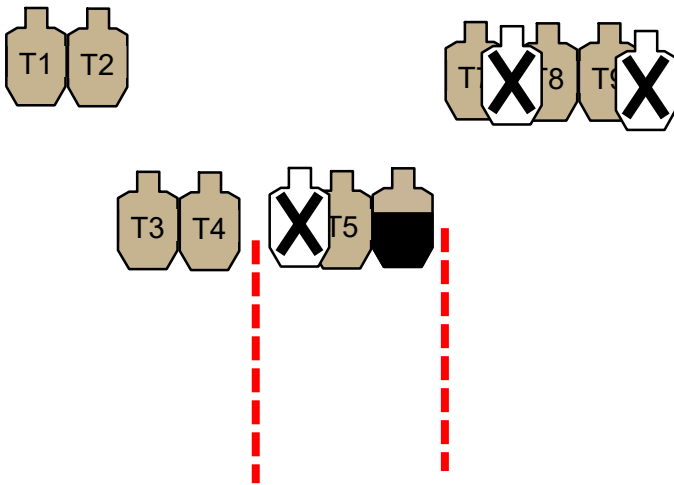


March 1<sup>st</sup>, 2022 – ODPL Handgun Mini-Match @ GSC Indoor

**General Guidelines:**

- When at Galt's indoor range, muzzle direction must remain inside the backstop area.
- 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 1-4 Setup @ 25-yard range Night at the museum...  
(9 hostiles, 3 NS, table, 1 chair, breadbox, 4 barrels)**



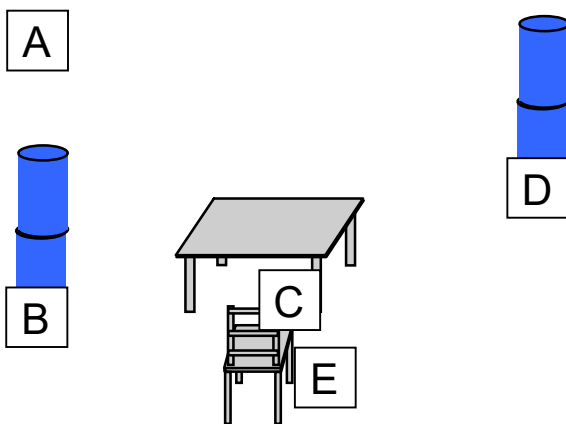
T1, T2, T7-T9 are at the minimum distance marker. T3-T6 are 2yds further out.

T1, T4, T5 and T8 have threat designations

No Shoot is attached to T5, T7/8 & T9

'A' Start Point is @ 10 yards  
'B' and its barrels are at 15 yards  
'C' and 'E' and their table and chair are at 15 yards, centered in the range.  
'D' and its barrels are at 12 yards

Red lines denote array of cones.



### **Stage 1: Holding the Artwork! (8 rounds) Targets T1-T4**

CoF Description: Competitor begins at the starting point (**A**) facing downrange with hands holding a piece of cardboard (18" x 30") in front of their face, obscuring their view of the targets. On the buzzer, the competitor is to retain the 'painting' and engage all targets directly ahead from their starting position using STRONG HAND ONLY. When finished the competitor will stand up, unload, and show clear.

RO NOTE: Failure to retain the painting during engagement of targets is earns a PE.

### **Stage 2: Pushing the artwork! (4 rounds) Targets T8 & T9**

CoF Description: Competitor begins at the starting point (**D**), with hands on the barrels. On the buzzer, the competitor is draw and engage all targets between the directly downrange using high cover. When finished the competitor will unload and show clear.

RO NOTE: Barrels are 1-2 yds from side wall.

### **Stage 3: From display room to display room! (18 rounds) All Targets**

CoF Description: Competitor begins at the starting point (**B**), behind the barrels, facing and having hands flat on the wall. On the buzzer, the competitor is to turn, draw, and engage all targets directly ahead of them while using cover. The competitor then proceeds to the table (**C**) and using it as cover, engages targets directly ahead of them. The competitor is to then proceed to final set of barrels (**D**) and using them as cover, engage the remaining hostile targets. When finished the competitor will unload and show clear.

RO NOTE: Table is on its side to be used as low cover. Barrels at (**D**) are to be shifted against the wall.

### **Stage 4: I cannot even enjoy break times... (18 rounds) All targets**

CoF Description: Competitor's firearm is staged clear in front of them on the table. All magazines/ammunition to be used are placed inside the bread box. Competitor begins seated the starting point (**E**). Hands on the table. On the buzzer, the competitor is load and engage all visible targets from the seated position. When finished the competitor will stand, unload, and show clear.

RO NOTE: Table is placed in upright position and chair behind it. Breadbox is to start closed and on left or right side of table.