### MCS#219 "Cheat Sheet"





# Ultimate "Mystery" Malfunction Live-Fire Drill

with Ox from www.TacticalShootingSecrets.com

## **Become A True Master of High-Stress Malfunction Clearing**

It takes way too long to process visually what's going on with your gun, then decide to take action, when you experience a malfunction.

- When your gun stops working, you'll tend to look at it, rotate it, and try to figure out what happened.
- This process takes too long and, in a gunfight, could get you killed.
- When your gun malfunctions, you want to clear it IMMEDIATELY, without the lengthy visual analysis process.
- We want to shortcut that process by REMOVING vision from it.

#### The Three Gun Setup

This is a live fire drill. Set up three guns in front of you on the bench.

- The first gun has two rounds in the magazine.
- The second gun has one round in the chamber and an empty magazine.
- The third gun has one round in the chamber and is set up to produce a hard malfunction for the next round. This means the slide won't go all the way back into battery. This could be a stovepipe jam, a double feed, or anything else requiring you to rip out the magazine in order to reduce the malfunction and get back into the fight.
- Devices are available to produce a hard malfunction, such as these from <u>Range</u> <u>Systems</u>.

### **Executing The High-Stress, Three Gun Malfunction Drill**

The three guns, prepared as described, are now on the table waiting in front of you. From the outside, you can't tell which is which. Have a training partner mix them up so you aren't tempted to guess.

- Put on a blindfold.
- Pick up one of the guns and shoot it.
- Try to identify, from feel alone, what condition the gun is in.
  - o Is it ready to shoot?
  - o Is there a round in the chamber?
  - o If you press the trigger again, will it fire?
  - o Is the slide lock to the rear?
  - o Is there a type 2 malfunction?
- If the gun won't fire, you skip tap-rack-bang and rip out the magazine, rack the slide three times, insert a fresh magazine, rack the slide, and put the gun in the fight. This should become automatic whenever you determine, by feel, that the gun won't fire.

#### **The Results Of The Drill**

If you can tell by feel alone the condition of teh gun, you can start your reload without thinking about it.

- You don't have to shift your focus to determine that your slide is locked back.
- You'll be triggered, by feel alone, to start the malfunction clearance process, cutting out of your decision loop that visual identification and analysis.

Prepare. Train. Survive.