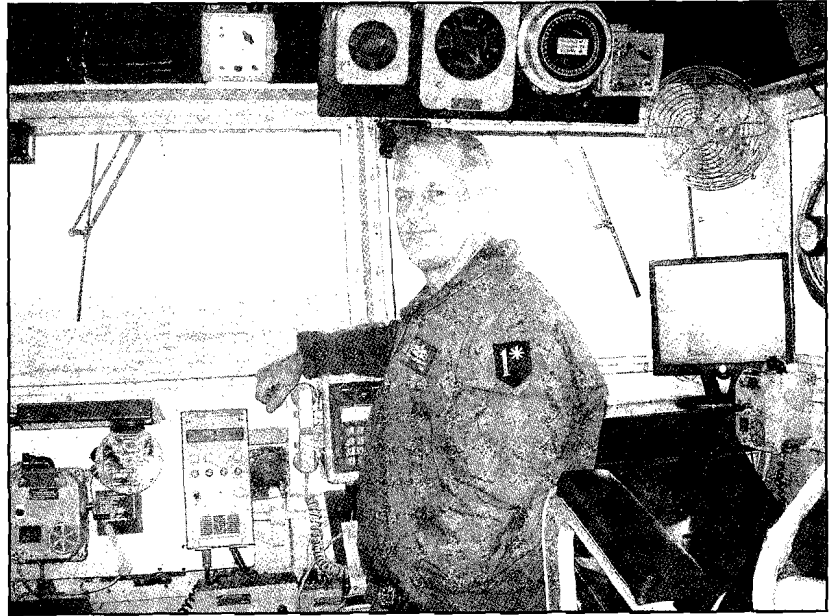


Captain Charles C. Swicker, United States Navy

Captain Swicker received a Master's Degree in Scientific and Technical Intelligence from the Naval Postgraduate School in 1990, where his classified thesis won the United States Naval Institute Award and was used operationally during DESERT STORM. A Distinguished Graduate of the Naval War College, he is also a graduate of the Joint Forces Staff College, and completed a Joint Duty tour as the SM-3 Missile Program Integrator at the Missile Defense Agency in Washington, DC. Director of the Command at Sea Department at the Surface Warfare Officers School in Newport, RI, from September 2003 to November 2005, Captain Swicker is now Commanding Officer of the AEGIS missile cruiser USS VICKSBURG (CG 69).



Captain Swicker's personal awards include the Defense Meritorious Service Medal, the Meritorious Service Medal, the Navy and Marine Corps Commendation Medal, the Joint Service Achievement Medal, and the Navy and Marine Corps Achievement Medal. He is also the recipient of the Naval War College's Middendorf Prize for his published research on Naval Theater Ballistic Missile Defense.

Captain Swicker's Rules of Gunfighting

1. Bring a gun. Preferably, bring at least two guns. Bring all of your friends who have guns. Bring their friends who have guns.
2. Anything worth shooting is worth shooting twice. Ammo is cheap. Life is expensive.
3. Only hits count. Close doesn't count. The only thing worse than a miss is a slow miss.
4. If your shooting stance is good, you're probably not moving fast enough nor using cover correctly.
5. Move away from your attacker. Distance is your friend. (Lateral and diagonal movement are preferred.)
6. If you can choose what to bring to a gunfight, bring a long gun and a friend with a long gun.
7. In ten years nobody will remember the details of caliber, stance, or tactics. They will only remember who lived and who didn't.
8. If you are not shooting, you should be communicating, reloading, and running.
9. Accuracy is relative: most combat shooting is more dependent on "pucker factor" than the inherent accuracy of the gun.
10. Use a gun that works EVERY TIME. "All skill is in vain when an Angel pisses in the flintlock of your musket."
11. Someday someone may kill you with your own gun, but they should have to beat you to death with it because it is empty.
12. In combat, there are no rules. Always cheat. Always win. The only unfair fight is the one you lose.
13. Have a plan.
14. Have a back-up plan, because the first plan won't work.
15. Use cover or concealment as much as possible. The visible target should be in front of YOUR gun.
16. Flank your adversary when possible. Protect yours.
17. Don't drop your guard.
18. Always tactical load and threat scan 360 degrees.
19. Watch their hands. Hands kill. (In God we trust. Everyone else, keep your hands where I can see them)
20. Decide to be AGGRESSIVE enough QUICKLY enough.
21. The faster you finish the fight, the less shot you will get.
22. Be polite. Be professional. But have a plan to kill everyone you meet.
23. Be courteous to everyone, friendly to no one.
24. Your number one option for personal security is a lifelong commitment to avoidance, deterrence, and de-escalation.