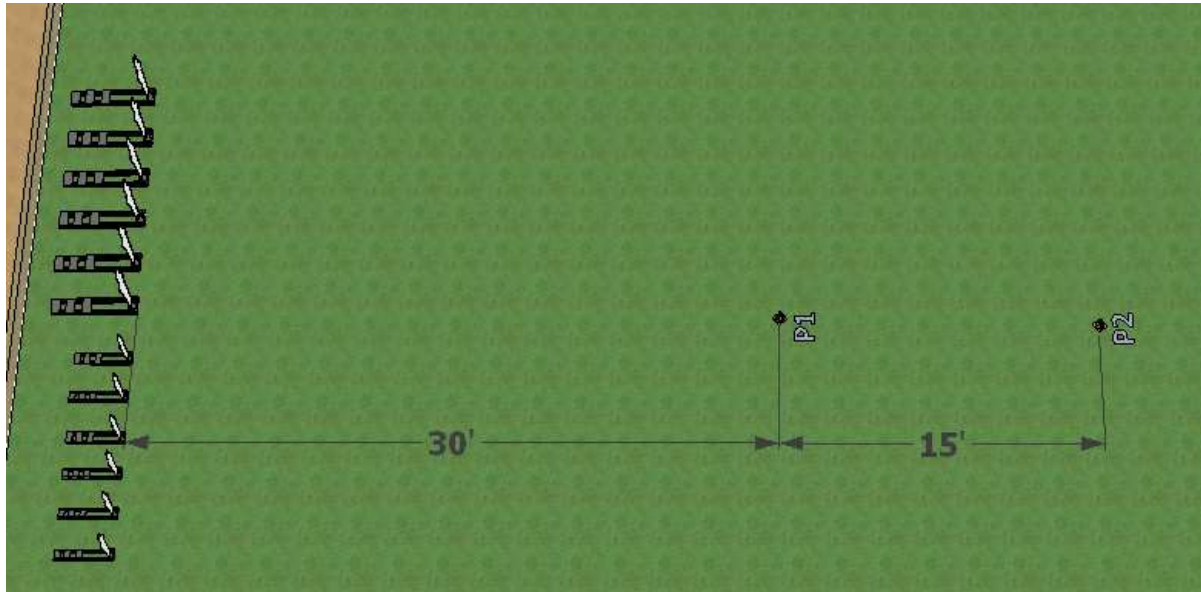


Look Ma! No Freestyle! An Old Skool Course of Fire

Six stages, 66 rounds minimum. No freestyle shooting is permitted in this match. Load firearms to division capacity for every stage. Concealment garment optional.

Each failure to knock down or achieve at least one required hit on a steel target is counted as a miss. Each miss is scored as 5 points down plus a Failure to Neutralize penalty.

Bay 1 Stages



Stage 1

Vickers count, 12 rounds minimum. Start at P1, hands at sides. On signal draw and engage the poppers. Engage small steel poppers strong hand only and large steel poppers weak hand only. All steel must fall.

Stage 2

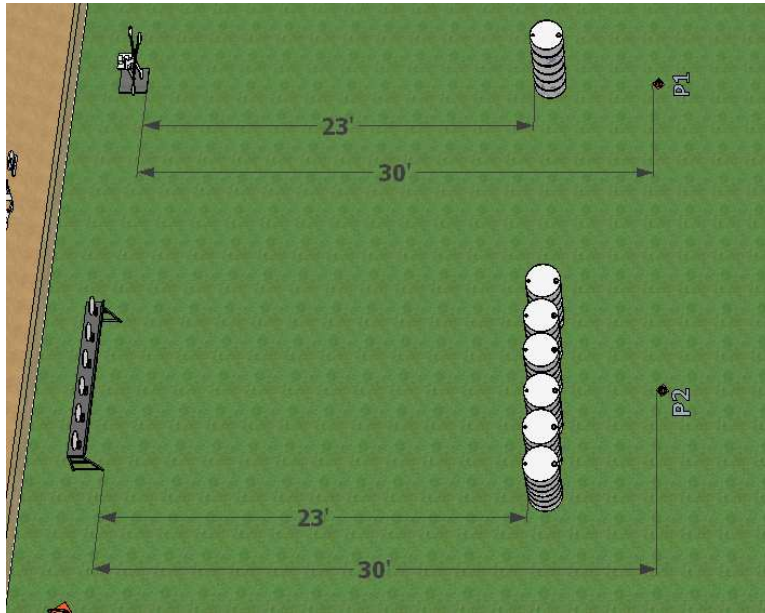
Vickers count, 12 rounds minimum. Start at P2, hands at sides. On signal draw and engage the poppers strong hand only. All steel must fall.

Bay 1 Setup and Scoring Notes

Set up as shown above. Mark P1 with a small safety cone. Mark muzzle safe points with large safety cones.

Any steel poppers left standing are scored as 5 points down plus a Failure to Neutralize penalty.

Bay 2 Stages



Stage 3

Vickers count, 5 rounds minimum. Start at P1, hands at sides. On signal draw and engage the Texas Star strong hand only. Lean to the left or right to shoot around the barrel stack.

Stage 4

String 1: Vickers count, 6 rounds minimum. Start at P2, hands at sides. On signal draw and engage the plate rack strong hand only through the 3 inch wide gap in the barrels. Reload, reset plates and shoot String 2.

String 2: Vickers count, 6 rounds minimum. Start at P2, gun in weak hand pointing at ground below the plate rack. On signal engage the plate rack weak hand only through the 3 inch wide gap in the barrels.

Bay 2 Setup and Scoring Notes

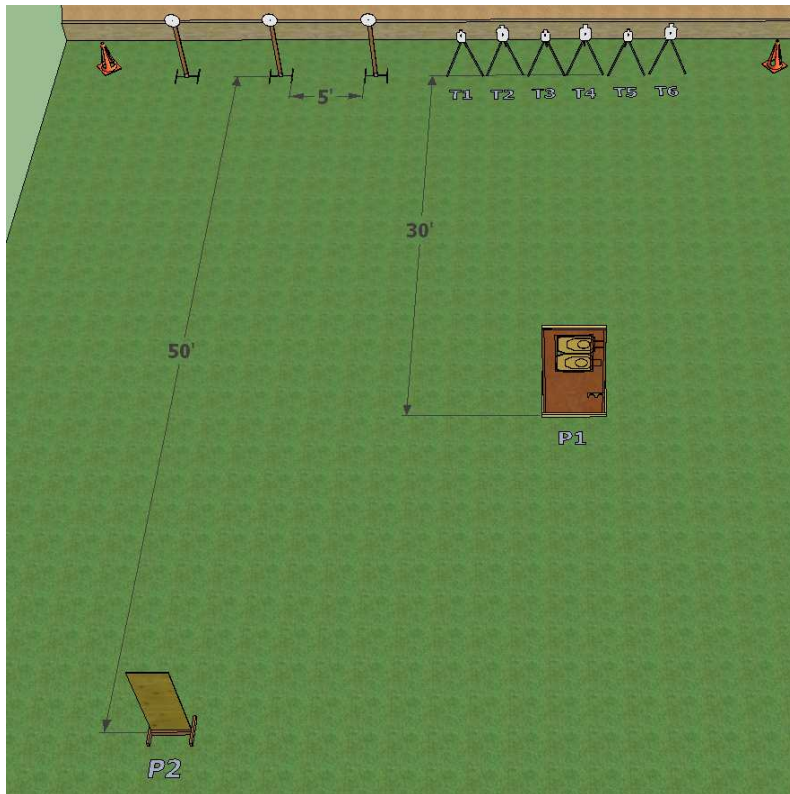
Set up as shown above. Set a 3 inch wide gap between the two middle stacks in the row of barrels. From P1 the shooter must be able to see the base of the Texas Star when leaning to either side around the barrels. From P2 the shooter must be able to see all plates through this gap.

Mark P1 and P2 with small safety cones. Mark muzzle safe points with large safety cones.

Any shifting of feet after the buzzer on Stage 3 or 4 will incur a procedural penalty.

Any steel poppers left standing are scored as 5 points down plus a Failure to Neutralize penalty.

Bay 3 Stages



Stage 5

Vickers Count, 12 rounds minimum. Start at P1, hands touching barrier. On signal draw and hit T1-T6 with one round each, strong hand only, from the weak hand side of the barricade. Then hit T1-T6 with one round each, weak hand only, from the strong hand side of the barricade. Engage targets in tactical priority, slicing the pie. Safety officer will call hits.

Stage 6

Vickers Count, 12 rounds minimum. Start at P2, hands touching barrier. On signal draw and hit the three lollipop steel targets with three rounds each, strong hand only. Then hit the three lollipop steel targets with one round each, weak hand only. Safety officer will call hits.

Bay 3 Setup and Scoring Notes

Set up as shown above. Block the window in Cowboy Barrier with scrap cardboard. Mark muzzle safe points with large safety cones.

In Stages 5 and 6 the difference between required hits and hits as called by the Safety Officer are counted as misses. Each miss is scored as 5 points down. A Failure to Neutralize penalty is assessed if no required hits are obtained on a target..