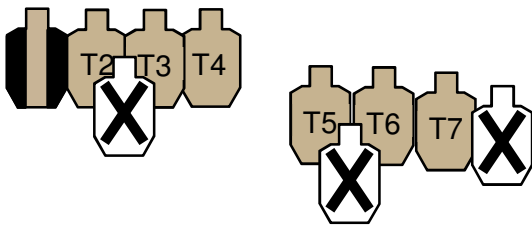


June 1st, 2019 – ODPL Handgun Match @ GSC Outdoor

General Guidelines:

- Galt’s outdoor range has a 90° rule for action shooting. However! The muzzle direction must remain inside the top of the berm unless due to recoil.
- Unlimited Vickers – Unless otherwise stated in the CoF, there are no shot limitations. Any reactive targets must be engaged with at least one shot.
- CLSA(H) Scoring means that Tactical Priority is always in effect for visible targets. Biggest threat, closest to furthest. Every single hit on a No Shoot target results in a penalty.
- Shooting on the move is not allowed unless specifically stated in the CoF.
- Blacked out areas on threat/hostile targets are considered hard cover, except for threat designations (aka gun images) which are soft cover. Secondly, non-hostiles are indicated by one or more hand images without threat designations.

Stage 1 Setup @ 25-yard range, Left & Centre
(7 hostiles, 3 NS, table w/ chair, bread box, plastic PB jar)

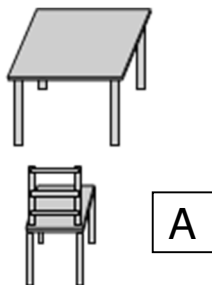


T1-4 are in the backstop
T5-T7 are 3 yds from backstop

T4 & T6 have threat designations

“A” table is 12 yards from backstop

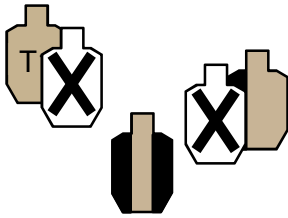
Notes: All No-Shoots are on separate stands



Stage 1: All outta Peanut Butter! (14 rounds)

CoF Description: Competitor begins at the starting point (**A**). Handgun and magazines are to be staged in the bread box, and competitor starts sitting in the chair, peanut butter jar in both hands (aka Opening it). On the buzzer, the competitor is to retrieve their handgun, load and engage all targets from the seated position. When finished the competitor will stand up, unload and show clear.

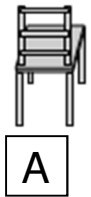
**Stage 2 Setup @ 25-yard range, Right side.
(3 hostiles, 2 NS, chair)**



T1 is in the backstop
T2 is 5 yds from backstop
T3 is 3 yds from backstop

T3 has a threat designation

"A" chair is 13-15 yds from backstop

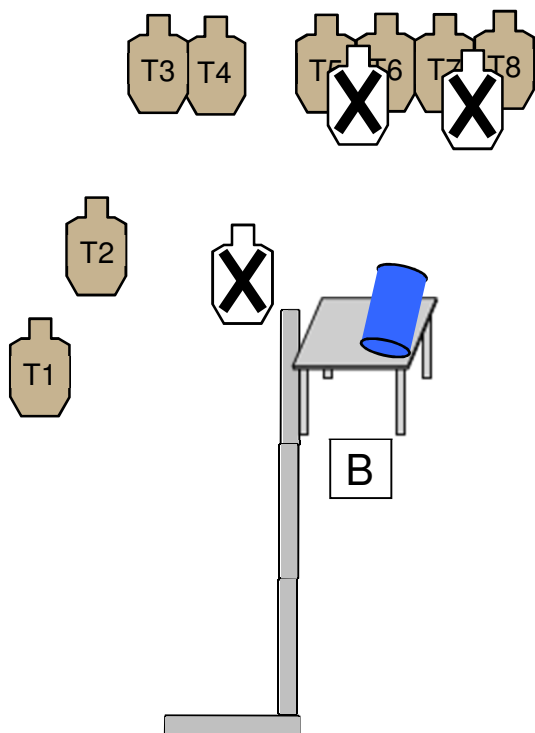


Stage 2: Strong Spins! (6 rounds)

CoF Description: Competitor begins at the starting point (**A**) with cover garment facing downrange. On the buzzer, the competitor is to turn, draw and engage all targets from behind the chair using **STRONG HAND ONLY**. When finished the competitor will stand up, unload and show clear.

Stage 3 Setup @ 50-yard range

(8 hostiles, 3 NS, 3+ high walls, table w/ open-ended barrel)



T3-T8 are in the backstop

T1 is 3 yds from backstop

T2 is 5 yds from backstop

T2, T4 & T7 have a threat designations

"B" Table with barrel on top is 10-13 yds from backstop

"A" is 13-16 yds from backstop.

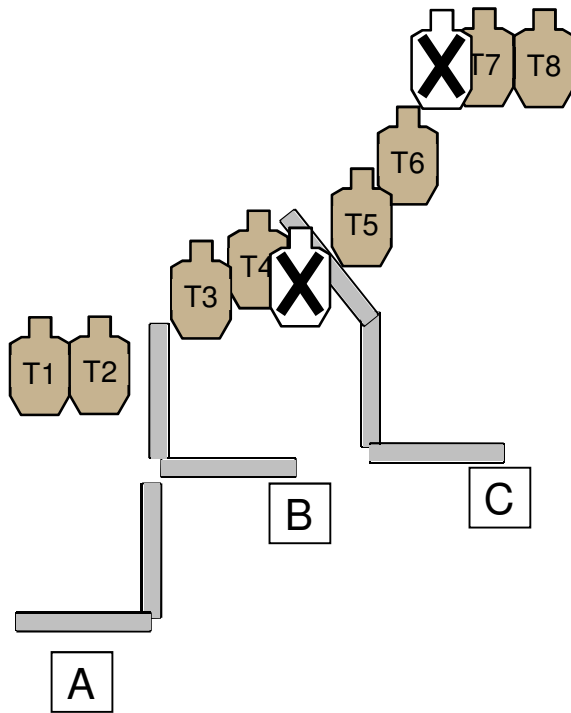
Stage 3: As long as you play it LOUD! (16 rounds)

CoF Description: Competitor begins at the starting point (A) with cover garment hands touching the corner of the barrier. On the buzzer, the competitor is to draw and engage all targets from the left edge of the barrier. Once completed, the competitor is to move to the Table (B) and engage all remaining targets through the barrel.

When finished the competitor will stand up, unload and show clear.

Stage 4 Setup @ 75-yard range

(8 hostiles, 2 NS, 6+ High Walls, 1 High Wall with window)



T7 & T8 are in the backstop

T6 is 2 yds from backstop

T5 is 3 yds from backstop

T4 is 6 yds from backstop

T3 is 6 yds from backstop

T1 & T2 are 8-10 yds from backstop

T2, T6 & T8 have a threat designation

"A" Windowed Wall is 15 yds from backstop

"B" & "C" are approximately 12 yds from the backstop

Stage 4: Walls... Always with the damned walls! (16 rounds)

CoF Description: Competitor begins at the behind the starting point (A) with cover garment, facing downrange, hands holding the window frame. On the buzzer, the competitor is to engage all visible hostiles through the window. The competitor will then move to next opening and engage visible hostiles from cover. And then move to the last barrier corner and engage the remaining hostiles.

When finished the competitor will unload and show clear.