

# The Bullet Trap Pistol Leagues Course Of Fire Shoot From Cover



In this course of fire, the ready position will be behind a barrier that obstructs the shooters view of the target. The shooter must step or lean to one side of the barrier to engage the target. The shooter must return to a position behind the barrier at the "Ready" command. Targets are both the standard silhouette and the **total ammo count is 50 rounds.**

**Target 1:** The target will be fired in five sets of 6 rounds each at a distance of 30 feet. Each set will use two 3-round magazines requiring an emergency reload on the clock. The barrier will be negotiated from the shooter's strong side, and the second magazine will be staged on the opposite side of the barrier. Timing will be controlled by the spotlight system.

**Sets 1 through 5:** The shooter starts behind the barrier with a 3-round magazine. When the light comes on, the shooter steps or leans to their strong side to engage. The shooter has 20 seconds to fire 3 rounds at the **TORSO**, reload with the second magazine, and fire 3 rounds at the **HEAD. The reload is done BEHIND the barrier.**

**Target 2:** The target will be fired in two sets of 10 rounds each at a distance of 30 feet. Each set will use two 5-round magazines requiring an emergency reload on the clock. The barrier will be negotiated from the shooter's strong side, and the second magazine will be staged on the opposite side of the barrier. Timing will be controlled by the spotlight system.

**Sets 1 and 2:** The shooter starts behind the barrier with a 5-round magazine. Each time the light comes on, the shooter will have 4 seconds to step or lean to their strong side to engage the target with a single round. When the light goes out, the shooter returns to a position behind the barrier to wait for the next light.

After the fifth shot, the lights will strobe and the RSO will say "reload". The shooter has 7 seconds to reload the second magazine from behind the barrier and wait for the next target light.

The lights will indicate which target area to engage as follows:

- **Steady Light:** Shoot at the **TORSO AREA.**
- **Flickering Light:** Shoot at the **HEAD AREA.**

**Scoring :** Each hit in or touching a red zone will count 10 points. Hits elsewhere on the silhouette will count 5 points each. Hits outside of the silhouette will count 0 points. Maximum red area hits: On Target 1, 15 torso and 15 head. On Target 2, 10 torso and 10 head. **Excess hits on a red zone will still count, but only 5 points.**