

Pecos Run 'n Gun 'n the Sun 2.0 -- preliminary course of fire. (Very Preliminary).

Note: We are publishing this preliminary course of fire to give everyone an early look at what we are trying to do. We have lots of testing to do, and things may change radically before we are done.

This year we are going to try something a little different at the 22nd running of the Pecos Run 'n Gun.

This year's Run will be a two-person, team event. Competitors will sign up as a team. Price is \$250 per team.

Each shooting stage will involve both members of the team shooting and moving on courses of fire that will be similar to past courses of fire, save for the team aspect, and some new targets. There will be a Range Officer (RO) with each shooter during all stages, and a third RO as command and control.

This year will be rifle only.

The round count will be higher than in the past, and not exact, as some targets will require an undeterminable number of hits to accomplish the mission. A minimum of 210 rounds is suggested.

Maximum allowed time on all ranges will be 3 minutes.

Course will be 5 miles long or very close. Smokey will measure the course this year, not Larry, so we really will be pretty close to five miles.

There will always be a low crawl because low crawling is fun. If you do not think low crawling is fun, you need to practice more, until it is.

Our run interval will be 12-15 minutes to minimize wait times, as these Courses of Fire will consume more time than in the past. We exert every effort to make sure no competitor gets a free breather, nor is comfortable for any moment. You are welcome.

Command and control on each range will be accomplished via signal flags and voice commands as needed.

Load and Make Ready — This year, shooters will not be given a command of Load and Make Ready. Instead, on command, they will move to the first required position with an empty rifle, and then load the rifle once in position. We are doing this as a safety precaution.

Communist Planks — On several ranges, the target will be one or more pine 1" x 3" planks. The boards will be 4 feet tall with a one-inch black aiming stripe painted across the width of the board halfway up (2 feet). The plank will be held at a 70 degree angle by a target stand, and there will be a weight affixed to the top of the plank. The goal of the team is to cut the plank in half with rifle fire. The weight on top serves to break the plank when it is sufficiently weakened, rather than waiting for the final fiber of pine to be severed. We are not trying to recreate the State Fair "shoot the star with the bb gun" scam, but we are trying to create a target that requires the shooter to fire for effect until the desired effect is achieved.

Safety — Obviously two-man shooting stages are more difficult to design with safety in mind. Where

safety demands, we have sacrificed some degree of realism in the name of safety.

AR-15 Centric — Yes, this course of fire is AR-15 centric, or at least magazine-fed, semi-automatic centric. We can't be everything to everyone. This year we are going this route.

Stage One — Always Forward:

Shooters (A and B) will start together. On signal, with rifles unloaded, A and B will move forward and take up marked positions approximately 25 yards apart, load and engage the target. The target will be a 1" x 3" communist plank. The range will be 100 yards.

When a team member has expended one magazine and bolts have locked back the shooter's RO will raise a signal flag indicating such.

When both ROs with the shooters have raised their flags, the Command and Control RO will raise a third flag indicating that the competitors can move forward. The command will be relayed by ROs with either shooter.

Shooters will then move forward 25 yards to a second set of marked positions, load and engage.

Should the plank remain unbroken after both shooters have expended a second magazine, the process will be repeated, with the shooters advancing another 25 yards to a third set of marked positions and resume engaging until the plank buckles, or time is called. As many rounds as needed may be expended at the final shooting point.

RO's will verify magazines are fully loaded before the COF begins by checking all magazines the shooter has access to on his rig. As this is the first stage, all magazines should be fully loaded. Any that are not will be held by the RO until the stage is completed, and then returned to the shooter.

Stage Two — Cover me: Shooters will start together with rifles unloaded. On command Shooter A will drop prone and do nothing. Shooter B will sprint to a marked position forward and left, to the rim of the arroyo, make ready, and then begin engaging the target. The target will be another dreaded communist 1" x 4" plank, complete with aiming stripe, at approximately 75 yards. (Or maybe two commie planks at 50 yards?) When Shooter B begins engaging the target and providing covering fire, Shooter A will sprint forward to a marked position on-line with Shooter B, make ready, and engage the target as well, with both engaging until the plank is severed.

Stage Three — Defending by Leaps and Bounds. There will be five steel targets at 300 yards outfitted with hit indicator lights. Shooter A and B will start next to each other, rifles unloaded. On command Shooter A will assume a suitable position dictated by terrain, load and begin engaging the five targets from left to right.

While A engages B will move laterally 5 yards to the right to a marked position. When A has hit each target once, RO/A will raise his flag and RO/B will inform Shooter B he may begin engaging targets, again left to right, one hit required on each.

While Shooter B engages, Shooter A will move to the next marked position about 5 yards to his left.

When B has cleared the targets, RO/B will raise his flag, and Shooter A will be told to engage. Once again as Shooter A engages, Shooter B will move about 5 yards to his right to a second marked position. When A has hit each target, Shooter B will be cleared to engage. COF is finished when B has scored one hit on each target.

Stage 4 — Shoot Till it Works: Shooters will start together, in the bottom of the arroyo, rifles unloaded. On command Shooter A will sprint to a marked position 25 yards forward and to the left, along the rim of the arroyo. Once in position Shooter A will engage the targets.

Shooter B, on go, will simply assume a prone position, rifle unloaded, and wait. When A begins to engage Shooter B may advance to a marked position online with A, and once in position, load and engage.

The targets will be one or more cardboard IPSC-type targets at 100 yards. That targets will have a 3-inch tannerite disc glued to them. The stage is over when the tannerite explodes on both targets. Either shooter may engage either target, together or individually, in any order.

Simple enough.

However, the tannerite disc will be glued to the back of the target, invisible to the shooters. It will be placed vertically center, either in the ocular cavity area, the thoracic region, or the groin. There will be an example target with those regions highlighted at the station for reference.

So, keep shooting until you get the desired effect from the target.