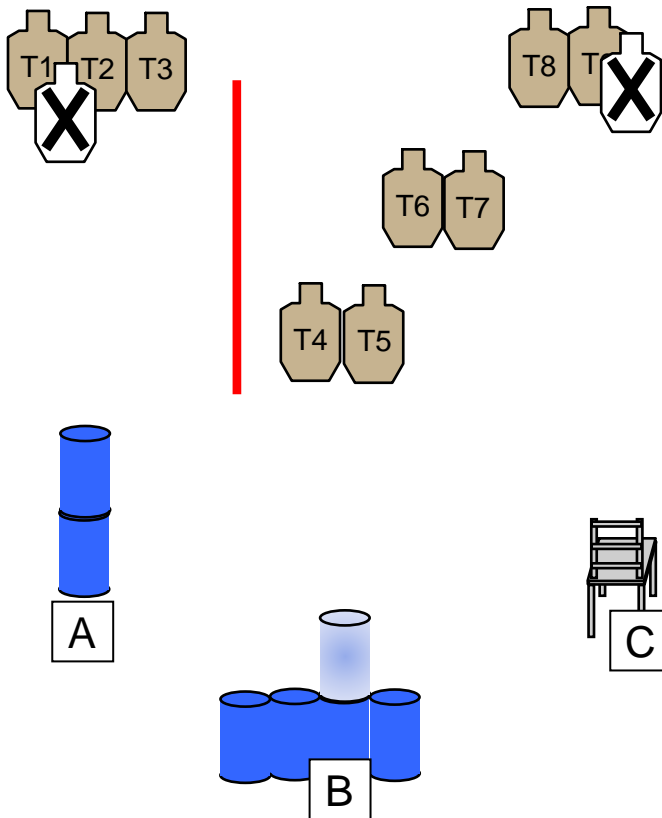


March 3rd, 2020 – ODPL Handgun Mini-Match @ GSC Indoor

General Guidelines:

- Galt's indoor range has a muzzle direction rule for action shooting. The muzzle direction must remain inside the bullet trap area at all times unless due to recoil. (aka, no pointing at walls while going around cover, and no pointing at the sky for reloading)
- Unlimited Vickars – Meaning no shot limitations. Any reactive targets must be engaged with at least one shot unless otherwise mentioned in the CoF.
- For 2019, ODPL now uses CSSA CLAS(H) competition rules. 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.
- 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 Set-up: A man walked into a bar that had thugs and no-shoots (9 hostiles, 3 no-shoots, 6 barrels, line of Cones)



'A' & 2 barrels are 10 yards from backstop
'B' and wall of 4 barrels are 15 yards from backstop
'C' chair is 12yards from backstop.

T1-T3, T8, T9 are at backstop
T6,T7 are 3 yards to backstop
T4,T5 are 7 yards to backstop

T3, T4, T7, T8 have threat images

Stage 1: Repeat Engagement (3 hostiles, 1 no-shoots, 12 rounds)

CoF Description: This stage is consisting of two strings. Competitor begins at the starting point (**A**) with cover garment, facing down range, hand touching top edge of barrel. On the buzzer, the competitor will engage the targets ahead from left side of cover. When finished the competitor will Holster. On the buzzer, the competitor will engage the targets ahead from right side of cover. When finished the competitor will unload and show clear.

Stage 2: Around a side (6 hostiles, 12 rounds)

CoF Description: Competitor begins at the starting point (**B**) with cover garment, facing Uprange. On the buzzer, the competitor will turn and while using high cover, engage the targets to the right of the cones. When finished the competitor will unload and show clear.

Stage 3: Reposition and engage! (9 hostiles, 18 rounds)

CoF Description: Competitor begins at the starting point (**C**) with cover garment, seated and facing downrange. On the buzzer, the competitor will move to low cover at the barrel wall and engage all targets. When finished the competitor will stand, unload and show clear.