

March 30th, 2013 – ODPL Handgun Match @ GSC

General Guidelines:

- Muzzle direction must remain inside the top of the berm unless due to recoil. (aka no pointing at the sky for reloading)
- Unlimited Vickers – Meaning no shot limitations. Any reactive targets must be engaged with at least one shot.
- ODPL Scoring means that Tactical Priority is always in effect for visible targets. Biggest threat, closest to furthest. Every single hit on a non-threat target results in a penalty.
- Blacked out areas on threat targets are considered hard cover, except for threat designations (aka gun images) which are soft cover. Secondly, non-threat targets are indicated by one or more hand images without threat designations.

Stage 1: Candy Bag Part 1 – Blue or White

Competitor will start facing up range from in between the high barriers. Pull a poker chip from the bag. This colour determines which targets you will be shooting in this stage. Do not move past the High Cover.

Stage 2: Candy Bag Part 2 – The Other Colour

Competitor will start facing up range from in between the high barriers. This time the competitor must shoot the other colour (From stage 1, aka if blue chip pulled in stage 1, must shoot white in stage 2). Colour determines which targets you will be shooting in this stage. Do not move past the High Cover.

Stage 3: Candy Bag Part 3 – Eat them all!

Competitor will start facing up range from in between the high barriers. This time the competitor must shoot all threat targets. Do not move past the High Cover.

Stage 4: Missing is BAD!

Competitor will start facing down range. Competitor must shoot minimum 1 round at each steel target first. Then engage the remaining paper targets.

Stage 5: All about the sequence!

Competitor will start facing down range. They must engage targets directly in front of his position in tactical sequence. Then they are to proceed to secondary location and while in urban prone position, engage remaining targets in tactical sequence.

Stages 1-3: Blue Or White Or Both

10 target stands, 6 high cover barriers, rope, some form of low cover/bracing (2 pcs)

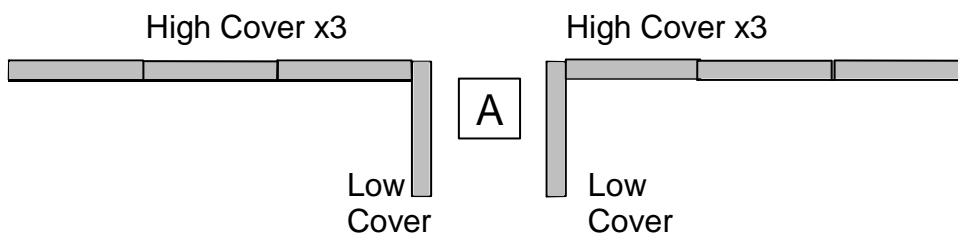
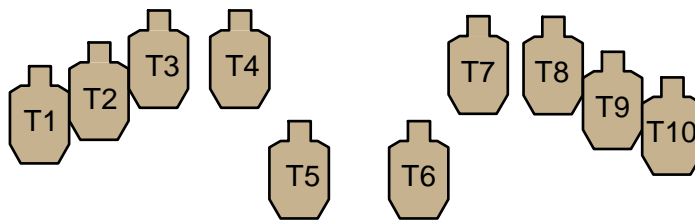
Course Layout: @ 25 yard range Starting from leftmost side. Ideally, LoS will not have a target in front of wooden berm markers. Modify arrangement as needed. Starting Point is (A) which is between two low cover sections. There are six (6) high cover barriers screwed together while facing up-range. A small rope will be rope affixed in front of the competitor to prevent him/her from proceeding beyond the high wall (24" and 48" from ground). Outermost walls may be braced or angled to prevent wind from toppling them. There is a total of ten targets which will have push pins in the stakes (approximately 6" from bottom). There will be the following threat identifiers (each identifier is an 6-7" high x 18" wide cardboard strip) for inventory. Binder clips may be used in lieu of push pins for securing identifying features.

Painted Light Blue, Qty 4 (2 have a gun painted on both sides)

Painted White, Qty 4 (2 have a gun painted on both sides)

No Shoot Hands, Qty 3

T1-T4 & T7-T10 are equi-distant from (A) (in backstop if possible), T5 & T6 are to be 12-15 yards from (A), Walls are at 17-20 yards from backstop.



Stage 1: Candy Bag Part 1 – Blue or White (25 yard range @ centre & left side)
(4 Hostiles, 8 rounds)

CoF Description: Competitor begins at the starting point (A) with concealment and facing up range. Competitor will draw a blue or white poker chip from the bag. Colour of the chip is the colour to be engaged. On Buzzer competitor is to turn and engage all targets. There is No cover and all targets are visible (Tactical Priority!) Unpicked colour is classed as a no-shoot.

Target layout: (Example if Blue is picked)

- T1 : Blue (3rd or 4th engaged)
- T2 : Blue (Gun) (1st or 2nd engaged)
- T3 : White
- T4 : White (Gun)
- T5 : No-Shoot
- T6 : No-Shoot
- T7 : Blue (Gun) (1st or 2nd engaged)
- T8 : White (Gun)
- T9 : Blue (3rd or 4th engaged)
- T10: White

When squad has finished shooting, please have trusted people rearrange targets as per Stage 2

Stage 2: Candy Bag Part 2 – The Other Colour (25 yard range @ centre & left side)
(4 Hostiles, 8 rounds)

CoF Description: Competitor begins at the starting point (A) with concealment and facing up range. Engage the white targets in Tactical Priority. Blue marked targets are classed as a no-shoot.

Target layout: (Example if White is opposite colour)

- T1 : White (Gun) (1st or 2nd engaged)
- T2 : Blue (Gun)
- T3 : Blue
- T4 : White (3rd or 4th engaged)
- T5 : No-Shoot
- T6 : No-Shoot
- T7 : Blue (Gun)
- T8 : White (Gun) (1st or 2nd engaged)
- T9 : White (3rd or 4th engaged)
- T10: Blue

When squad has finished shooting, please have trusted people rearrange targets as per Stage 3 description.

Stage 3: Candy Bag Part 3 – Eat them all! (25 yard range @ centre & left side)
(7 Hostiles, 14 rounds)

CoF Description: Competitor begins at the starting point (A) with concealment and facing up range. Engage ALL targets in Tactical Priority. (No colours are to be displayed)

Target layout:

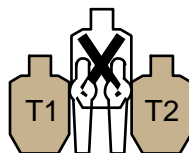
- T1 : Gun (2nd, 3rd, or 4th engaged)
- T2 : No-Shoot
- T3 :
- T4 : No-Shoot
- T5 : Gun (1st engaged)
- T6 : No-Shoot
- T7 : Gun (2nd, 3rd, or 4th engaged)
- T8 :
- T9 : Gun (2nd, 3rd, or 4th engaged)
- T10:

Stage 4: Missing is BAD! (25 yard range @ right side)
(2 Hostiles, 1 NS, one dual pepper popper, 6 rounds)

CoF Description: Competitor begins at the starting point (A) with concealment and facing down range. On the buzzer, the competitor will proceed to engage the first the steel targets with a minimum one shot each, hit or miss (Do not need to actually hit the steel down to proceed) targets in Tactical Priority. Barrel should be used as low cover.

Setup: Right side of 25yd range inside berms. Barrel is 12yards from closest target. Pepper popper must be shot at least once per popper (there are 2). It is not a Hit-Or-Miss (Meaning one shot only allowed)

No threat level images.



Stage 5: All about the sequence! (50 yard range)
(8 hostiles, 16 rounds)

CoF Description: Competitor begins at the starting point (A) with concealment. On the buzzer, the competitor will engage the targets directly ahead in TACTICAL SEQUENCE (T1-T4). Once complete shooter is to move to position (B), assume urban prone on table and engage all targets directly ahead in TACTICAL SEQUENCE (T5-T8). When finished the competitor will stand, unload and show clear.

No threat level images.

