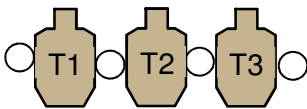


July 6<sup>th</sup>, 2019 – ODPL Handgun Match @ GSC Outdoor

**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.
- CLAS(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.

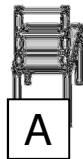
**Stage 1 Setup @ left side of the 25-yard range (10 rounds)  
(3 hostiles, 4 Reactive Clays, Chair)**



All Targets are in the backstop

T2 has threat image

“A” & Chair are 12 yds from backstop  
Chair is facing uprange

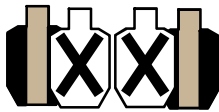


**Stage 1: Always with the damned clays!**

CoF Description: Competitor begins at the starting point (A) Sitting in chair, facing uprange. On the buzzer, the competitor is to Stand, turn, draw, and engage all targets directly ahead from behind the chair. When finished the competitor will stand up, unload and show clear.

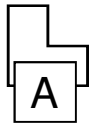
NOTE: Reactive clays for stage one are Hit OR Miss

**Stage 2 Setup @ Right side of the 25-yard range (4 rounds)**  
(2 hostiles, 2 NS, Multi-Port Barricade)



All Targets are in the backstop

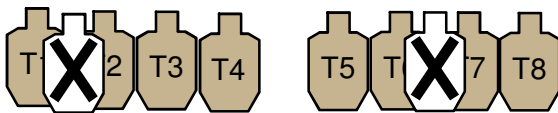
“A” & Multi-Port Barricade are 12 yds from backstop



**Stage 2: Through the Ports!**

CoF Description: Competitor begins at the starting point (A) facing downrange hands at sides. On the buzzer, the competitor is to draw, and engage each target through a different port in the barricade. When finished the competitor will stand up, unload and show clear.

**Stage 3&4 Setup @ 50-yard range (8 rounds per stage, 16 total)**  
(8 Hostiles, 2 No Shoots, Two Barrels)



All Targets and NS are in the backstop

T1, T4, T6 & T8 have threat designations

T1, T2, T6 & T7 are indicated as Red Hostiles  
T3-T5 & T8 are indicated as Blue Hostiles

“A” and Barrels are 15 yds from backstop



**Stage 3: Red or Blue... Red Or Blue...**

CoF Description: Competitor starts by pulling a poker chip from the bag. Whichever colour is pulled are considered hostile targets. All others are considered non-hostile for penalties. Competitor begins at the starting point (A), facing up-range. On the buzzer, the competitor will draw engage the appropriate threat targets from low cover. When finished the competitor will stand up, unload and show clear.

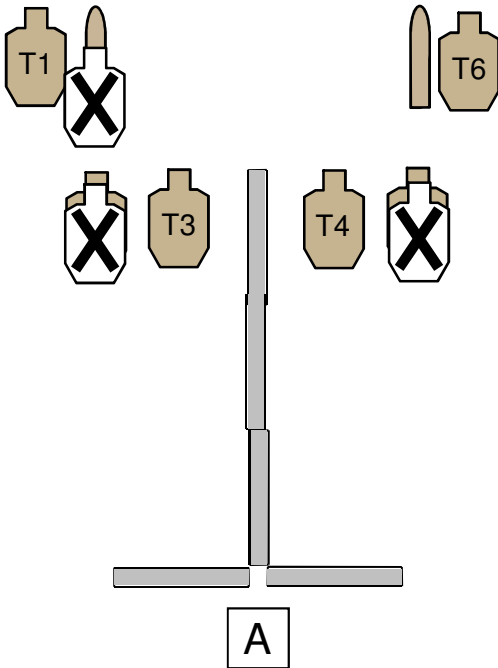
NOTE: Mark down what colour chip was pulled for reference.

#### Stage 4 (aka 3B): Lets try the opposite...

CoF Description: Whichever colour was not pulled last stage are now considered hostile targets. All others are considered non-hostile for penalties. Competitor begins at the starting point (A), facing up-range. On the buzzer, the competitor will draw engage the appropriate threat targets from low cover. When finished the competitor will stand up, unload and show clear.

#### Stage 5 Setup @ 75-yard range (14 rounds per stage)

(2 Large Popper/Target lifters, 2 LP/Clamshell lifters, 6 Hostiles, 3 No Shoots, 5-6 Walls)



All large poppers are located in/near the backstop

T1 & T6 are in backstop

All other targets are at 5-6 yds from backstop

T4 has a threat designation

"A" and cover walls are 15 yds from backstop

#### Stage 5: Let's check your timing!

CoF Description: Competitor begins at the starting point (A), facing up-range, hands on the walls. On the buzzer, the competitor will draw and proceed to left or right edge of wall and engage all targets from cover. Competitor will then proceed to opposite edge of wall and engage all remaining targets. When finished the competitor will stand up, unload and show clear.

NOTE: Reactive steel targets for stage five are Must Hit