



**OFFICER**  
**MEDIA GROUP**  
OFFICER.COM OFFICER

## COUNTERING PRESENTED HANDGUNS

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- ▶ Opponent is drawing weapon to be used against you
- ▶ common location is front waistband area
- ▶ waistband in general is favored area
- ▶ 92% of population is right handed - making "appendix" carry very common
- ▶ "Furtive movement" reaching for waist is an alert to potential danger



### COUNTERING THE DRAW

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- ▶ Action beats reaction 100% of the time. Answer to draw is not to attempt to draw in response
- ▶ Close distance and engage drawing hand to interrupt draw
- ▶ Follow up with multiple strikes and attacks to body/head
- ▶ Attempted control holds have high chance of poor timing



### COUNTERING THE DRAW

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- ▶ Move AWAY from draw side - 92% of the time to the right
- ▶ Shooting across body is less comfortable to body mechanics
- ▶ Move to outside and shove from shoulder of opponent
- ▶ Turning opponent farther away is also a desirable option
- ▶ Create distance, seek cover, draw to engage as necessary



COUNTERING THE DRAW

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WEAPON TAKE-AWAYS

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- ▶ Fired bullet doesn't have to miss by a lot; it just has to miss if fired
- ▶ Outside of reach offers little opportunity for proactive response; dodge and seek cover only option
- ▶ Primary concern of redirecting weapon is NOT to further index your body; minimize indexing



WEAPON TAKE-AWAYS

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▶ Get out of the line of fire


- ▶ Turn body out of line of fire while grabbing weapon hand wrist and top of slide

▶ Bring gun towards body

▶ Rotate gun to attacker's outside - weapon side

- ▶ finger capture / break / strip should occur

**WEAPON TAKE-AWAYS**



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▶ Can be done turning in opposite direction into potential takedown


▶ With Revolver:

- ▶ Same motions. Grasping cylinder usually prevents trigger pull (DA revolvers)

▶ Response - above waist aimed weapon, fingers up; below waist aimed weapon, fingers down.

▶ Familiarize yourself with weapons: semi-autos, revolvers, DA, SA, etc.

**WEAPON TAKE-AWAYS**



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