



Trigger Interactive League

May 13, 2023

Trigger Interactive League – Match #1 Course of Fire

- **Match #1:** Thread ID and Engagement with Handguns.
 - **Concept:** A total of six targets, spread and staggered from 15 to 50 yards, will randomly activate for a set amount of time to test the competitor's ability to identify and engage random threats with a handgun.
 - **Special Instructions:** Weapon must be holstered at the start of the scenario
 - **Weapon Limitations:** Handgun only (nothing with a pistol brace) – RDS are allowed
 - **Caliber Limitations:** .45 ACP or below
 - **Ammo Required:** Minimum of 10 rounds per iteration (competitors get two scored iterations)
 - **Mag Limits:** No limit to how many magazines are used or the number of rounds in any one magazine
 - **Targets Required:** 6
 - **Scenario Settings:**
 - Active Time: 4
 - Inactive Time 2
 - Simultaneous Targets: 1
 - Target Presentations: 10