

September 28<sup>th</sup>, 2019 – ODPL Handgun Match @ GSC Outdoor

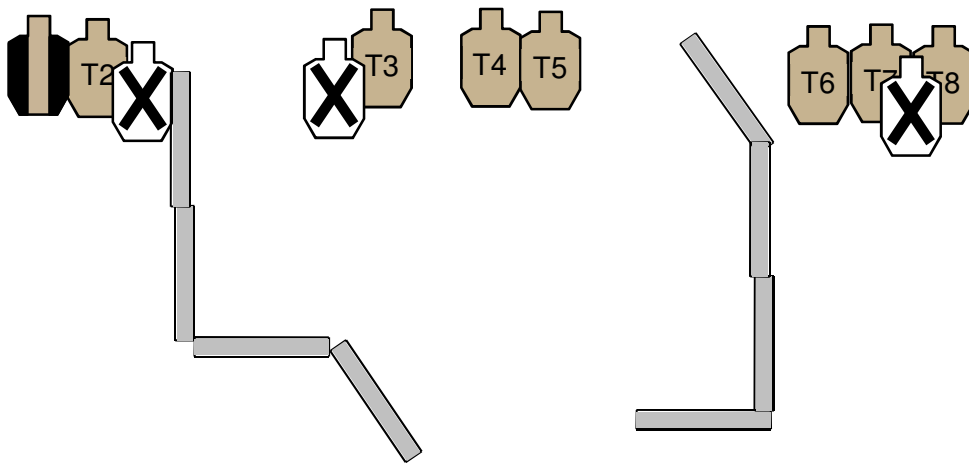
- Peter Degan Memorial Match

**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 1-3 Setup @ 25-yard range**

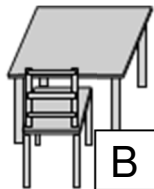
(8 hostiles, 3 NS, table, chair, 4 barrels, 6-8 high walls)



All targets are in the backstop

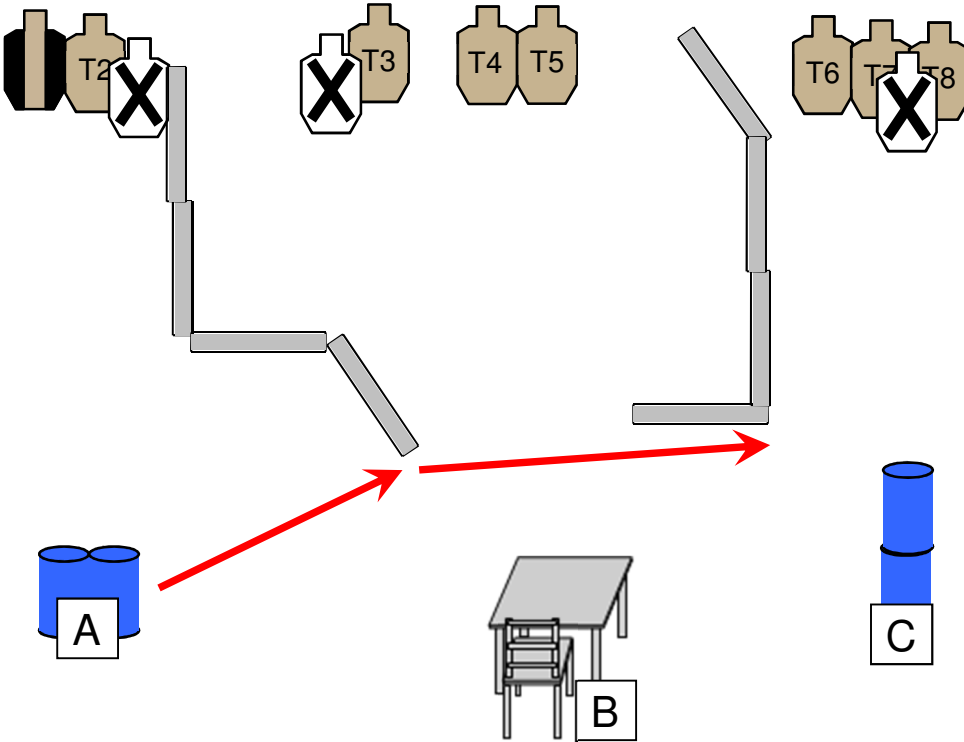
T2, T4, T6 have threat designations

All barrels and tables are 12-14 yards from backstop



**Stage 1: Clearing the 25, Part 1! (16 rounds)**

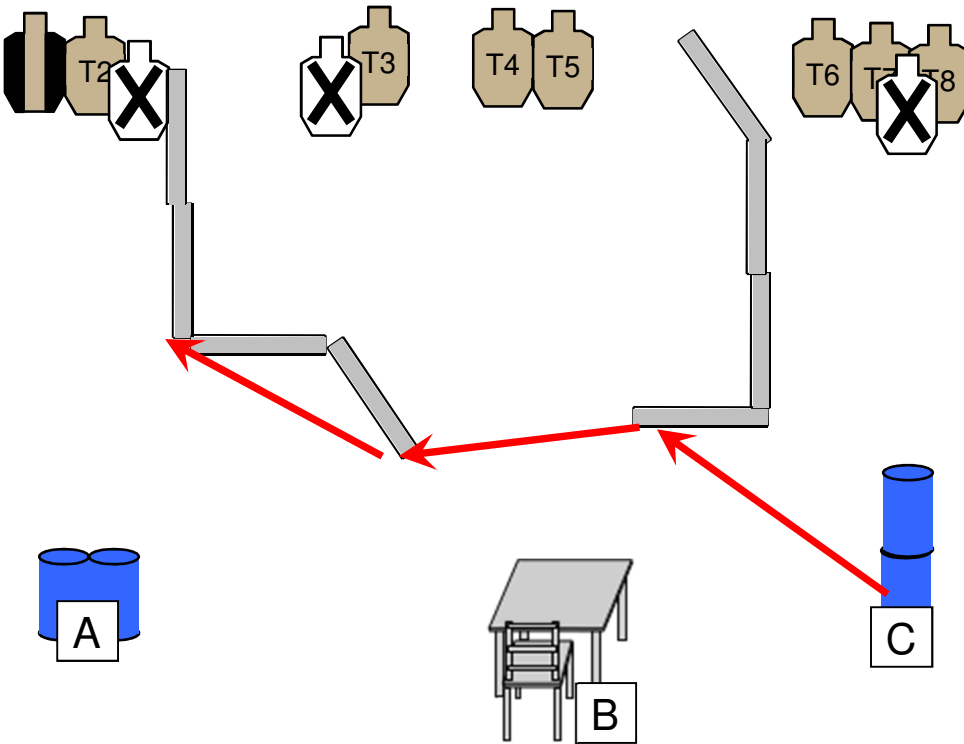
CoF Description: Competitor begins at the starting point (A). Hands on edges of barrels. On the buzzer, the competitor is draw and engage all visible targets while using the barrels as cover. Competitor is to then clear the rest of the 25 yard range using all CLAS(H) rules. Competitors are NOT to go past the yellow barrier markers. When finished the competitor will unload and show clear.



Red arrows denote proper directions of travel when clearing the 25 yard range. Ensure proper use of cover and muzzle direction during movements and target engagement.

**Stage 2: Clearing the 25, Part 2! (16 rounds)**

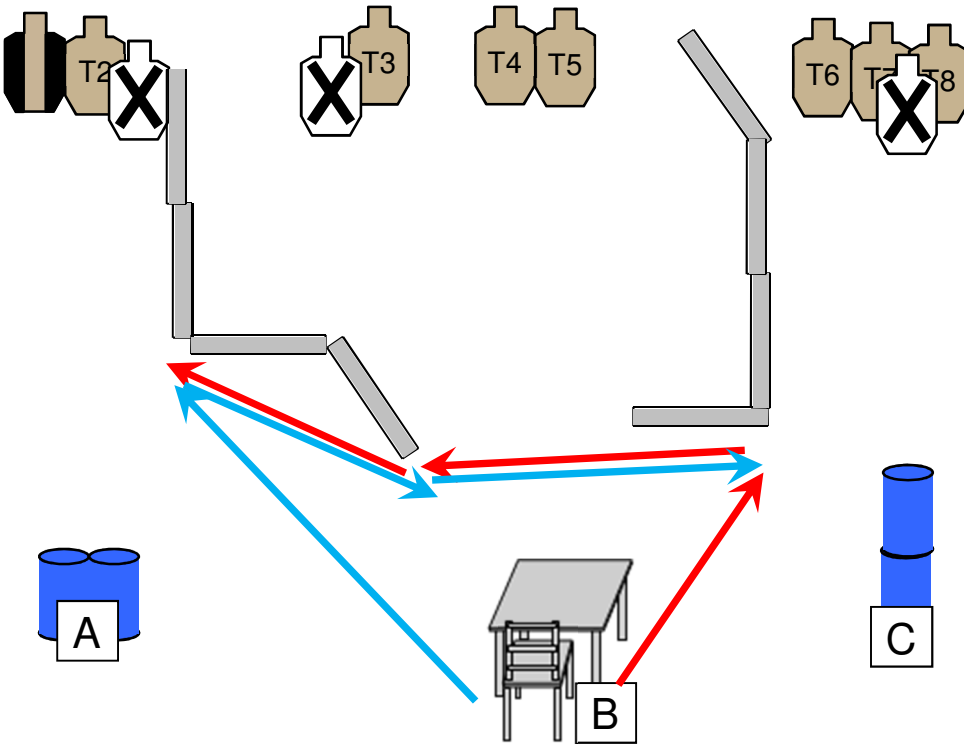
CoF Description: Competitor start the stage facing downrange, behind the barrels (C), hands on barrels. On the buzzer, the competitor is to engage all visible targets using cover from their starting position. Competitor is to then clear the rest of the 25-yard range using all CLAS(H) rules. Competitors are NOT to go past the yellow barrier markers. When finished the competitor will unload and show clear.



Red arrows denote proper directions of travel when clearing the 25 yard range. Ensure proper use of cover and muzzle direction during movements and target engagement.

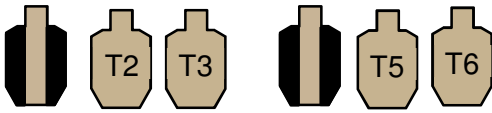
### Stage 3: Clearing the 25, Part 3! (18 rounds)

CoF Description: Competitor will stage his firearm, chamber open (slide lock, cylinder open) with one loaded magazine/speedloader in the breadbox. Competitor begins at the starting point (B) sitting in chair with hands on the table. Breadbox is closed. On the buzzer, the competitor is to retrieve, load and engage all visible targets from the seated position. Competitor is to then clear the rest of the 25-yard range using all CLAS(H) rules. Competitors are NOT to go past the yellow barrier markers. When finished the competitor will unload and show clear.



Blue and red arrows denote proper directions of travel when clearing the 25 yard range. Ensure proper use of cover and muzzle direction during movements and target engagement.

**Stage 4 Setup @ 50-yard range**  
(6 hostiles, 3 NS, table, chair, 4 barrels, 6-8 high walls)

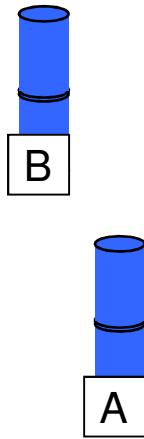


All targets are in the backstop

T3 & T6 have threat designations

“A” Barrels are 15 yards from backstop

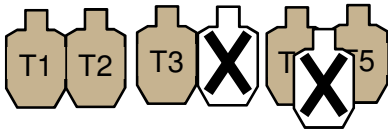
“B” Barrels are 8 yards from backstop



**Stage 4: Right! Advance! Left! (12 rounds)**

CoF Description: Competitor begins at the starting point (**A**). Hands on barrels. On the buzzer, the competitor is draw and engage the right targets using the right side of cover. Once done, the competitor will proceed to the next barrel set and engage the remaining targets from the left side of cover. When finished the competitor will unload and show clear.

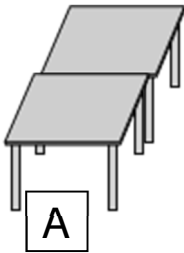
**Stage 5 Setup @ 75-yard range, Left  
(5 hostiles, 2 NS, tables for prone)**



T1-5 are in the backstop  
T3 & T5 have threat designations  
T4 & T5 have hard cover behind attached No-Shoot

“A” tables are 15 yards from backstop

Notes: No-Shoots next to T3 is on separate stand



**Stage 5: Prone! Huzzah! (10 rounds)**

CoF Description: Competitor begins facing downrange at the starting point (**A**) with hand on base edge of the table. On the buzzer, the competitor is to draw, assume prone position and engage targets from atop the table. When finished the competitor will stand up off the table, unload and show clear.

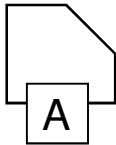
## Stage 6 Setup @ 75-yard range

(2-3 reactive plate hostiles or 2-3 flashing plate targets)



All targets are in the backstop.

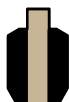
“A” Barricade is 20 yds from backstop



## Stage 6: Signaling our departed friend! (3 rounds)

CoF Description: Competitor begins at the starting point (**A**) with cover garment, hands touching the top of the barrier. On the buzzer, the competitor is to draw and engage each reactive target through a different slot in the barricade. When finished the competitor will stand up, unload and show clear.


### Target Totals:

 Hard : Qty 3, both Left & Right  
Cover Qty 1 Right, 1 Left with Threat

 T1 Threat: Qty 5

 T2 Standard: Qty 8

 No Shoot: Qty 5

 R1 Reactive: Qty 2-3 Steel, Non-resetting

Target Stands: Qty 21