

## Shooter Fault Terms and Definitions

<b>Term</b>	<b>Error</b>	<b>Result (for Right Handed Shooters)</b>
Snatching	Sudden movement applying pressure by the finger to the outside of the trigger.	Shot lands to the right and low.
Jerking	Sudden movement applying pressure by the finger to the inside of the trigger.	Shot lands to the left and low.
Anticipating	Tensing the muscles of the arm and shoulders fractions of a second before or during the trigger release/discharge.	Shot lands to the right and high.
Lacking Followthrough (a)	Relaxing the wrist prematurely fractions of a second before or during the trigger release/discharge.	Shot lands to the right and high.
Lacking Followthrough (b)	Relaxing the elbow prematurely fractions of a second before or during the trigger release/discharge	Shot lands to the left and high.
Pushing	Too much finger is applied to the trigger, as the second joint of the finger pushes the trigger and subsequently the pistol off of the target.	Shot lands to the left and (often) high.
Pulling	Too little finger is applied to the trigger, as the second joint of the finger pulls the trigger and subsequently the pistol off of the target.	Shot lands to the right and (often) low.
Under-Gripping	Lack of firmness in grip (loose grip) allows gun to fall towards open side of hand (away from palm).	Shot lands to the left and low.
Heeling	Gripping too tightly causing the heel of the palm to force the pistol off of target.	Shot lands to the right and high.
Thumbing	Too much pressure applied with the thumb.	Shot lands to the right and low.
Fingertipping	Too much pressure applied with the fingertips and little finger.	Shot lands to the left and low.
Parallel Error	The in-focus relationship and alignment are absolutely correct; but, the shot is released when the point of aim is incorrect on the target.	Shot may be left/right/high/low, but usually in the black, causing the least amount of error.
Angular Error	The sights are out of alignment with each other, even though they may be correctly positioned in the aiming area.	Shot can land anywhere and cause the maximum amount of error.
Overholding	Holding the firearm in position beyond the optimal range of time required to release the shot, causing minor physiological changes (i.e. eye fatigue, loss of fine motor control) which undermine the ability to shoot well. By overholding, the shooter may perform any number of faults either singly or in conjunction with other problems. Examples include snatching or jerking the trigger as the sights dance across the target or producing an angular error as the fatigued eye momentarily loses its ability to	Depends upon the resultant error.

For a shot to land consistently and accurately, you must:

1. Have a consistent stance and grip;
2. Maintain absolute focus on the front sight and its relation to the rear sight (not on the target);
3. Squeeze the trigger smoothly and slowly with all force moving straight back towards your hand;
4. Concentrate on Performance Delivery (i.e. stance, grip, sights, breathing, smooth trigger, followthrough) not on Performance Outcome (i.e. shoot a "10".)

*Please Note: while there are numerous faults which may creep into your technique, disciplined Dryfiring and Wallholding will eliminate or reduce their occurrence.*