

The Bullet Trap Pistol Leagues Course Of Fire 3-Second Shot Pacer



Target #1

The target will be engaged one round at a time on cue from the lighting system. Each time the target is lit, the shooter will have 3 seconds to fire one round at the target before the light switches off. At the end of the **3 seconds**, the Range Commander will call "Ready" at which time the shooter returns to the ready position to await the next light. The target will be at 21 feet for all five sets. Maximum of 5 hits per target area.

Set 1: Shooters will engage the **Center Bullseye** of the target.

Set 2: Shooters will engage the **Top Left Bullseye** of the target.

Set 3: Shooters will engage the **Top Right Bullseye** of the target.

Set 4: Shooters will engage the **Bottom Left Bullseye** of the target.

Set 5: Shooters will engage the **Bottom Right Bullseye** of the target.

Target #2

The target will be engaged one round at a time on cue from the lights as in Target 1, but **the target areas will be called at random by the Range Commander**. The called areas will be **Top Left, Top Right, Center, Bottom Left, and Bottom Right**. The Range Commander will call the target area when the target is dark. When the target is lit, the shooter will have **3 seconds** to fire one round at the called area. When the target goes dark again, the shooter returns to the ready position and awaits the next call. The target will be at 21 feet for all five sets. **The hits will not be evenly distributed among the target areas**, and the maximum hits per area has been pre-determined by the League Coordinator. Shooters must follow the target area call-outs or risk losing points for excess hits.

Scoring: Hits in 9 and 10 rings will score 10 points. Hits in the 7 and 8 rings will count 5 points. Hits elsewhere on the target will count 0 points. Hits above maximum will count 0 points.