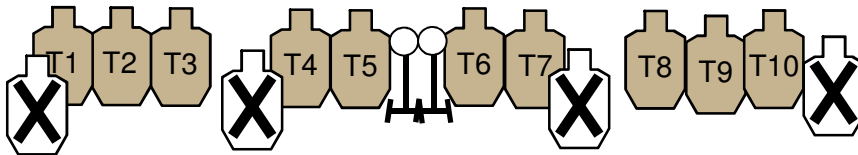


August 22nd, 2021 – ODPL Handgun Match @ GSC Outdoor
- Peter Degan Memorial Match

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 – Meaning no shot limitations. Any reactive targets for today are MUST-Hit to Proceed.
- 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 1-4 Setup @ 25 yard range
(10 hostiles, 4 no-shoot, 4 barrels, 1 dual pepper popper)**



T1-T10 are at the backstop

Dual Popper is in the backstop

Quad barrels “B” are 15 yards from backstop.

No-shoots partially obscuring T1, T4, T7 and T10

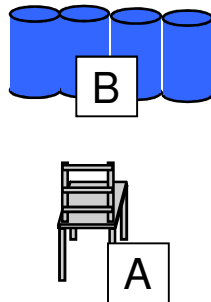
T1, T3, T5, T8 and T10 have visible threat designations (Equal level).

Chair “A” is 18 yards from backstop facing uprange

T1, T4 and T8 are painted/denoted as Blue

T3, T7 and T10 are painted/denoted as Red

Window for Stage 3 to be mounted on top of barrels for that stage only.



**Stage 1: Luck of the Draw Part 1: Who are your friends currently?
(Using Paper Targets @ 25 yards, 7 hostiles, 7 no-shoots, 14 rounds)**

CoF Description: Competitor is to draw a poker chip from the bag. This colour denotes friendly targets (designated as No-Shoots) and is recorded, all other coloured targets are threats. Competitor begins at the starting point (B) facing downrange with palms of hands flat on the barrels. On the buzzer, the competitor will engage the all threat targets using low cover from the starting point. When finished the competitor will stand up, unload and show clear.

**Stage 2: Luck of the Draw Part 2: Switching sides
(Using Paper Targets @ 25 yards, 7 hostiles, 7 no-shoots, 14 rounds)**

CoF Description: Opposite colour is now considered friendly. NOTE: RO cannot tell person which colour are now friendly and it is up to the competitor to remember. Competitor begins at the starting point (B) facing downrange with palms of hands flat on the barrels. On the buzzer, the competitor will engage the all threat targets using low cover from the starting point. When finished the competitor will stand up, unload and show clear.

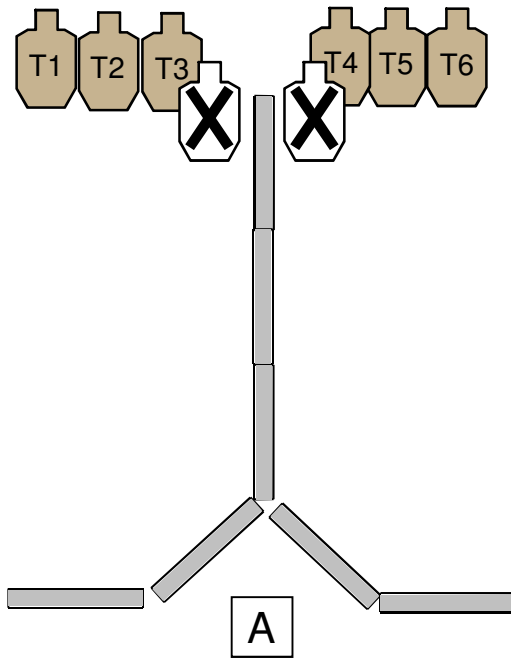
**Stage 3: Luck of the Draw Part 3: Triple Crossed?
(Using Paper Targets @ 25 yards, 4 hostiles, 10 no-shoots, 8 rounds)**

CoF Description: All coloured targets are now considered friendly (No-Shoots). Competitor begins at the seated in chair (A) facing downrange. On the buzzer, the competitor will move from the chair and engage the all threat targets from the window. When finished the competitor will unload and show clear.

**Stage 4: Are you shooting too fast?
(Using dual poppers @ 25 yards, 2 hostiles, 2 rounds) Barrels center @ B are moved out of LoS. Chair is reoriented to face uprange.**

CoF Description: Competitor begins at the starting point (A), sitting on the chair facing uprange. On the buzzer, the competitor is to turn and engage the reactive targets from behind the chair. 45 second Maximum Raw Time. When finished the competitor will stand up, unload and show clear.

Stage 5 Setup @ 50 yard range
(8 hostiles, 2 no-shoot, 7-9 high barriers)



T1-T6 are at the backstop

No-shoots partially obscuring
T4 and T5

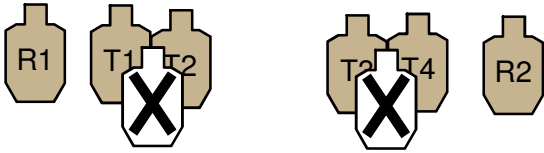
T1, T3, and T7 have visible
threat designations (Equal
level).

Start Point "A" is 10 yards from
backstop facing downrange

Stage 5: Left side, Right side... I'm the one with the gun (Using ALL targets)
(6 hostiles, 2 no-shoots, 12 rounds)

CoF Description: Competitor begins at the starting point (A) hands touching the walls facing downrange. On the buzzer, the competitor will move to left or right side of high cover and engage hostiles using ONE HAND. Competitor will then move to opposite side of cover and engage hostiles using ONE HAND. When finished the competitor will unload and show clear.

Stage 6 Setup @ 75 yard range
(8 hostiles, 2 no-shoot, 7-9 high barriers)



All targets are at the backstop

No-shoots partially obscuring
T1/T2 and T3/T4

T2 is painted/denoted as Blue

T3 is painted/denoted as Red



Start Point "A" is 10 yards from
backstop facing uprange



Stage 6: Signaling our departed friend... Speaking of friends...
(3 hostiles, 2 reactive, 3 no-shoot, 8 rounds)

CoF Description: DO you remember who your original friends were in Stage 1? They are once again designated as No-Shoots. **NOTE: RO cannot tell person which colour are now friendly and it is up to the competitor to remember.** Competitor begins at the starting point (A) with concealment, facing downrange, hands touching the barrels. On the buzzer, the competitor is to engage all threat paper targets using cover at the starting point. Competitor is to then proceed downrange to low cover and using it, engage all reactive targets. When finished the competitor will stand up, unload and show clear.