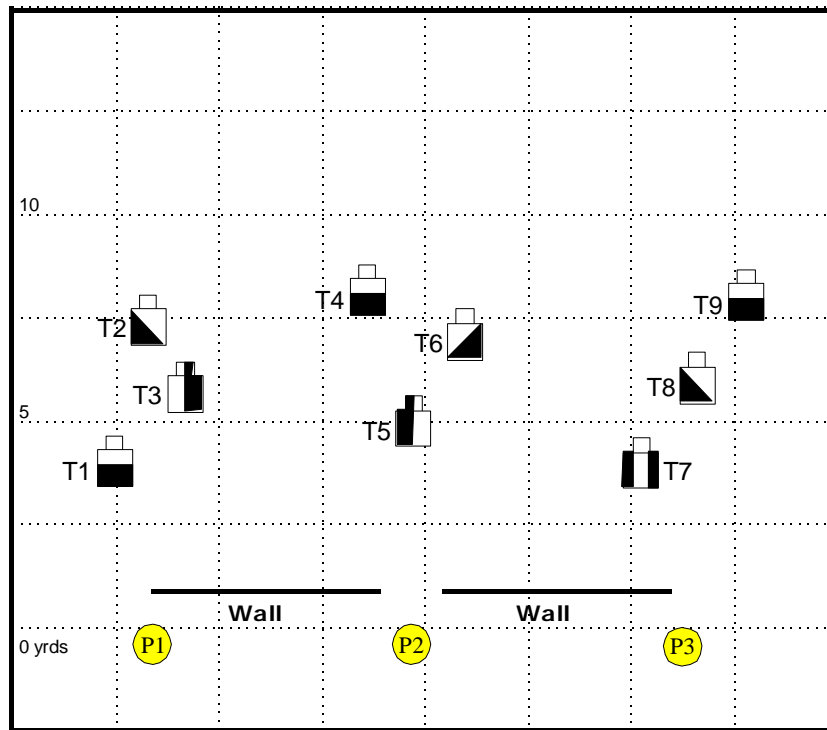


The Courses of Fire for the December 21st Range Masters
“Fun” Shoot are contained in this document.

Range Masters “Fun” Shoot Stage 1 “Wall-To-Wall Fun”



Round Count:

String 1 = **18 minimum**

String 2 = **9 minimum**

(**27 rounds minimum** for the stage)

Vickers Count

(Can make up shots.)

Scoring:

Targets are scored
after the shooter has
completed String 1.

String 1: Shooter starts fully loaded, standing at **P1** -

- At the buzzer, draw, and with the proper use of cover, engage targets **T1 - T3** with **2 rounds minimum to each body only**.
- Advance to position **P2** and (**using cover and the proper techniques**) engage targets **T4 - T6** with **2 rounds minimum to each body only**.
- Advance to position **P3** and (**using cover and the proper techniques**) engage targets **T7 - T9** with **2 rounds minimum to each body only**.
- Reload as necessary from behind cover.

String 2: Shooter starts fully loaded, standing at **P3** -

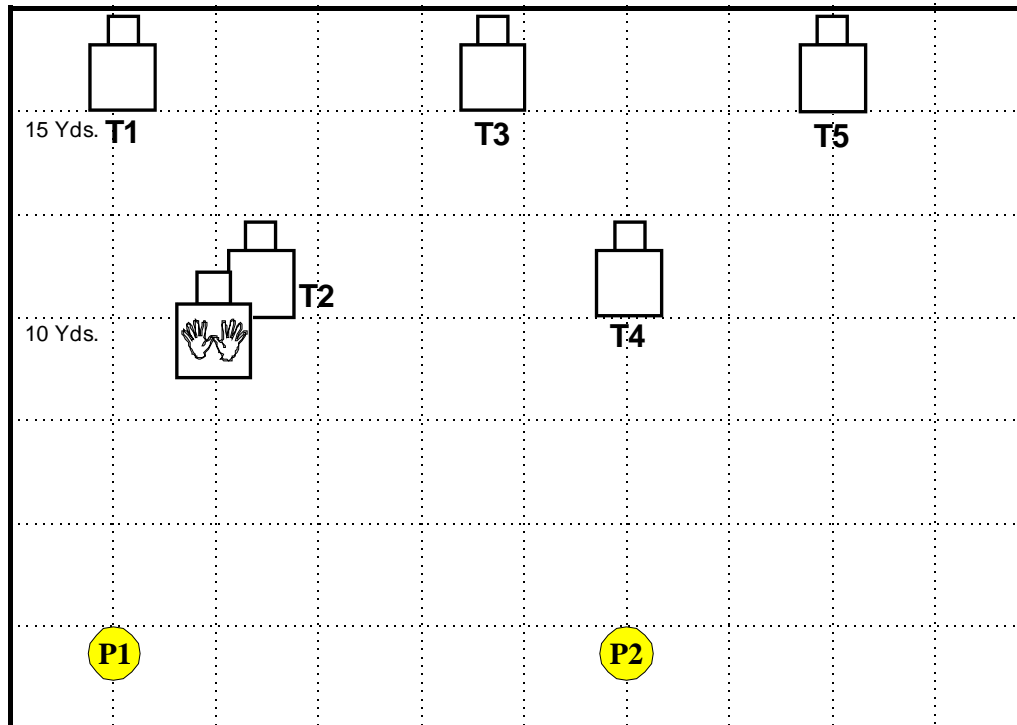
- At the buzzer, draw, and with the proper use of cover, engage targets **T7 - T9** with **1 round minimum to each head only**.
- Advance to position **P2** and (**using cover and the proper techniques**) engage targets **T4 - T6** with **1 round minimum to each head only**.
- Advance to position **P1** and (**using cover and the proper techniques**) engage targets **T1 - T3** with **1 round minimum to each head only**.
- Reload as necessary from behind cover.

Note: (**using cover and the proper techniques**) means that **at least 50% of your body** is behind cover and **hidden from all immediate threat targets in that zone**, and “slice-the-pie” by starting from the outside of the field of fire and engaging the targets on a “first target seen = first target shot” basis. Reloads should be performed from behind cover when possible.

COF designed by Ren Young

Range Masters “Fun” Shoot

Stage 2 - “The Long and Short of It”



Round Count:

String 1 = **10 minimum**
 String 2 = **15 minimum**
 (25 rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored
 after the shooter has
 completed both String 1
 and String 2.

String 1:

Shooter starts at **P1** with **4 rounds maximum in weapon** -

- At the buzzer, draw and engage **T1 - T2** with **2 rounds** (body or head).
- Reload while moving to **P2**.
- At **P2**, engage **T3 - T5** with **2 rounds** each.
- Reload as necessary

String 2:

Shooter starts at **P2** with gun fully loaded (shooter decides what “fully loaded” means) -

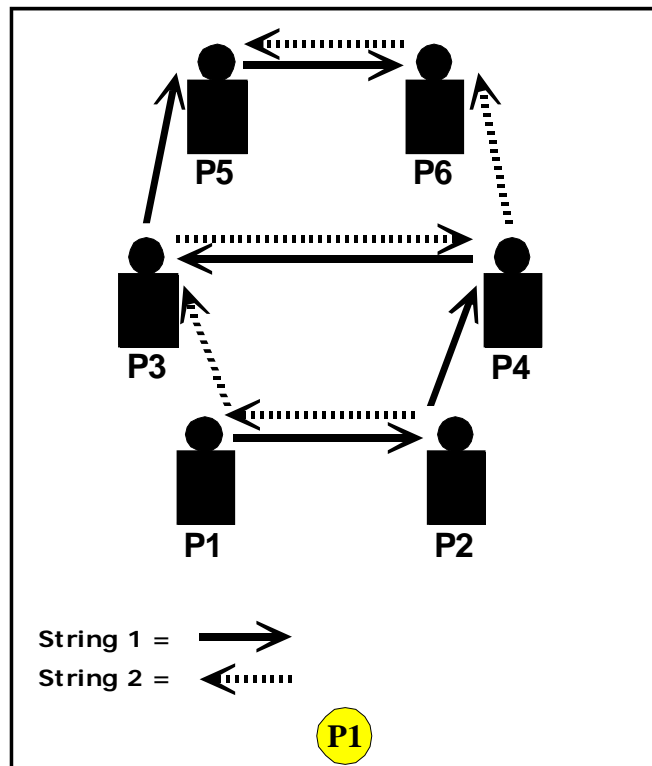
- At the buzzer, draw and engage **T3 - T5** with **3 rounds** (body or head).
- Move to **P1** and engage **T1 - T2** with **3 rounds** each.
- Reload as necessary

Note: Shooter should negotiate this COF using good tactical procedures to eliminate all threat targets.

COF Designed by Kent Redford

Range Masters “Fun” Shoot

Stage 3 “In Order”



Round Count:

String 1 = **6 minimum**
 String 2 = **6 minimum**
 (12 rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored
 after the shooter has
 completed all strings.

String 1 -

- Shooter starts at **P1**.
- At the buzzer, draw and engage **P1, P2, P4, P3, P5, P6** - in order - with 1 hit each.

String 2 -

- Shooter starts at **P1**.
- At the buzzer, draw and engage **P2, P1, P3, P4, P6, P5** - in order - with 1 hit each.