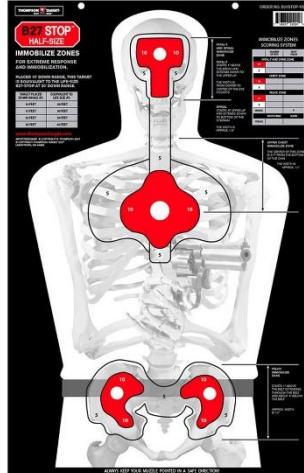
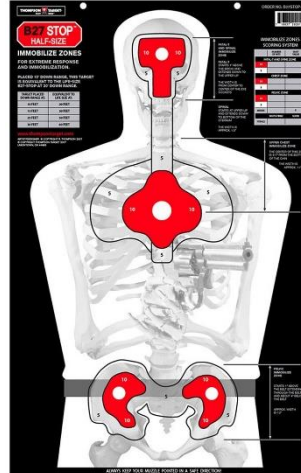


## The Bullet Trap Pistol Leagues Course Of Fire Two-Lane Combat



Primary Target



Secondary Target

In this course of fire, the shooter will occupy one lane (Primary) and shoot at a target in that lane as well as one in an adjacent lane (Secondary). Both targets will be the standard silhouette and will be engaged in 5 sets of 10 rounds each. The COF will require a total of 50 rounds of ammo, and each shooter will need two magazines.

**\*\* THERE WILL BE NO ALIBIS FOR THIS MATCH \*\***

Firing will be one round at a time controlled by the spotlights. Each time a target is illuminated, the shooter will have 2-4 seconds to engage it. On any given shot, either target may be lit, or they may both be lit at the same time. **Shooters may maintain their firing position between shots.**

The Primary Target will be moved after each set and the Secondary Target will be moved after Set 3. Each set will require two magazines loaded with 5 rounds each. After the fifth shot, the targets lights will flash for 7 seconds, signaling the shooter to reload with the second magazine.

**Sets 1, 2 and 3:** The Secondary Target will be at 21 feet. Light patterns:

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

**Set 1:** The Primary Target will be placed at 30 feet.

**Set 2:** The Primary Target will be moved to 21 feet.

**Set 3:** The Primary Target will be moved to 15 feet.

**Sets 4 and 5:** Both targets will be at 15 feet. Light patterns:

- **Steady Light:** Shoot at the **LEFT HIP**.
- **Flickering Light:** Shoot at the **RIGHT HIP**.

**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. Each target will be shot a total of 25 times: 5 head, 10 torso and 5 in each hip. **Excess hits will count only 5 points. Excess hits on a target (more than 25) will NOT count.**