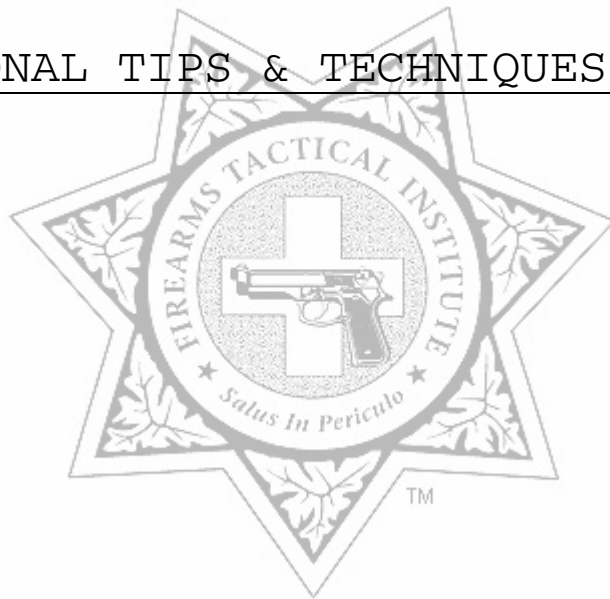


SMITH & WESSON M1076

10mm Semiautomatic Pistol

INSTRUCTIONAL TIPS & TECHNIQUES FOR FIRING

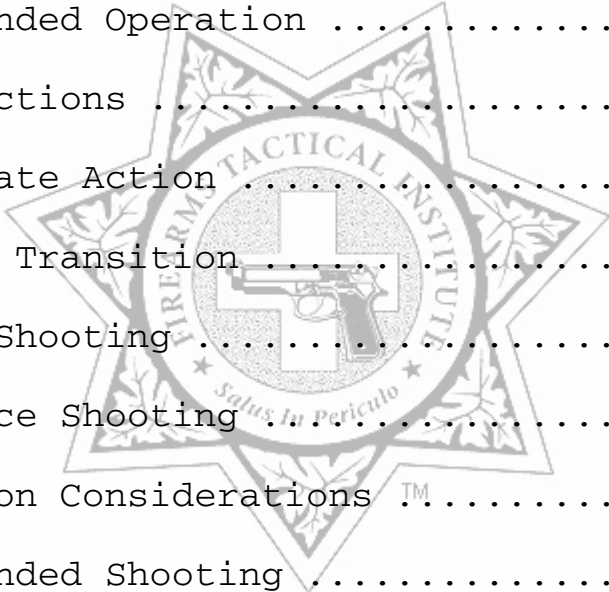


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SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

Table of Contents

I.	Grip	1
II.	Stance	2
III.	Trigger Control	3
IV.	Loading	8
V.	Reloading	9
VI.	Tactical Reloading	12
VII.	One Handed Operation	13
VIII.	Malfunctions	14
IX.	Immediate Action	17
X.	Target Transition	19
XI.	Speed Shooting	20
XII.	Distance Shooting	21
XIII.	Position Considerations	22
XIV.	One Handed Shooting	24



SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

I. GRIP Hold firmly in strong hand, webbing of hand between thumb and forefinger tightly pressed up against tang. Primary pressure of grip should be fore and aft, not side to side. Leave thumb up, not locked down as in the old revolver grip.

1. Notice the gap in the grip on the weak side of the grip. Under recoil, the weapon will move back (recoil) as well as up (muzzle flip) and sideways in the direction of this weakness in the grip (the gap). To control these recoil-induced motions, use the weak hand:
2. Place heel of weak hand (including base of thumb) into gap of grip, weak thumb up and in front of strong thumb. Let weak hand fingers overlap strong hand, preferably wedged up against underside of trigger guard. Apply equal grip pressure with weak hand. Weak hand pressure is more side-to-side. Leave thumbs up (flying thumbs) or down. Thumbs can be against frame, provided they do not press against frame. Thumbs are not part of the grip, but are used to operate weapon controls.

NOTE: By thus providing complete contact all the way around the grip, the sideways motion induced under recoil is eliminated. This control cannot occur if the thumb is locked down (revolver grip) as that forces the weak hand out away from the grip and leaves voids under the hands where there is no direct contact with the pistol grip.

Shooter Mistakes:

1. Holding too low in strong hand - increases muzzle flip and recoil motion of weapon, increases time between shots.
2. Failing to wedge heel of left hand into gap - noticeable sideways motion under recoil, increased recovery time between shots, weapon coming out of weak hand under recoil.
3. Thumb(s) touching slide stop - weapon fails to lock back on last shot.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

4. Thumb(s) riding decock lever - light hits on primer and fail to fire. (NOTE: this is the only way to get light hits on a primer).
5. Weak hand thumb pressed against frame - shots pushed off to strong side.
6. Thumb pressed against slide - causes apparent malfunctions such as failure to eject, failure to extract, etc., by retarding slide motion to rear. Shooter is never aware of it.
7. Insufficient grip pressure - increased recovery time, hands not staying together on weapon during recoil -- correct by increasing weak hand pressure more than strong hand.

II. STANCE Feet bladed slightly (30-45°), pistol at eye level with strong elbow directly behind weapon. This puts wrist in straight line position. Weak arm may be slightly bent or straight. Weight must be forward - shoulders over front foot, head erect. It is not necessary to lock the strong elbow, as long as the elbow is directly behind the pistol.

Shooter Mistakes:

1. Standing square to target - bends wrist behind weapon and results in control difficulties, increased recovery times, and visible recoil effects.

NOTE: Very strong shooters can get away with this stance, but average strength to weak shooters will have difficulty because their recoil control will rely solely upon the strength of their wrist. Recoil does not follow the bent wrist into the arm, and control thus ends at the wrist. When the wrist is not bent, recoil is on a straight line through the wrist, arm and into the shoulders and control is exerted by the strength and mass of the whole upper body instead of just the wrist.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

2. Weight not forward - results in control difficulty, increased recovery time, and increased muzzle flip. Weight forward puts more mass behind weapon, exerting a dampening effect on recoil.
3. Shooting elbow not behind gun - wrist bent behind weapon results in control difficulties, increased recovery times, and visible recoil effects. (See NOTE to item 1 above).

NOTE: Mistakes in grip and stance can also cause most of the malfunctions that can occur with this weapon. Lack of mass behind the weapon, lack of strength in the grip and arms, lack of control of the weapon, can all have a 'cushioning' effect on the recoiling slide and lead to various apparent malfunctions such as failure to eject, stove pipe jams, etc. Virtually all of the malfunctions that occur with this weapon are shooter induced. This is best evidenced by the fact that as the experience level of the students increases, the malfunctions sharply decrease in number and become almost non-existent.

III. TRIGGER CONTROL Tip of trigger finger must be centered on trigger. Do not put finger in to first joint or farther. This is essentially what has been called a single action trigger finger, and is established at the start for several reasons, explained below, in addition to the fact that almost all shots made with this weapon will be single action.

1. "Prep" the double action trigger by taking up the slack, but only to the point resistance is felt.
2. Pull the double action trigger through quickly but SMOOTHLY. Do not inch it back as this makes double action control actually harder. The double action trigger pull should be constant speed from start to finish. Do not start it slow, and finish in a rush; or start a fast pull and slow it

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

down as the pressure builds. Shooters mistakenly change the pace of the trigger pull as the trigger pressure builds with the stroke.

3. HOLD the trigger back against the frame through the recoil. Do not let it go forward. Be aware that the inertia of recoil will tend to drive the finger forward.
4. Relax pressure, but only to the point the disconnecter resets the trigger. This can be felt in the fingertip as a slight "bump". This is another reason to center the fingertip and thus use the most sensitive part of the finger. When dry firing, it can be heard as well as felt.
5. As soon as the bump in the finger is felt immediately stop - DO NOT LET THE TRIGGER MOVE ANY FURTHER FORWARD. The gun is now ready to fire the next shot.
6. Press the trigger smoothly to fire the next shot. Repeat the process, holding the trigger back against the frame through the recoil, then relaxing pressure only until the disconnecter resets, and pressing off the next shot.
7. When firing is completed, the trigger should be automatically held to the rear. The shooter should let go of the trigger only as the result of a conscious decision to do so, and then come off of it completely and decock.

NOTE 1: ALL semiautomatic pistols are fired with this trigger control technique. The distance the trigger must move to reset the disconnecter will vary with the basic design of the weapon. For example, Smith & Wesson and Colt designs have a very short reset distance, which translates into very short time between shots. SIG-Sauer and Beretta designs have much longer reset distances and cannot be fired as fast for the simple reason the

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

trigger must move a greater distance between shots, all else being equal.

NOTE 2: The slack in the single action trigger is there for a reason. If the shooter has come off of the trigger, the slack provides a cushion for the trigger finger, which allows the shooter to get back on the trigger quickly, stop and press off the shot. It is a warning to the trigger finger to stop because further pressure will fire the weapon. If the weapon is fired with the proper trigger control technique, the slack is not present.

NOTE 3: The main complaint against a double action pistol such as the M1076 is the disparity between the first, double action, trigger pull and the subsequent, single action trigger pulls. This complaint comes from shooters trying to shoot with the same trigger control as is used with revolvers, in which the finger comes forward completely off the trigger for every shot. This is absolutely necessary with a revolver to avoid cylinder throw-by or lock up. However, with the pistol this results in the second and subsequent shots being slapped violently, jerking the shots off the point of aim. It is made worse by the fact that after the first shot, the slide cocks the weapon, which pulls the trigger back even farther away from the finger. The shooter then slaps through the trigger and has no hope of an accurate, fast shot.

The proper technique eliminates the apparent disparity as perceived by the shooter, as the first shot is smoothly and quickly pulled straight to the rear where it is held in the start position for all subsequent shots. In simple terms, the double action shot merely starts the single action shots, and sets the finger up for the proper control of those shots. The result is an accurate

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

double action shot followed by fast, and accurate single action shots, and the difference between the two trigger pulls disappears for the shooter.

- NOTE 4: Because of the extremely short trigger movement necessary to fire the weapon after the double action shot, at combat ranges it is impossible to jerk the trigger hard enough to miss the target - miss the point of aim for sure, but not the entire target as is common with revolvers due to the length of the trigger pull. The longer trigger pull leaves more time for a jerk to influence the results of the shot. This is not true of the double action first shot.
- NOTE 5: When a shooter stops firing the trigger should be held to the rear against the frame. This is a good ready position to stay in if additional shots are anticipated to be needed. The weapon is safe - it cannot fire as long as the trigger is held back - yet should a shot be needed all the shooter has to do is "bump" the trigger - release pressure to the reset and press back. This is much quicker than having to find the trigger, take up slack, stop and make a controlled press; and it is far more accurate and faster than just slapping through the trigger.
- NOTE 6: As range increases, the pause between first holding the trigger back and then relaxing pressure to the reset point must progressively increase, and the press back to fire the weapon must become progressively more precise and controlled. From 10 yards and in, the pause is the briefest fraction of a second, and the press can be somewhat hurried, although the resistance of the sear (or the 'bump') must be felt. At 15 yards, the pause is slightly extended and the press must be smooth and definite. At 25 yards and beyond, the pause must

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

last the duration of the recoil and the press must be conscious and precise.

Shooter Mistakes:

1. First shot low - jerking the double action shot.
2. Relaxing pressure too soon - slapping the single action trigger, shots pulled low, increased time between shots. Relaxing trigger pressure DURING the recoil will severely inhibit control because the inertia of the recoil will drive the finger much farther forward than the shooter thinks. The shooter will believe the trigger is being properly controlled when in actuality it is released far too much forward. This is the most common mistake. The shooter should have the sensation of a fraction of a second delay between firing the one shot and relaxing pressure to reset the disconnecter for the next shot
3. Letting the trigger move too far forward - slapping the single action trigger, shots pulled low, increased time between shots.

NOTE 1: Stand to the shooter's weak side and watch the trigger finger. Any mistake in technique, such as slapping, letting go, letting it move too far forward, will be readily visible to you no matter how fast the shooter is trying to shoot. You can literally see the "bump" when the disconnecter resets, and the trigger should not move any farther forward.

NOTE 2: To help the student, have them pull the trigger and hold it back, then reach under the trigger guard and use your index finger and thumb to 'pinch' the shooters trigger finger and hold it in position. Slowly relax pressure, guiding the finger to the reset point, at which point you block the finger from moving farther forward. This allows the student to better feel both

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

the reset and the short distance involved.

4. Too much finger on the trigger - evidenced by consistent grouping off to the shooter's weak side. Too much trigger finger results in weapon being 'pushed' off to weak side during trigger pull. If extreme, fingertip can even curl back and hit the frame, interfering with trigger pull.

NOTE: One remedy for too much trigger finger is to use a larger set of grips, which will then move the hand back farther from the trigger and better position the trigger finger on the trigger. Another problem, which can be remedied by a change of grips, is natural point flaws. If the weapon naturally points muzzle down and the shooter has to correct by raising the muzzle to find the front sight, then changing to grips with a curved back strap, or increasing the curve of the back strap, will build in muzzle up correction and eliminate this.

Conversely, for the shooter whose natural point is muzzle high, reducing or eliminating the curve of the back strap will automatically cause the muzzle to come up lower, and thus in line for the shooter. The natural point is determined by raising the weapon to eye level with the eyes closed, lock in as if to fire, and then open the eyes and see where the sights are. A good natural point will have the front and rear sights on the same plane, in line with the eye.

IV. LOADING Follow Procedure:

1. Insert magazine and release slide by depressing slide stop with weak thumb (if locked open) or 'sling shot' slide by holding rear of slide in weak hand and pushing weapon forward with strong hand until slide is pulled to rear and out of grasp, flying forward freely. This chambers a round.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

2. Decock weapon.
3. Remove magazine and holster pistol.
4. With both hands free, top off magazine.
5. Replace magazine in weapon WITHOUT REMOVING WEAPON FROM HOLSTER.

NOTE 1: It is important to become proficient in removing the magazine from the weapon and replacing it without taking the weapon from the holster. This allows the shooters to safely top off magazines with both hands free, plus it enables them to freely pull the magazine from the weapon, check the loading, and replace it at any time and safely with the weapon staying in the holster.

NOTE 2: A Rule - EVERY round that goes into the chamber must come from a magazine. This insures that shooters are not trying to juggle a loose round into the chamber, losing control of where they point their weapon; and it prevents the extractor from having to snap over the rim of the case, which in time will weaken the extractor. The weapon is designed to feed out of a magazine, which allows the cartridge to slide up the bolt face under the extractor claw.

NOTE 3: On the command "Fully Charge Your Weapon" or "Load and Top Off", the shooters should automatically follow this procedure. This standardizes loading of the entire line and keeps the line safe and controlled.

V. RELOADING Follow Procedure:

1. Shoot weapon to lock back.
2. Lower weapon to comfortable position about mid-chest height; press magazine release button with strong hand thumb (right

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

hander), or with trigger finger (left hander). See the magazine leave the weapon.

3. Simultaneously, weak hand moves to magazine pouch. Hand should come to waist with palm in towards body. Weak hand thumb feels belt and hand follows belt to first magazine on belt.
4. Raise magazine straight up from pouch (do not drag it forward out of pouch - this can hook a round out of the magazine), turn it up and 'look' it into magazine well. It is faster to glance down and see the magazine start into the magazine well rather than stab at it blindly. Strong hand should tilt weapon to receive magazine.
5. Open weak hand flat and seat magazine. Opening the hand flat prevents the possibility of getting a blood blister by pinching the hand between the magazine base and the bottom of the grip.
6. Simultaneously, raise the weapon to eye level, releasing the slide as the weak hand assumes its grip on the weapon, and resume firing. Right-handers release the slide with the weak hand thumb; left-handers roll weapon to right and stab slide release with weak hand thumb.

NOTE 1: It is acceptable to 'sling shot' the slide - grip the rear of the slide firmly with the weak hand thumb and forefinger (palm down, thumb pointing forward), push forward with the strong hand and resist with the weak, pushing the weapon forward until it leaves the weak hand in the process pulling the slide to the rear and releasing it. Establish a two handed grip and resume firing.

NOTE 2: It is important to see the magazine leave the weapon (step 2 above). In the rare event that the magazine does not drop free, you will have seen it and be prepared to resolve the problem.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

Otherwise, the shooter will stop reaching for the replacement magazine and reach up to remove the stuck magazine. DO NOT DO THIS. Continue reloading without delay. Grab the replacement magazine and bring it to the butt of the weapon. Hold it in your fingers. Use one finger to flick out the stuck magazine and immediately insert the new magazine.

Shooter Mistakes:

1. Using weak hand to depress magazine button - slower and inefficient.
2. Using two hands to drop magazine, either holding gun in two hands, removing magazine with weak hand, or simply not reaching for spare magazine while dropping empty one - slow and inefficient.
3. Dragging magazine forward out of pouch and not lifting straight up - can cause top round to be popped out or, worse, mislocated in magazine to the point it will cause a malfunction when slide is released.
4. Hitting the base of magazine too hard when seating it in weapon (over striking) - can cause top round to shake loose (especially with a partially loaded magazine) or, worse, mislocate the top round or two and cause a malfunction.
5. Not dropping weapon to convenient position for reloading.
6. Holding replacement magazine in finger tips rather than down in whole hand - slower, awkward, less control of magazine.
7. Releasing magazine button BEFORE magazine drops free. Magazine catch can bind the magazine and prevent it dropping.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

VI. TACTICAL RELOADING (Also referred to as "Voluntary Reloading" or "Partial Reloading")

Done to remove a partially expended magazine and replace it with a fully loaded one. For example, in a lull, the shooter has fired some rounds and wants to replace the used magazine with a fully loaded one:

1. Remove loaded magazine from pouch.
NOTE: DO NOT DROP MAGAZINE IN WEAPON UNTIL REPLACEMENT MAGAZINE IS IN HAND AND READY TO INSERT.
2. Raise magazine in weak hand to butt of weapon, holding it between thumb and forefinger.
3. Depress magazine button and catch magazine between fingers of weak hand.
4. IMMEDIATELY insert new magazine and seat it.
5. Put partially loaded magazine in pocket - do not drop it because you may need it. Put it in a pocket, not the pouch, so you do not grab it later thinking it to be fully loaded.

NOTE 1: With minimal practice, this becomes very quick and easy. Further, the weapon is never unloaded except for the briefest possible fraction of a second. Thus it is immediately ready to shoot if needed before or after reloading.

NOTE 2: Use the same basic procedure to merely check the loading in the weapon in the same circumstances. Drop magazine into weak hand for quick scan of rounds remaining and immediately replace it. This is not recommended if a fully loaded replacement magazine is available. If a fully loaded replacement magazine is available, the shooter should execute the Tactical Reload rather than merely check rounds in the gun.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

VII. ONE HANDED OPERATION In the event one hand has been injured or otherwise unusable, the following procedures for one handed reloading of the weapon should be followed:

1. Shoot weapon to lock back.
2. Drop magazine:
 - A. Right handed with thumb
 - B. Left handed with trigger finger (use thumb if button reversed)
3. Tuck weapon under arm, butt out, to free up good hand.
4. Remove replacement magazine from pouch with good hand. Grab magazine with palm in to body and lift straight up out of pouch.
5. Insert magazine into weapon.
6. Grip weapon and release slide:
 - A. With thumb (right handed),
 - B. With trigger finger (left handed),
 - C. OR by bumping slide release against hard object, shelf, ledge, shoe heel, etc.

NOTE 1: If slide not locked back but chamber is loaded, follow steps 2 through 5, and then resume firing.

NOTE 2: If chamber is empty and slide forward, the slide must be operated in order to load. Follow procedure:

- 1) To load when slide forward:
 - a) Insert loaded magazine (see above).
 - b) Place SIDE of muzzle (slide, not barrel) against edge of a hard object.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

- c) Push forward until slide has moved to rear, relax and let slide move freely forward. The chamber is now loaded.

- 2) To simply lock slide back:
 - a) Leave empty magazine in place.
 - b) Place SIDE of muzzle (slide, not barrel) against edge of a hard object.
 - c) Push forward. Slide will move to rear and magazine follower will push slide stop up into slide stop notch.

VIII. MALFUNCTIONS

1. Weapon Malfunctions:

- A. Fail to Feed - the round is holding the slide open AND the round is still within the confines of the magazine lips. Magazine WILL NOT come out freely.
- B. Fail to Close - slide out of battery 1/8". The round will be behind the extractor claw (weapon problem) or ahead of the extractor (magazine problem).
- C. Fail to Chamber - slide out of battery more than 1/8" AND cartridge free of magazine. Magazine WILL come out freely without affecting the malfunction.
- D. Trapped Case (Stove Pipe) - spent cartridge case trapped between slide and barrel in the ejection port, with case pointing up or out to the side like a stovepipe.
- E. Fail to Eject - spent cartridge case trapped lengthwise between slide and barrel in the ejection port.
- F. Short Stroke - fired case is extracted and ejected but slide fails to travel

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

rearward far enough to pick up next round out of magazine. The fired case may even be fed back into the chamber.

NOTE: All of these malfunctions can be shooter induced. Shooter mistakes in grip, stance, or techniques of firing, are the most common cause of these malfunctions. A Rule of Thumb: if the problem cannot be duplicated in the hands of a different shooter, it probably is not the weapon. The second most common cause of problems is the magazine. If the shooter is eliminated as the cause (problem recurs with different shooter), see if the problem recurs with a different magazine. The third most common cause of malfunctions is ammunition. Immediate inspection of the round when a problem occurs will eliminate or verify it as the cause.

2. Magazine Malfunctions

- A. Slide Override - the uppermost round in the magazine is held down between or under the Accu-Guide slots in the magazine and the slide does not pick it up and feed it into the chamber.
- B. Premature Release - the round is released from the magazine too soon in the feeding cycle. Test for it by slowly pushing a round out of the magazine, simulating the action of the slide, and observing at what point the cartridge case pops free of the magazine lips. The case should not release until the rim of the case reaches the notches in the magazine lips. Symptoms of premature release are the cartridge feeding in front of the extractor, or the nose of the bullet lodging high against the rear of the barrel hood.

NOTE 1: Premature release appears as magazine lips spread with extensive drooping and use. Identify magazines. Reserve some

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

for practice, and some for street use.
Problem magazines should be replaced.

NOTE 2: Many of the above-defined Weapon Malfunctions can be induced by improper loading and handling of magazines. Shooters should insure all rounds in magazine are seated to the rear of the magazine tube (simply tap the back of the loaded magazine against something); that the top round is held parallel to the magazine lips; that the column of rounds can be pressed down slightly; and that they do not over strike (hit too hard) the base of the magazine when seating it in the weapon.

3. Ammunition Malfunctions

- A. Light Load - the weapon does not cycle when fired, and/or the round does not sound or feel right (reduced recoil) BUT the bullet leaves the barrel.
- B. Squib Load - the weapon does not cycle when fired, and/or the round does not sound or feel right (reduced recoil) AND the bullet STAYS IN the barrel.
- C. Case Deformity - the cartridge case is deformed at the case mouth and the cartridge will not feed into the chamber. It will stick tightly enough to require considerable effort to manipulate the slide to remove it.
- D. Case Bulge - the cartridge case is bulged between the case wall and the bullet. It will not feed into chamber, but will stick tightly enough to require considerable effort to manipulate slide to remove it. This is caused by copper shavings trapped between the bullet and the case wall, and occurs when the case has not been "belled" and the bullet is not straight in line with the case when seated. The case rim shaves a hair thin sliver of copper off the bullet base. If the sliver is trapped between the bullet

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

and the case wall, a bulge results. If the sliver falls inside the case, no problem occurs. However, the sliver is ejected from the weapon during firing and can be felt on a bare arm because it is hot. There is no hazard involved.

- E. Primer Fault - primer upside down or sideways, or primer is fully struck by firing pin and does not fire. Light hits on the primer are caused by the shooter riding the decock lever when firing.

NOTE 1: It is important to inspect every round before loading for street carry.

NOTE 2: Report the Lot Number (bottom of box) for any ammunition problem. Without the Lot Number, ammo problems cannot be resolved.

IX. IMMEDIATE ACTION Immediate action is designed to provide one quick remedy to resolve all of the most common weapon stoppages. Only one procedure is taught to prevent a shooter from having to take the time to diagnose the problem and decide upon the proper course of action. Any time the weapon will not fire, the shooter should immediately implement the Tap-Rack-Bang procedure.

1. Tap-Rack-Bang:

- A. TAP the base of the magazine to insure the magazine is fully seated. If it were not, the slide will not have picked up the next round from the magazine, and the shooter will have pulled the trigger on an empty chamber.
- B. RACK the slide to the rear. This will clear a dud round from the chamber, clear a trapped case, fail to close, fail to eject, or short stroke; and chamber a fresh round from the magazine. Tilt weapon 90° to one side as slide is racked to insure loose case/cartridge falls free.
- C. BANG: resume firing.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

NOTE 1: It is preferred to firmly grip the slide by the serrations on the side, with the thumb and forefinger of the weak hand. Push forward with strong hand while pulling back with weak. At the end of its travel, let it slip from weak hand and fly forward.

NOTE 2: A second method is to grasp slide with weak hand, palm down over the slide and weak thumb pointed back at shooter. Push forward with strong hand holding grip while pulling back with weak hand. When slide reaches the end of its travel, let it slip out of weak handhold and fly forward. Insure that weak hand DOES NOT COVER the ejection port, or else the case/cartridge can be prevented from falling free. This will just recreate the malfunction, or cause a new one.

NOTE 3: Execute Tap-Rack-Bang ONE TIME. If that does not work, immediately implement clearing procedure below.

NOTE 4: Tap-Rack-Bang will not resolve a double feed, and may not resolve a fail to feed. A double feed occurs when the empty case is in the chamber, or close to it, and the slide tries to force a new round out of the magazine on top of it. It is very rare. In either event, implement clearing procedure.

2. Clearing Procedure:

- A. Lock slide to rear.
- B. Remove magazine.
- C. Shake out loose case/rounds.
- D. Let slide go, and rack to remove case from chamber.
- E. Insert NEW magazine and recharge.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

X. TARGET TRANSITION This is the technique of utilizing proper trigger control and sight focus to quickly and efficiently fire accurate shots on different targets or on different locations on the same target.

1. Shooting the FIRST target/location:
 - A. "Prep" the double action trigger by taking up the slack.
 - B. Pull the double action trigger through quickly but SMOOTHLY.
 - C. HOLD the trigger back against the frame through the recoil. Do not let it go forward.
 - D. Relax pressure, but only to the point the disconnecter resets the trigger. This will be felt in the fingertip as a slight "bump".
 - E. As soon as the bump in the finger is felt immediately stop - DO NOT LET THE TRIGGER MOVE ANY FURTHER FORWARD.
 - F. Press the trigger smoothly to fire the next shot. Repeat the process, holding the trigger back against the frame through the recoil, then relaxing pressure only until the disconnecter resets, and pressing off the next shot for however many shots are to be fired at the first target or target location.
 - G. Finish with trigger held to the rear.
2. Shooting at the SECOND target/location:
 - A. Hold the trigger firmly to the rear against the frame.
 - B. Keep vision concentrated on front sight.
 - C. Smoothly move front sight, with vision focussed on it, to new target/target location.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

- D. As front sight comes onto new target, relax trigger pressure to reset point and press back. Repeat the process, holding the trigger back against the frame through the recoil, then relaxing pressure until the disconnecter resets, and pressing off the next shot for however many shots are to be fired at the new target or target location.
- E. Finish with trigger held to the rear.
3. For ADDITIONAL targets/locations continue the process of holding the trigger back while visually following the front sight onto the new target.

NOTE 1: Unless instructed to the contrary, a shooter will normally shoot different targets by first looking for the new target or target location, then bringing the weapon to bear upon the target, then looking for the sights. If the trigger has not been held back, the shooter will also slap the shot off and miss or else spend additional time finding and regaining control of the trigger.

NOTE 2: If properly done the eyes and the front sight move as one coordinated unit, transitioning from one target to the next. Simultaneously, the trigger is held back while the transition is taking place. As the front sight is seen to be moving onto the new target, the trigger finger only has to make its controlled 'bump' of the trigger to fire an accurate shot. The transition should be made as smoothly as possible, and the weapon can be fired as the sights move onto the target - it is not necessary to wait until the weapon is held still.

XI. SPEED SHOOTING Once trigger control is proficient, (the shooter holds the trigger back and relaxes the correct distance for reset without thinking about it), extremely fast accurate shots

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

are possible at combat ranges. The shooter fires the first shot as the sights come onto the target. The double-action trigger pull is timed by the movement of the sights onto the target. The trigger pull is started as the front sight moves onto the target and it is finished as the sight arrives at the intended point of impact. The speed or pace of the trigger pull is governed by the speed or pace of the sight into the line of vision and across the target to the desired point of impact. The next shot is immediately 'bumped off' by the trigger finger, which quickly holds the trigger back, relaxes to the reset point and presses. In very fast shooting, the sights will not be seen for the second or third shots.

Proper grip and stance are absolutely critical. If the shooter is utilizing a correct grip and a proper, aggressive stance (weight forward, elbow behind gun, wrist straight), then the shots will be together. The recoil dampening and shock absorber effects of a good grip and an aggressive stance will keep the weapon in line. The straight-line resistance to the recoil will effectively 'bounce' the gun back on target. From Position 4, most shooters can easily learn to fire two effective shots in 1/2 second at 5 to 7 yards.

XII. DISTANCE SHOOTING When shooting at extended ranges (25 yards and beyond), the trigger is controlled in exactly the same manner as up close. However, the pause between first holding the trigger back and then relaxing pressure to reset the disconnecter is slightly extended. Once the disconnecter is reset, the trigger must be slowly and consciously pressed back to fire the shot and then held back for the duration of the recoil, at which time the process is repeated for the next shot. Holding the trigger back through the recoil is "follow through on the trigger". Failing to do so results in shots hitting lower on the target than intended.

Many shooters will operate the trigger too fast. It is easy to do because the trigger travel is short and the trigger weight is light. Simply, the weapon is so easy to shoot fast that shooters will not slow down enough to insure the precise

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

trigger control necessary for accurate shooting at extended ranges.

NOTE 1: At extreme range, such as 50 yards, it is acceptable to thumb cock the weapon for the first shot rather than fire it double action. The hammer is thumbed back with the thumb of the weak hand. The strong hand never relaxes its shooting grip on the weapon. The trigger finger gently takes up the slack in the trigger. Stop when the resistance of the sear is felt, and then make a precise and controlled press to fire the weapon. Follow through on the trigger, and then start the next shot.

NOTE 2: There is no change in grip or stance at extended ranges. Where positions are used (such as prone or barricade shooting), it is important to insure that the elbow of the shooting arm is in line behind the weapon and the wrist is straight.

XIII. POSITION CONSIDERATIONS In all positions, it is important for control and recovery between shots to establish the position in such a manner that the elbow of the shooting arm remains in line behind the gun and the wrist of the shooting hand is straight.

1. Prone - do not let the butt of the weapon rest against the ground. It will cause the gun to 'carom' off the ground during recoil and shots will not go where aimed. Small-handed shooters may have difficulty keeping the butt off of the ground. Instruct them to tilt the weapon to the strong side enough to prevent the butt from contacting the ground. Front sight is centered in the rear as if the weapon was vertical, and the top of the front sight is held on the desired point of impact. There is no appreciable difference in trajectory whether the weapon is vertical or not.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

2. Strong Hand, Strong Side Barricade & Weak Hand, Weak Side Barricade - establish a correct grip, and do not alter it because of the barricade. Place the back of the support hand against the barricade, or place the knuckles of the support hand against the barricade. Apply only enough pressure against the barricade to help steady the weapon. Insure that the slide of the weapon does not bear against the barricade, otherwise when the gun is fired the rearward movement of the slide can be retarded enough to cause a malfunction. If kneeling, the shooter will kneel on the shooting side knee or may have both knees down. Do not kneel on the knee opposite the hand holding the gun.
3. Over the Top of a Barricade - do not let the butt of the weapon rest against the top of the barricade. It is preferred to press the hands into the shooter's side of the barricade with the slide and trigger guard extended above the barricade. The trigger guard should not rest against the barricade.
4. Strong Hand, Weak Side Barricade - keep the hands behind the barricade, pressed into the shooter's side of the barricade. Tilt the weapon 30-45° to the weak side. Only the slide should extend past the edge of the barricade. Keep the strong-arm elbow behind the gun and the wrist straight. Tilt the head enough to see the sights, using the weak side eye. The front sight is centered in the rear as if the weapon was vertical, and the top of the front sight is held on the desired point of impact. There is no appreciable difference in trajectory whether the weapon is vertical or not. If kneeling, the shooter will kneel on the weak side knee or may have both knees down. Do not kneel on the strong side knee.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

XIV. ONE HANDED SHOOTING Two different positions are used, both strong and weak handed:

1. At very close range, where an adversary is in reach of the weapon, firing is done from Position 2.
 - A. Keep elbow straight behind gun.
 - B. Keep wrist straight.
 - C. Body is bladed at 45 degrees.
 - D. Inside of wrist, or inside of forearm, is in contact with torso ABOVE the holster.

NOTE 1: This can be fired starting from Position 2, Position 1, or Holstered. From Position 1 or from the Holster, lift weapon straight up into Position 2. As inside of wrist/forearm indexes against side of torso, trigger pull begins and elbow aligns behind weapon. Muscles of arms and shoulder must be tensed to provide resistance for the weapon to 'bounce against'. If properly done, the recoil will bounce against this resistance and the muzzle will return to the target area.

NOTE 2: Shooters mistakenly try to center the weapon in front of their body. This breaks the wrist. There is no muscular resistance or mass for the recoil to 'bounce' against. The wrist alone is not strong enough to control the weapon. Any shots, fired rapidly as they should be, will scatter around and off the target.

2. At extended range (5-7 yards) where the adversary is not in reach of the weapon:
 - A. Push the gun out to eye level.
 - B. Simultaneously turn upper body so arm and shoulder are behind weapon.
 - C. WATCH front sight.

SMITH & WESSON M1076
Instructional Tips & Techniques for Firing

NOTES

D. Fire as quickly as the front sight can be seen on target.

NOTE 1: The weapon will recoil backwards and to the weak side of the grip. This sideways motion can move the weapon off the target. It is helpful to tilt the weapon to the weak side from 45 to 90° (it will vary with the shooter). The recoil-induced motion will then more nearly stay within the target outline.

NOTE 2: WATCH THE FRONT SIGHT. As the front sight moves, physically correct and 'pull' it back into the target. As it is seen moving into the target area, pull the trigger.

NOTE 3: Proper trigger control is not necessary in this type of close range, defensive shooting. Multiple hits fast on target are critical. Some slapping of the trigger may be inevitable in this type of shooting, and is acceptable. However, the shooter should not release the trigger fully forward and should still feel the reset of the trigger as they shoot even though they may actually be letting it slightly too far forward.