



WHICH IS FASTEST: FRONT SIGHT PRESSSS, P&S, or QUICK KILL

To determine which is fastest, I made some tests in our garage.

I placed two 8 1/2 x 11 sheets of paper at a range of about 14 feet, and then shot at each of them 10 times using an Airsoft pistol. The pistol is spring operated and must be cocked for each shot. It shoots consistently, but consistently up and to the left of the aim point. So, to compensate for that, I used the lower right lower corner of each target as the aim point.

For the first set of 10 shots, I used a Flash Sight Picture. I acquired the target, roughly aligned the sights on the aim point, and pulled the trigger.

For the second set I used P&S. I just pointed my index finger at the aim point and pulled the trigger.

For both sets, I had my index finger along the side of the pistol, and pulled the trigger with my middle finger.

Each set of 10 shots hit the target, so accuracy wise, the test was a push.

Time wise, P&S was simpler and way faster.

With the Flash Sighting method, I acquired the aim point, checked that the sights were in rough alignment, and pulled the trigger.

With P&S, I just pointed at the aim point and pulled the trigger. It was not necessary to think about or do anything else.

Just point-n-pull.

The next day, I made another test using what I understand is the Quick Kill method. I put the front end of the gun on the aim point, and pulled the trigger with my index finger.

The accuracy result was as good as if not better than the prior tests. But, as with Flash Sight Shooting, the Quick Kill method required thinking about, as well as putting the front end of the gun on the aim point, and then shooting. Time wise, P&S was simpler and faster.

I am sure that practice would improve my performance using a Flash Sight Picture and Quick Kill, to where they would become more automatic.

However, P&S is already automatic, fast, and accurate. All you need to do, is just point-n-pull.

End.