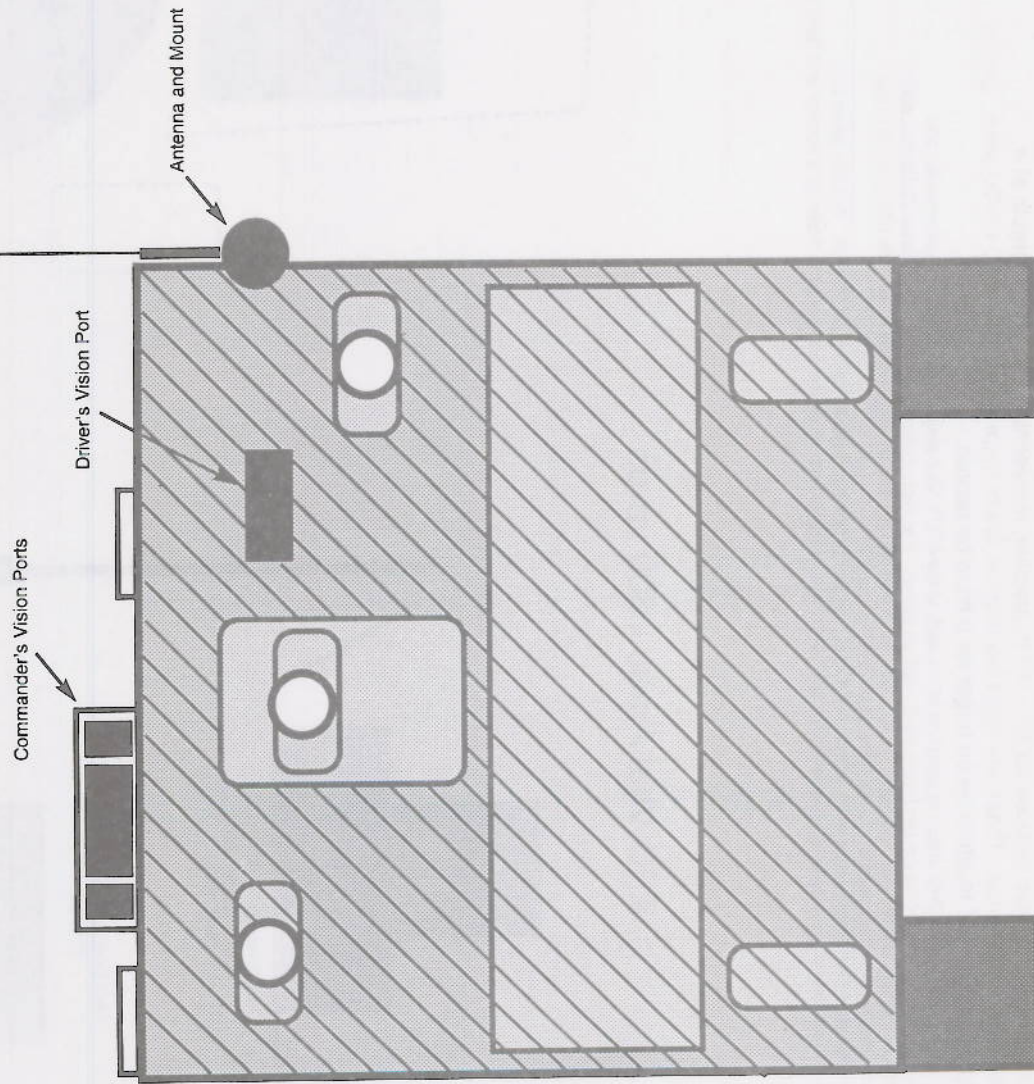
500 yards

Or, "Boris, I'm coming knocking!" Vital target areas are reduced for 25m [82 ft] practice, representing the actual targets at a distance of 500 yards. These are rapid fire targets: Shoot them at the rate of 20 rds/60 secs. Center of bullet hole must touch or be on vital area for a hit to be scored.

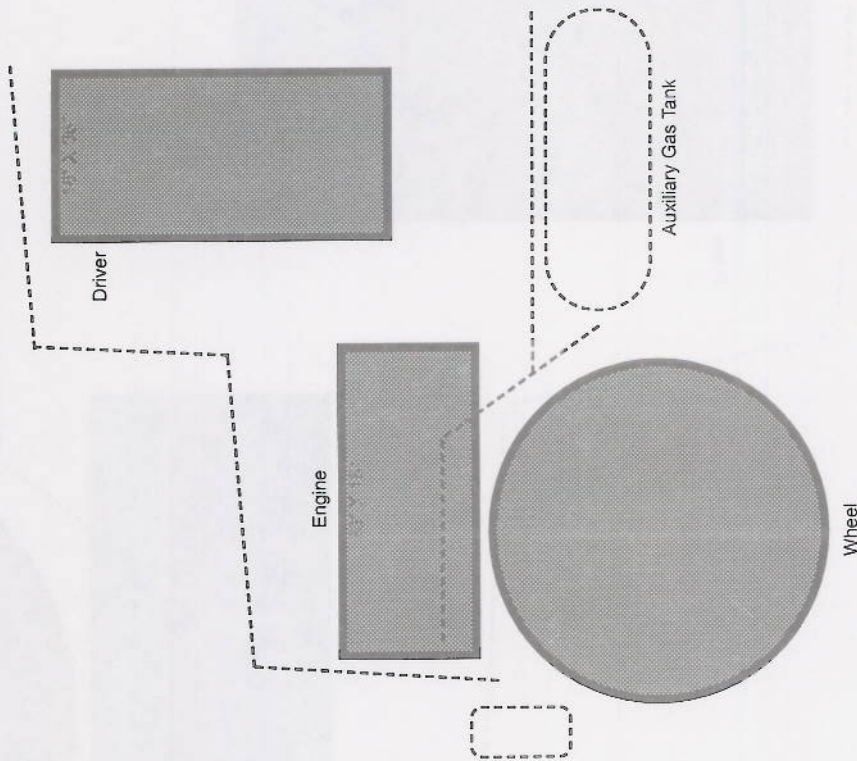
Scoring: You get a bonus equal to 3 trucks for each hit on the APC's vital areas: - the commander's vision port, driver's vision port, and antenna/mount. This is not meant to be an easy target. Then figure the hits on the truck vitals as follows: For each multiple of two hits on all three vital areas, count another truck as disposed of. Example: 1 hit on the vision port and another on antenna/mount, and six hits on each of the truck vital areas. Congratulations! You have disabled three trucks!

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APC Vital Areas - 500 yards frontal



Truck Vital Areas - 500 yards



Scaled to represent full-size targets when posted at 25 meters [82 ft]

Ball and Dummy Drill

for 25 meters [82 ft]

On the left target, fire five shots from the prone position
On the right target, fire five shots, using the 'ball and dummy' drill:
insure that you do not know whether a round is actually loaded when
you pull the trigger. Either have a friend 'load' and hand you the rifle,
keeping the muzzle pointed in a safe direction, or mix dummy and live
rounds, so you don't know which is coming up next in the mag.

When you are done, compare the size of the groups.



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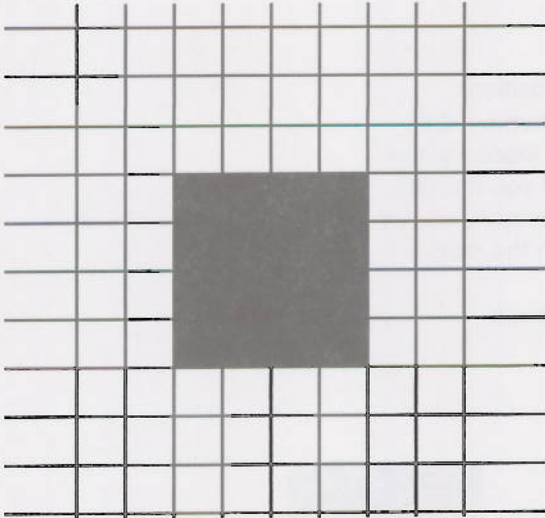
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25-Meter Drill Targets

[82 ft.]

These drills will make you a better shooter!



Sight-in target

1/4" grid = 1 MOA grid

Aim 6 o'clock on square, adjust sights so center of group is on center of square.

(i.e., 2 MOA above POA)



1-round Drill - Position and NPOA

Fire 5 successive shots on this target from prone or sitting. In between each shot, break your position, stand up, and then, after loading another round (safety 'on'), quickly reassume the position and reacquire your NPOA, and fire another round. After 5 rounds, check the tar-

get. If you are doing everything right - position and NPOA reacquisition - your group should be under an inch. (This assumes you can already regularly keep your groups at 25 meters to an inch or under. If you can't do it, practice the basics until you can.)

Alternative drill: 5

rounds as before, single-loaded, but stay in position.



2-round Drill - Mag Change

Practice in smooth mag changes without disturbing position or point of aim (NPOA).

Take up a prone or sitting position and load with one round in your mag. Fire a round. Reload with another single-round mag. Repeat three more times. Check your target to verify your five-

round group is under 1-inch. If it is, now you repeat the drill, to practice changing mags smoothly and rapidly.

If it is not under an inch, you are probably losing position or NPOA in the mag change. Practice, making sure you observe all the position requirements, and verify your

NPOA reacquisition, until you group under an inch, consistently. Persistence - without it, you never get where you want to be.



4-round Drill - Fast Cadence Test

Practice in changing mags without disturbing your group, and practice/verify firing the first shot out of each mag in 'rapid fire' mode, not 'slow fire' mode.

With two mags, each with 2 rounds: load the first and fire two rounds, from prone or sitting. Reload and fire the other two

rounds. Check the target. All four shots should be in the same sub-1-inch group.

If they are not, but the 2-rd drill is OK, chances are you have one or two shots 'out of the group', and that these are the first rounds out of each mag. In other words, you are firing the first

shots out of each mag at a slow-fire cadence, and the second at a rapid-fire cadence. You want to practice this drill, focusing on a rapid-fire shot out of each mag, until the group size and placement of all shots is in the group.

Note: A Rifleman fires every shot 'rapid'.

GETTING UP TO SPEED ON RAPID FIRE

[Excerpted from Fred's *Shotgun News*
Columns of Sept/Oct, '04]

.....[Our] Guide thru Never-Never Land where zeroes are elusive, groups subject to shifts from minor changes in cadence, position, holding...with concrete advice on how you hack thru the heavy brush and learn rapid-fire to become a qualified rifleman-defender of liberty, and a link in the chain of tradition, from the past to the future.

The WHY of learning rapid fire is obvious - it's a vital skill needed by every rifleman to multiply his effect on the opfor. It's a skill that can save your life. Keep you alive, in the defense of liberty. And of course, now, in the civilian world, it's fun.

The WHAT is rapid aimed shots against a target/targets, each shot impacting as you intend. A shot is therefore by definition a 'hit' on the target.

Now, the HOW, the actual learning how to do it.

First, to make assumptions clear:

1. No special equipment is needed. A rack-grade rifle and surplus ball ammo is the first step. A padded shooting jacket is a plus. [Try one of our USMCs.]

2. Skill with a rifle is needed. Not world-class, hard-to-attain skill. Just the ability to keep all your shots in 4 MOA [at 25 meters (82 ft) - a good training distance - it's a one-inch group], so that at 500 yards, you can hit a man-sized target. Any normal person should be able to acquire this skill, even if some have to practice more than others to get there. What, a few hundred years ago, if you were a American male, you would've had...

3. Rapid fire is an essential skill to the defense of liberty, and is a must to have in your bag of skills as a rifleman. Estimation of range, target detection, firing a good shot, camouflage - all important - but speed is the pillar of your rifleman skills. The ability to fire a well-aimed shot fast, and follow up if needed with rapid well-aimed additional shots.
(cont'd on reverse)

HOW TO USE THIS TARGET

Each black one-inch square equals 4 MOA at 25 meters [82 ft].

Fire the one-shot, 2-shot, 4-shot, 7-shot, and 10-shot drills outlined in "Getting Up To Speed On Rapid Fire" on these targets.

You can use them in pairs for 'shifting targets', or fire a drill on one target, and your standard prone group on the 'pair' target for comparison.

Fire "Ball and Dummy" on one, and your regular group on the other. Fire the regular group FIRST.

In all cases, the goal is to have your shots all on the target, to meet the 4 MOA Rifleman standard.

You have to do it. Otherwise, the other guys will look on you as a 'cook', and smirk that you need to be back in the kitchen, with the other cooks, cause your cooking has GOT to be better than your rifle shooting!

And you do it for the tradition, the great American tradition of the Rifleman, the man able to control every target within 500 yards, the "Rifleman's Quarter-Mile".

And you do it because it's hateful to every a liberal, you shooting good. So make a liberal unhappy - learn to shoot like a Rifleman!

Post target at 25 meters [82 ft]. It works best if you make photocopies of it before shooting on it! PS: Help someone else out, and leave a unfired target up for them!

Become a Rifleman today! Order the complete set - The Army Qualification Targets, along with the Fred's Guide to Becoming a Rifleman, for \$16 + UPS

4. Because rapid-fire at the 30-40 rounds per min is a step up for the usual shooter, you need to know and prepare - by practice - to deal with some of the problems you might run into. Problems like a zero-shift at different rates of fire, or when shifting targets, changing magazines, or even from one magazine to another. But first you have to learn to walk, before you can run. You have to master slow fire before you learn rapid fire. If you have not mastered slow-fire, if you can't keep all your shots in less than 4 MOA, get our 25m Army Qualification Targets along with Fred's Guide to Becoming a Rifleman [\$16 + UPS, order at www.fredsm14stocks.com]. You have to be able to fire an accurate shot, at least to the 4 MOA standard. Now if you have mastered 'firing the shot' so that your group is 4 MOA or less - you're ready - now is the time to learn rapid fire.

5. Your best learning technique. Having mastered the basics of firing the accurate shot, start by firing five in a row in a minute. Next reduce your time to 30 secs, then 20, finally, 15 (= 20 rds per minute, a 'one-mag/min' - a basic, no-frills, garden variety, rifleman cadence). You can say it fast, but, each time you decrease time, you increase the length of training and practice before you go up to the next speed level. Here's how you go further in mastering rapid fire, real rapid fire, 30-40 rds per minute...

The US Army says start out firing your regular cadence - for you guys, that 'hot' rate of a well-aimed shot every 3-4 seconds. That's 15-20 shots per minute. Then gradually increase the rate until you can fire a well-aimed shot in two seconds or less per shot. That's 30+ shots per minute, including a mag change. A 2X increase in speed is nothing to sniff at, for sure. Remember, every shot is a hit!

Here's how you start, from prone: Modify your position: [A position modification itself can lead to a zero change, so re-sight-in accordingly. Since you've already mastered slow-fire, you know the prone basics well. But you need to modify them slightly for rapid.]

★ Tight sling, at least as tight as slow-fire, preferably tighter.

★ Exert pressure forward and down with the forward hand (normally, no pressure at all with this hand, totally relaxed, not gripping the stock, a mere platform for the forend to rest on).

★ Place cheek well up on stock with a firm downward pressure.

★ Grasp the small of the stock firmly with the trigger hand (firmer than normal).

★ Place as much weight as possible evenly distributed on both elbows.

Your regular zero, the one you think of as the 'zero' of your rifle, is a slow-fire zero. It may be, for most of you, a 'bench' zero. It is not the 'zero' of your rifle, or more correctly, it is one of the zeroes of your rifle - the slow-fire one.

The rapid fire is another, and the harder to establish.

That's why Fred's Guide To Becoming a Rifleman says, once a rifleman, you fire every shot rapid-fire, so you minimize these effects, and have only one zero to deal with.

Intelligent Practice

You want to learn rapid fire without burning up your barrel or ammo supply.

So you shoot the fewest shots needed to learn it. You make each shot, or series of shots, a learning experience, and you squeeze as much feedback as possible from 'em.

How you speed your transition from walking to running:

Slow fire: Until you can keep your groups consistently under an inch (4

MOA), keep shooting slow-fire and working on basic steps in firing a shot (all six of 'em!). Master slow-fire first.

Rapid fire: Once you are 'there', all 'slow-fire' shots consistently in an inch at 25m, you're ready to venture into the world of rapid fire, 20 or more accurate shots per minute.

Now you have to be alert, because at faster cadences the slightest change of any kind - changing magazines, shifting targets, etc - can have great changes on the group location.

The key is to practice, not indiscriminantly, but intelligently, and systematically.

■ First the One-Shot drill - 1-rd/mag. □ Fire 5 consecutive one-shots at the same target, reloading after each shot. Check to see if group size is 1" or smaller. If not, you're changing position/natural point of aim [NPOA] when you break pos to change/reload mags.

□ Add a time element. Allow 30 seconds to fire 5 shots, to transition to rapid-fire cadence from slow-fire cadence on the important 'first shot'.

□ Add a position element. Start each shot from standing, load one round, drop into position and fire the shot. Repeat the exercise five times on the same target. Your goal is to see a 5-rd group that is at or under 4 MOA. Add a time element - 10 or 12 sec time limit to drop in position and fire a shot would be a good initial time, then reduce it to 8 secs. It gets tough.

■ Use the Two-Shot Drill - two 1-rd mags, or one two-rd mag. □ With 2 rounds in one mag, you are checking the 'slow-fast' cadence problem - firing the first shot at slow fire, the second at rapid fire, in which case when you run this drill 5 times, using the same target your shots may fall into two groups. The goal is to reduce or eliminate any change in zero by learning to fire that first shot at the same rapid fire cadence as succeeding shots, and print all shots in the same group.

□ With 2 one-round mags, you are polishing your mag change, to eliminate the potential shifting of your group after a mag change, working on reshouldering the rifle precisely the same as for the first mag, being careful to place your cheek on the exact same spot on the stock (you could even put a piece of masking tape on the stock as a help to consistent cheek placement.)

■ Use the Four-Shot Drill - two 2-shot mags - here you simultaneously check not only mag change and NPOA reacquisition, but also the 'first shot/slow-cadence, other-shots/rapid-cadence' problem.

□ Add a target shift. Fire on two separate targets, the first two shots on one target, the second two on the second. There's not much point in this exercise until you have eliminated the potential other problems with 'slow-fast' and mag change, so don't go to this step until you can change mags and put all rounds into a 4 MOA group.

□ To really crunch the issue, fire your shots alternately on the two targets - in other words, shift targets after each shot. Repeat the exercise twice for a 4-shot group on each target. Remember right-handers lessen any target shift effect by shifting from right to left; left-handers, the reverse.

■ Use the Seven-Shot Drill - one 7-rd mag - here the purpose is to acquire rapid-fire zeroes. As the army says, very small changes in position and cadence can cause large displacements of your rapid fire group on the target. That's a bad thing, the 'no-no' you are practicing to avoid. The drill here is to practice doing every-

thing consistently, until your zero stabilizes on the target. But you have to stay in practice, as later, if you change anything slightly, your 'zero' will change.

■ Use the Ten-Shot Drill - two 5-rd mags - The purpose is to check your consistency after a reload, and give you 2 strings of rapid fire. Both 5-rd groups should merge into one ten-shot, 4-MOA or less group on the target. Be alert for the 'first shot slow fire' problem, and ready to drop back to the 2-shot drill.

□ Combine with a shift of targets: Good practice drill, with 2 5-rd groups, each on its own target, so you can check for 'target shift' effects. To really add 'crunch', alternate shots, so you are shifting every shot!

□ Combine with a time element: Start with 60 secs, decrease to 30, then (horrors!) 20.

TARGET ANALYSIS

Target analysis is just as important to you in rapid fire as it is in regular fire.

Here's what to look for:

■ First round out of the group: you are firing the first round in your mag at slow-fire cadence, the rest at rapid cadence. In other words, the first round is fired at your slow-fire zero, the rest at your rapid fire zero.

■ Your shots start out good, then begin dropping into the 4 o'clock area - either your right elbow is slipping, or it's improper trigger control. If you are 'firing on the step', cranking them out as fast as you can, and either elbow starts slipping on you, you instantly make your body as rigid as possible. Relaxation, the normal rule, is sacrificed to the need for instant correction of a problem that will kill your accuracy. [In theory, and maybe in practice, a position change like this can cause a zero change, so try it out first.]

■ You reload, and find you wind up with two groups on the target. The problem: changing your position when reloading - you are not assuming the exact same position when you settle back down behind the second mag. It could be as little as changing the spot your cheek rests against the stock.

■ You shift targets, and your group shifts. Centered well on the left target (#1), it is now building low and right on the right target (#2), straddling the edge of the target silhouette. (What? You think shifting targets is not important? So you gonna keep shooting the same guy, over and over? Don't think so, think 'target shift' effects are very important to know...) The probable error here is your left elbow is no longer under the rifle after you shift [Uh-oh, that's like NPOA, right?]. Shifting from a target on the right to one on the left minimizes the effect (better remember on The Day, right?). So, when you shift targets, don't forget your Natural Point Of Aim, and shift elbow, too. At the RWVA range, on the speed shoot at 200 and 300 yards, you shift dramatically as you walk across the 200s, then shift up to the 300s. It's amazing you can hit anything, much less clearing them all in 20 secs.

[Note: Left-handed shooters will see the opposite effect to right-handers, ie, if the shift is right for a right-hander, it will be to the left for a left-hander.]

BALL AND DUMMY

Ball and dummy drill never fails. It works better when you have a friend, but you can do it on your own, with dummy rounds.

It works as a diagnostic tool, something you'll want to do periodically and routinely, just to smoke out any problem before you even become aware of it.

Better yet, it works as a curative, breaking your flinch in as little as a half-dozen repetitions.

It's another of God's gifts to the rifleman, a be-all, do-all, end-all. So make sure it's in your shooting bag whenever you head to the range.

If you are by yourself, you need the dummy rounds - simply mix with some live rounds, close your eyes, and load 'em all in your mag.

But it is better with an assistant. There is a strategy to what you tell the assistant as to when he is to load a live round.

The strategy for your helper is to help you 'get it out of your system' - the flinch, jerk, buck. To encourage 'em to appear, then help 'em disappear.

So, the first time always load a live round for your shooter, just to buck up the FBJ, encourage it to come out strong.

Then load an 'empty' and let the FBJ show itself. [If no FBJ appears - if the hammer falls on an empty chamber, and the muzzle of the rifle is steady as a rock - especially if you repeat the exercise, and still no motion - then stop there - the trouble is elsewhere. Go back to the 1-rd, 2-rd, 4-rd, 7-rd, and 10-rd rapid fire drills.] Continue to load 'empties' until the FBJ goes away [the shooter does this by concentrating on the basics of 'firing the shot'] - and then load another live round, to try and get it back, followed by more 'empties', until it goes away again. Then another live one to bring it back, etc. Until it finally gets tired, and doesn't come back.

Usually it takes only a few repetitions of the above to do the trick, certainly less than 10 live rounds.

For a rifleman, the treatment will last a long time; for the beginner, FBJ may come back within a short period of time. But it's no problem, no excitement - just 'ball and dummy' it away again.

Rapid fire. For the Rifleman, in the context of his constitutional duty to defend the Constitution, it's a must-have skill, a plateau every rifleman wants to reach. Fifteen shots a minute is a starting skill level. With practice, twenty, then thirty hits a minute. Best of all, even though a challenge, it's a challenge that's FUN.

And remember the astounding example of the British bolt-action Enfields turning in 41 and 42 HITS in a minute, on the standard British bull at 200 yards. Surely, you can get half-way there with your semi. Be shameful if you can't.