

Weak Hand Fluke

RO: Scott Curin

Committed RSO's: Jim and Joe Goodall.

Any additional RSO's that would like to participate would be very welcome.

Open to rimfire and centerfire, holsters are required for all participants. Belts must be secured by at least three points (or belt loops) A second magazine or speed loader for revolvers will be helpful for this match. Eye protection is required. Automatics will need 50 rounds, 6 shot revolvers 48, 5 shot revolvers 45.

Scoring classes as needed: Rimfire, centerfire, and optics for both.

Stage one

At 15 yards, 30 shots at a 25 yard slow fire target, automatics 20 minute time limit, revolvers 25 minutes. No sighting period.

Stage two

3 AP-1 targets, 7 yards.

For automatics: On command draw and fire 2 rounds at the center target, transfer to weak hand, fire 2 rounds at the left target, 2 rounds at the right target, 2 more rounds at the center target. Time limit 12 Seconds

For 6 shot revolvers: On command draw and fire 2 rounds at the center target, transfer to weak hand fire 2 rounds at the left target, 2 rounds at the right target. Time limit 11 seconds. Score multiplied by 1.333, rounded to the nearest whole point.

5 shot revolver: On command draw and fire 2 rounds at the center target, transfer to weak hand fire 1 round at the left target, 1 round at the right target, 1 more rounds at the center target. Time limit 10.5 seconds. Score multiplied by 1.6

Stage Three

3 AP-1 targets, 7 yards, from behind barricade:

Automatics and 6 shot revolvers: At a high ready, weak hand only, from behind barricade, on command, fire 6 rounds two at each target, from the weak side. Time limit 6 seconds. Unload, show clear, reload, and repeat weak hand only from the strong side. Feet may not be outside of barricade edge.

5 Shot revolvers: At a high ready, weak hand only, from behind barricade, on command, fire 5 shots, two at each of the first two targets, and one at the final target. Unload, show clear, reload, and repeat weak hand only from the strong

side. Feet may not be outside of barricade edge. Score multiplied by 1.2.