



GIVE 'ER A SHOT

The Phoenix Police Athletic Club Shooting Team Newsletter

JANUARY
2007

UPCOMING OUTSIDE MATCHES

IT'S TIME TO LET EVERYONE KNOW ABOUT SOME UPCOMING BIGGER MATCHES THEY CAN SIGN UP FOR.

SO, YOU HAVE SHOT IN THE SHOOTING TEAM'S MONTHLY MATCHES, NOW IT IS TIME TO TRY SOMETHING A BIT BIGGER, WHERE PRIZES ARE ACTUALLY AWARDED. THESE ARE SOME OF THE MATCHES COMING UP THAT FOLKS ON THE SHOOTING TEAM ARE GOING TO PARTICIPATE IN, SO WHEN YOU GO, YOU WON'T HAVE TO WORRY ABOUT GOING TO THEM AND SHOOTING WITHOUT KNOWING ANYONE THERE.

ARIZONA POLICE & FIRE GAMES:

APRIL 4-7, 2007 - THEY HAVE SCHEDULED A SNIPER/PRECISION RIFLE MATCH, A 3-GUN COMPETITION (HANDGUN, SHOTGUN, CARBINE), AND A COMBAT PISTOL MATCH, PLUS THERE WILL BE A PPC MATCH THAT OUR RANGE IS GOING TO BE HOSTING. GO TO THEIR WEBSITE @ [HTTP://WWW.AZPOLICEGAMES.COM/](http://www.azpolicegames.com/)

SPRING STEEL:

FEBRUARY 25, 2007 - THIS IS AN 8-STAGE ALL STEEL MATCH THAT IS A LOT OF FAST AND FUN SHOOTING AT RIO SALADO. IT'S A HOOT. THE WEBSITE IS [HTTP://WWW.RIOPRACTICAL.COM/](http://www.riopractical.com/)

SEE RELATED POINTS IN THIS NEWSLETTER, BUT SHOOTING A MATCH IS NOT ABOUT GOING THERE TO WIN OR GETTING BEAT, IT IS ABOUT GETTING BETTER, WORKING ON SKILLS, AND MOST OF ALL HAVING FUN.

STEPPING UP TO THE PLATE

I've heard it all... "I haven't been practicing," "I'm too busy," "I don't have the right gear, on and on."

There are a lot of excuses for not going to a match, and yea sometimes life gets in the way of shooting, but look deep inside and make sure it is not one of the following excuses that is actually keeping you from trying one.

"I'm worried about placing last?" "I'm worried about looking foolish?" "I'm afraid people are going to think I stink?" Now let's look at these...

Out of all of the shooters at a match someone has to place last, but odds are against that being you, but even if it is - SO WHAT! Did you have fun?

Heck, we are shooting a match this next weekend and I have to wear a very standouthish PINK vest for 2-days (And you are worried about looking foolish?).

I've been to a lot of matches and I have never heard anyone say somebody else stinks. As a matter of fact, there are so many good quality people at these, everyone starts pulling for folks they see struggling because they want them to succeed.

If you have not tried shooting a match bigger than our monthly match it's about time to Give 'er a Shot. I'm here to tell you, when you get past these trivial issues and loosen up, if you like shooting even a little bit, you will find yourself having a ball. *See Quote of the Month!*

Upcoming Monthly Team Shoots

- **Thursday, February 15, 2007, from 1600-1800 hours** - An all steel match because this time of year it is dark earlier so we are going to have this set to run fast. We are going to run it like December's match where you can come out and shoot and leave, or shoot stages over as long as others are not waiting to shoot it for the first time.
- **Saturday, March 24, 2007, from 0900-1200 hours** - Since we are coming up on the AZ Police/Fire Games may do a 2 or 3 gun match to get ready. We don't have targets for PPC (which we usually try to do about this time) so we are going to offer up an opportunity to do a 2 or 3 gun match that will be handgun, shotgun, and possibly rifle. More info next time.

SHOOTING TIP OF THE MONTH - "It's the Shooting!"

Rich and I were talking about what to put in the tip for the month and agreed that in our monthly matches we are seeing a lot of folks getting caught up in thinking about the time instead of their shooting.

We also see this with folks doing their AQ, where they are so worried about it being a qualification they forget about the shooting.

Another place we see it is when folks are doing a shoot-off against someone else on say our plate racks.

Look at it in these simple terms. If you are thinking about the timer, it being a qualification, or the person you are shooting against, who is thinking about your shooting? You know the sights and the trigger pull.

Probably not you, and then you wonder why your shooting is not as good as you would like it to be.

I know it is easy to say and much harder to

do, I fight with it all of the time, but if you are thinking about something other than the sights are trigger control, your shooting is going to suffer.

When I crash and burn on a stage it is generally because I started worrying about the clock and stop thinking of shooting within myself and paying attention to the sights and trigger control.

Occasionally there is a hard target here and there but those are hard for everyone, but the folks who can stay focused on what is important will do the best on those stages.

When shooting on the clock, pay attention to your shooting and forget about the clock. You will be surprised how much better you will do.

When doing your AQ, forget that it is an AQ and concentrate on the sights and trigger control and your score will go up.

If doing a shoot-off against someone else, focus on your job and after you are done look and see if you beat them. There is a good chance you did because they didn't read this and were thinking about your shooting instead of theirs. If not, they were better than you on this run.

People talk about the choke factor that kicks in when the chips are down. Generally this is a result of people not thinking about what was most important to them at that time, and getting caught up in thinking about the moment, the stress, and starting to hope to do well instead of focusing on doing well.

A thought to leave on and ponder is how does this figure into a gunfight? I know it's easier to say than do, but realistically, if you are thinking about the bad guy shooting at you, who doing the thinking about your shooting at the bad guy?

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Results of January Team Shoot

January 13, 2007

Duty Gear Class:

1st - Mike Burns 2nd - Rick Sue

Challenge Class:

1st - Bret Draughn 2nd - John Harma

Gamer Class:

1st - Steve Proctor 2nd - Troy Hill

Stage Winners:

Stage 1 – 10, 20, 30:

Duty Gear Class – Mike Burns 27.70

Challenge Class – John Harma 9.57

Gamer Class – Troy Hill 29.99

Stage 2 – Just a Swinging:

Duty Gear Class – Mike Burns 18.10

Challenge Class – Bret Draughn 16.06

Gamer Class – Robert Whiteman..... 26.99

Stage 3 – Watch Your Speed:

Duty Gear Class – Mike Burns31.77

Challenge Class – John Harma 2.08

Gamer Class – Steve Proctor 34.33

Stage 4 – Stay Focused:

Duty Gear Class – Rick Sue 4

Challenge Class – Bret Draughn & Rich Brethour 0

Gamer Class – Steve Proctor 3

Stage 5 – Window Service:

Duty Gear Class – Mike Burns 20.26

Challenge Class – John Harma- 5.42

Gamer Class – Troy Hill 9.59

If interested in reading through old Give 'er a Shot Newsletters, several are still on the PPAC website, as are a couple videos.

Go to the PPAC website at <http://ppaconline.com>.

New Stage Props for Team Shoots

If it has been a while since you came out to one of our matches, you might find you are missing something. Due to some hard work and efforts of some of your fellow shooting team members we have some new stage props out at the team shoots.

Some of the props we have had a while, but you may not have seen, are barrels to shoot through, standard boxed barricades to shoot around. Some of our newer props are oversized boxed barricades with shooting ports in them, two swingers, and portable walls (some with ports and some without).

The guys have more ideas so we hope that over the next few months, we can fine some resources and time to get more props out on the range to make our team shoots more fun and challenging.

Quote of the Month:

The Man In the Arena

It is not the critic who counts; not the man who points out how the strong man stumbles, or where the doer of deeds could have done them better. The credit belongs to the man who is actually in the arena, whose face is marred by dust and sweat and blood; who strives valiantly; who errs, who comes short again and again, because there is no effort without error and shortcoming; but who does actually strive to do the deeds; who knows great enthusiasms, the great devotions; who spends himself in a worthy cause; who at the best knows in the end the triumph of high achievement, and who at the worst, if he fails, at least fails while daring greatly, so that his place shall never be with those cold and timid souls who neither know victory nor defeat.

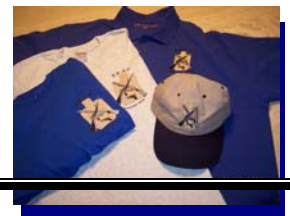
Theodore Roosevelt

Speech at the Sorbonne

Paris, France, April 23, 1910

WE HAVE EXTRA TEAM T-SHIRTS AND HATS FOR SALE

We have extra Shooting Team T-shirts and hats and they are for sale. They come in long-sleeve and short-sleeve and in blue and gray. Some shirts come with a silk-screened logo while others are embroidered, and the blue shirts are only for those who have shot with the Shooting Team, while the gray shirts and the hats are for anyone.



Silk-screened shirts are \$8.00 each, while hats and embroidered shirts are \$10.00 each.

If interested contact Bret Draughn or Rich Hartson down at the Armory, or you come shoot a monthly match and we can take care of any purchases after the match.

Join the PPAC

Although we don't require it, and I don't want to really pressure anyone, it would be cool to see everyone who is coming to our Shooting Team Matches join the PPAC. It would benefit the Shooting Team for when we ask for some money (like when they fronted the money for our team uniforms, and have not come close to recovering those costs) because they see us putting into the PPAC. But, it is a good organization.

They will reimburse you for going to things like the Police Games, they hold picnics and other things for their members and their families, and if you take full advantage of it, you will actually come out ahead. It's only \$2.00 per check and you can get out more than what you put in.

Contact Bret at the Armory for forms to sign up.

FOR THOSE WHO DON'T KNOW US

We started the Shooting Team to get more PPD officers into shooting to improve their firearms skills through competition.

We change up what we are doing as much as we can, keep it fun, help everyone learn, and most importantly we improve our shooting abilities.

We have no limits on the number of folks on the team. We call it a team, but you don't have to earn a spot and you don't have to commit to anything other than showing up.

Come on out and *Give 'er a Shot*, **everyone** is invited.