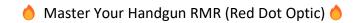


Spartan Firearms Training Group, LLC

Tip of the Week: August 11, 2025



An RMR on your handgun changes how you aim and shoot—but it's not the same as using irons or a rifle optic. Here's how to get it right:

Shoot with both eyes open.

This keeps your peripheral vision wide, helping your brain naturally pick out the red dot. Closing one eye narrows your field of vision and slows you down.

o Focus on the red dot—not the sights.

Forget lining up front and rear sights like you would with irons. The dot is your point of aim. Visually place the dot on the target exactly where you want your bullet to go.

Practice shifting your eyes quickly from the target to the dot.

At first, finding the dot can be tricky. Train yourself by presenting the gun, spotting the dot, then firing. Repeat until it becomes automatic—even under pressure.

Keep a smooth, steady trigger press.

The dot won't fix a jerky trigger press. For making precise hits, maintain controlled, gradual pressure to keep the gun steady and the dot on target.

P Adjust brightness and dot size for your needs.

Too dim? You won't see the dot clearly. Too bright? It might bloom and distract. Smaller dots provide precision, while larger dots facilitate faster target acquisition. Find your sweet spot and practice in various lighting conditions.

🏃 Train moving, shooting multiple targets, and drawing from concealment.

Real-world skills are developed through practicing under realistic, dynamic conditions. Spartan Firearms Training Group offers training programs that incorporate movement, shooting at multiple targets, and shooting from behind cover, catering to both intermediate and advanced-level shooters.



Keep your RMR clean and mount screws tight.

A dirty lens or loose mount can wreck your accuracy. Clean the lens gently and check your mounting hardware regularly.

Mastering your handgun RMR takes time, but once you nail it, your speed and accuracy will improve dramatically.

#RedDotSights #HandgunTraining #ShootingTips #TipOfTheWeek #SelfDefense