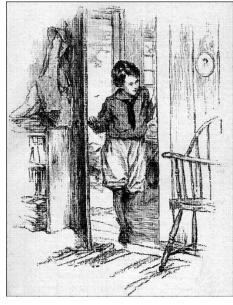
Korners Kan Kill!

Nobody is quite sure how many people have been killed by corners, but the unknown and

unpublished "Corner Kill" list is long enough that proper and safe Cornering is being taught in schools. Let me put your mind at ease. Corners are not just jumping out and killing people, and the schools are not your everyday institution of higher learning. "Korners Kan Kill" means that what is



behind a corner can kill you, that is, a perp wanting to do you harm who is visually shielded by the structure of the corner. How you approach and pass a corner or doorway during a combat confrontation will determine whether or not you will stand upright and take nourishment tomorrow. Cornering tactics apply anytime you are threatened or not threatened, armed or unarmed. These tactics also apply whether you are advancing, retreating, Code Red armed combat, or just checking out a strange noise at home. The common sense bases of cornering tactics will have you using a less-aggressive version for everyday navigation in unfamiliar buildings and blind corners on downtown sidewalks in order to Perp-proof your path.

Perps use many methods to the end of their evil endeavors, but the most common are: Surprise, Darkness and Force. Surprise (hiding) and darkness both take advantage of a visual disadvantage the victim is experiencing. If the potential victim cannot see the perp, then they are more likely to get too close - the closer you are to a person bent on doing you harm the more danger you are exposed. Your immediate duty, if ever confronted by a criminal is to put as much distance as you can between yourself and the threat. To illustrate the danger of proximity or closeness to a threat lets visualize that criminals changed colors the closer they get to you. If, by magic, perps actually turned color the closer they get to you, they would be yellow at 20 feet, orange at 10 feet and red at 5 feet. Red is bad,

Close is bad, don't get close to perps and don't let

them get close to you. Out in the open it is a lot easier to identify a threat because you can see farther and there are no barriers to your



vision. The problem begins when you have to pass around corners or through doorways which are excellent hiding places, excellent ambush places, and excellent barriers to your vision. The solution to overcoming corners and barriers is to explore the tactic of cornering in order to break down a potentially dangerous barrier into manageable portions you can view, one-at-a-time, in order to prevent a terrible ambush.

Cornering has long been taught to law enforcement officers who's job involves entering potentially hostile buildings and rooms as part of an investigation or in pursuit of criminals. Typically, citizens or CCW's usually will not be in pursuit of an armed criminal, but the time may come when they may be looking for a path of egress if confronted by a hostile perp. And, there are many paths of egress within building which contain corners and doorways.

The most dangerous way of passing a corner is to hug the wall and lead with your handgun. No matter how many times you have seen this done successfully on your favorite TV show, this technique will get you killed or hurt every time. In fact, this is a good time to make an important point: Don't ever get your survival tactics from TV. The only thing a TV show can do for you is make you laugh - like when the hero is hugging a wall near a corner during a gunfight, or when you count 27 shots from a 11 shot handgun. In reality, the safest method of passing a corner is to assume there is a perp just around the corner. This assumption will cause you to stay as far away from the corner as you possibly can which is the number one tenant of cornering tactics. Here is the full Cornering tactic, step by step: 1) Stay Back, 2) Take small steps, 3) Clear the view, 4) Keep your gun up and ready. Assuming your safety has degraded, your handgun is drawn and there is a perp in your path ahead, lets take a good look at each of the cornering steps.

Stay Back means to get as far away from the corner as is physically possible. This goes for any barrier you must pass or

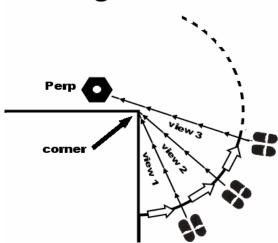
use for cover. If you take cover behind a car, then get back as far as you can and still use the body of the car

for cover.
NEVER
HUG
YOUR
COVER
because
you loose
the ability
to move



quickly away from the cover and you will expose to much of yourself if you need to fire your handgun. Same applies when you are up against the other wall trying to get as far away from the corner as possible. Believe me, this is a natural thing to do and I've done it myself in combat training at Front Sight -- The Front Sight Instructor leaned over my shoulder and whispered: "Do you hear anything when you move?". I nodded my head acknowledging the scratching of my shirt on the drywall.

Pie-ing the Corner



Take small steps forward (more like sideways), one at a time, waiting just a second before taking the next step. Each small step sideways will open up a new view and you will be able to see a little more around the corner. Sometimes this cornering tactic is called "pie-ing the corner" because you are breaking up the entire 90 degree turn around the corner into little segments similar to pieces of a pie. The center of the pie is the perp and you are traveling around the outside rim of the pie plate one step (slice) at a time. Don't cross your feet when you step sideways. Move one foot then bring the other one up next to it. You don't want to trip and fall with a loaded gun, nor do you want to give the perp the advantage of finding you spread out on the floor.

clear the view you have just opened with the last sideways step before you proceed with the next step (verify the view is clear of danger). If the new view you just opened reveals danger then you will have to decide whether to challenge or exit. The point of the cornering tactic is NOT to place yourself in a position where you are vulnerable, that is, within grasp or quick lunge of a perp. Clearing the view also allows you the chance to use one of the perp's own methods, Surprise, against them. The perp's use of surprise goes out the window when they are surprised by you holding a firearm on them. You

can imagine the perp saying, under their breath: "Man, this ain't the way it's supposed to happen". This is the pivotal dynamic on the cornering tactic, the point where the perp will flee, give up, or attack.

Keep your gun up and ready while you are cornering. "Up and ready" means a Weaver stance, full combat grip with the handgun brought up to your eyes. You are in full self-preservation and combat confrontation mode. Should your finger be on the trigger? That's a tough call that only you can make. Let me ask you a few more questions and your answers will tell you what you should be doing. Have you had any "shoot, no shoot" training? Is your handgun trigger a single action 3 pound 1911 style, or is it a Glock or revolver fitted with a 5 or 8 pound trigger? Have any noises (breathing, wall hugging sounds) come from the corner area? Is the hair standing up on the back of your neck? Is tunnel vision setting in? If a scarred and unarmed 10 year-old is behind the corner can you pull your shot in time? If an armed perp jumps out from behind the corner can you place can you place your shot in time? Nobody can tell you what you should be doing in a confrontation because all combat confrontations are dynamic (always changing) and the addition or subtraction of even one variable increases or

decreases your level of safety. Generally, State Laws allow you to shoot to protect your life or the lives of your loved one's, but do not allow you to shoot just because you are scarred.



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