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LETHAL FORCE ATTACK DEFENSE


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▶ **THIS COURSE ASSUMES CIRCUMSTANCES JUSTIFYING LETHAL FORCE EXIST FOR ALL DISCUSSIONS REGARDING DELIVERING LETHAL FORCE IN RESPONSE**

CLOSE QUARTERS SHOOTING

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- ▶ Most of law enforcement's range time for handgun training and qualifications uses distances of 1 yard to 25 yards; 3 to 75 feet.
- ▶ The bulk of rounds fired are often fired at distances of 7 and 15 yards.
- ▶ Most actual shootings occur at distances well under 7 yards; usually within 10 feet or less.
- ▶ Most courses don't incorporate movement WHILE shooting

CLOSE QUARTERS SHOOTING

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- ▶ Close quarters shooting involves different draw and presentation skills
- ▶ Close quarters shooting involves/requires ALL weapon retention skills
- ▶ All of the dynamics surrounding a shooting conflict ("a gun fight") make it vastly different from target engagement
- ▶ Not all accurate target shooters are good gunfighters. Many gunfighters are poor target shooters



CLOSE QUARTERS SHOOTING

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- ▶ FIRST – Protect from the presented attack. Support arm raised in a blocking motion or *whatever else is called for to defend from the immediate threat.*
- ▶ Draw only to a close-hold position: Index your wrist/palm against your rib cage with the weapon slightly canted away from your body to prevent slide impingement
- ▶ If close enough, distract your opponent with a strike or palm to the face and push him back
- ▶ Fire (justified) first shot(s), creating distance between you and your assailant while firing or immediately after



CLOSE QUARTER SHOOTING

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- ▶ Close quarters engagement can involve firing your weapon from odd and awkward positions
- ▶ Try duplicating these firing positions (in a safe manner) on the range (mind the height of your backstop)
- ▶ Remember that shots fired into an opponent don't translate to an immediate stoppage of the threat. **STAY IN THE FIGHT** until it's over
- ▶ Hits ANYWHERE on your opponent are good hits. ANY hit that affects his ability to attack/fight you is a good hit




CLOSE QUARTERS SHOOTING

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EDGED WEAPON DEFENSE


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- ▶ Don't think "knife." Not every edged weapon is a knife.
 - ▶ Fixed blade knife, folding knife, box cutter, axe, sword, machete, etc.
- ▶ An edged weapon in motion is moving quickly and presents a lethal threat
- ▶ Obstacles and distance are your best defense against an edged weapon

EDGED WEAPON DEFENSE

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- ▶ A typical knife attack will deliver multiple cuts and stabs
- ▶ Standing your ground and engaging with a firearm is not the answer; it's a potential death sentence
- ▶ Expect to get cut and mentally commit to fighting through the injury to survive and emerge victorious

EDGED WEAPON DEFENSE

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- ▶ If possible, move **INSIDE** the attacker's arc, temporarily (VERY briefly) blocking the attacking limb.
- ▶ The hand moves faster than the shoulder.
- ▶ Counter-attack the head / shoulder to drive him off balance, back and down.
- ▶ Create distance and engage as necessary.
- ▶ **DON'T** drop down on top of an opponent armed with an edged weapon to continue the fight on the ground


EDGED WEAPON DEFENSE

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BLUDGEON WEAPON DEFENSE

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- ▶ Many martial arts' typical bludgeon weapon defense moves are not effective or realistic on the street
- ▶ The natural swing motion for most people will bring the bludgeon weapon at you from your left between your elbow and the side of your face

BLUDGEON WEAPON DEFENSE

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▶ Taking the strike on a limb or leaning back to avoid the strike are both bad options. One potentially gives you broken bone(s) and the other potentially puts you off balance or on the ground.
 ▶ Instead, Move **INSIDE** the arc of swing (inside wrist of attacker)
 ▶ Engage arm/subject and begin immediate counter-attack



BLUDGEON WEAPON DEFENSE

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▶ Don't move **INTO** the "sweet spot" of the swing in an effort to close distance.
 ▶ If you can evade the first swing / it misses, step inside the arc of swing but outside the attacker's arm.
 ▶ Attack elbow or shoulder or push away to create distance to draw firearm



BLUDGEON WEAPON DEFENSE

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