

# The Rules of Combat Gunfighting

- Rule 1:** Have a gun. It's always better to have it and not need it, than to need it and not have it. A .22 in your pocket will stop an opponent a lot faster than a .44 Magnum out in the car.
- Rule 2:** There is no second place winner. Sometimes even first place is decided posthumously. This isn't a game. Survival is all that counts.
- Rule 3:** When in doubt, whip it out. Only a fool or a desperate opponent will try to outdraw a trigger-pull. Unfortunately, the world is full of both. See Rule 6.
- Rule 4:** A half-second is a lifetime. That's about how long you have to react to your opponent drawing a gun. If you want to live longer than that, apply Rule 5. Quickly.
- Rule 5:** If you can hit your opponent, your opponent can hit you. Get behind something solid. Stay there.
- Rule 6:** It's better to be tried by 12 than carried by 6. Shoot without hesitation if you believe your life is in danger. A gun is a weapon, not a magic wand that will paralyze your opponents with fear or make them reasonable. If you aren't prepared to kill to defend yourself, don't carry a gun.
- Rule 7:** Shoot to stop; shoot until it stops. A hit in the lower abdomen is the best way to disrupt your opponent's attack, but remember, one-shot stopping power is a myth. Keep shooting until your opponent is no longer an imminent threat.
- Rule 8:** Reload at every opportunity, even if you fire only one or two rounds. Count your shots. Always know how many rounds you have left. Don't let the next-to-the-last thing you hear be, "Click!"
- Rule 9:** If facing multiple opponents, eliminate the major threat first. Take out the best situated or most heavily armed opponent, then deal with the others in the order of their threat levels.
- Rule 10:** When there's no time to think, you'll revert to your training. Train realistically. Train often. It can save your life.