

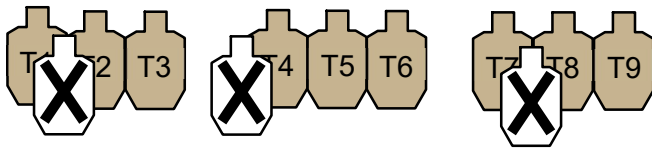
June 18th, 2022 – ODPL Handgun Match @ GSC

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. (aka no pointing at the sky for reloading)
- Unlimited Vickers – Unless otherwise stated in the CoF, there are no shot limitations. Any reactive targets must be engaged with at least one shot.
- ODPL 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. Listen **CAREFULLY!** For today's match, Non-Hostile paper targets (aka No Shoots) will **NOT** have a Neck Tie on them. Neck Ties and other threat designations (aka gun images) are classed as soft cover.

Stage 1-4 Setup: The most hated gifts! (@ 25yd range, left most bunker)

(9 hostiles, 3 no-shoots, 1 low wall, 6 high wall, 1 high window, 2 barrels, small table, chair)



Setup Stage 1 & 2:

High Cover x6

High Cover Window x1

Low Cover x1

Barrels x2

Hostile Targets x9

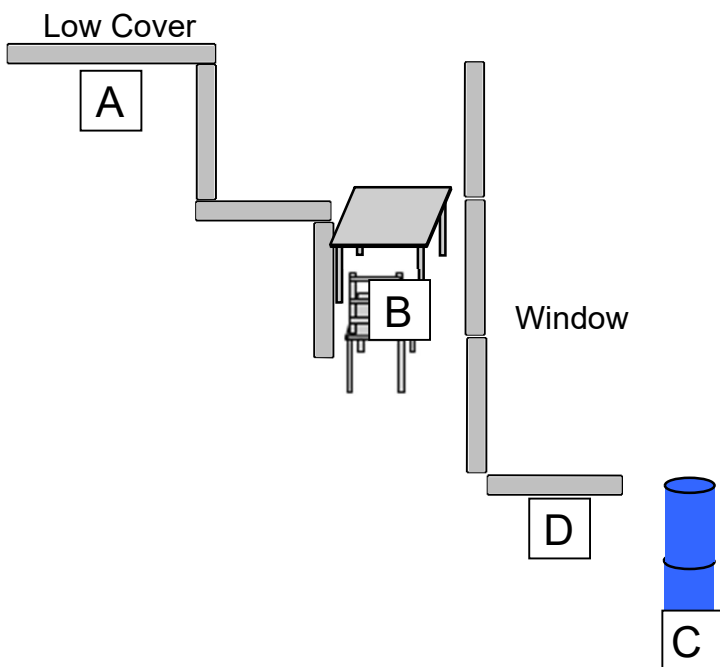
No Shoots x3

Threat Images:

- Gun @ T2, T6 & T9

No Shoot (@T4) has Badge and Gun

All targets in bunkers



“A” is 7 yards from berm.

“B” chair is 10 yards from berm. (should not see T7 from chair)

“C” is 15 yards from berm (should not see T6)

“D” is Behind Chair (~12 yards from berm).

Stage 1: The most hated gift! (@ 25yd range, left most bunker)
(3 hostiles, 1 no-shoots, 6 rounds)

CoF Description: Competitor begins at the starting point (**A**) with hands gripping the right wall lattice, wearing a tie. On the buzzer, the competitor will remove the tie and throw it away and then proceed to clear the targets left of the cones (1st bunker, directly ahead) using low cover. When finished the competitor will stand up, unload, and show clear.

Stage 2: Staged! (@ 25yd range, centre & left bunker)
(6 hostiles, 2 no-shoots, 12 rounds)

CoF Description: Competitor begins with handgun staged clear within the breadbox. Competitor will start in the seated position (**B**). On the buzzer, the competitor will, from the seated position, engage and neutralize all visible threat targets. When finished the competitor will stand, unload, and show clear.

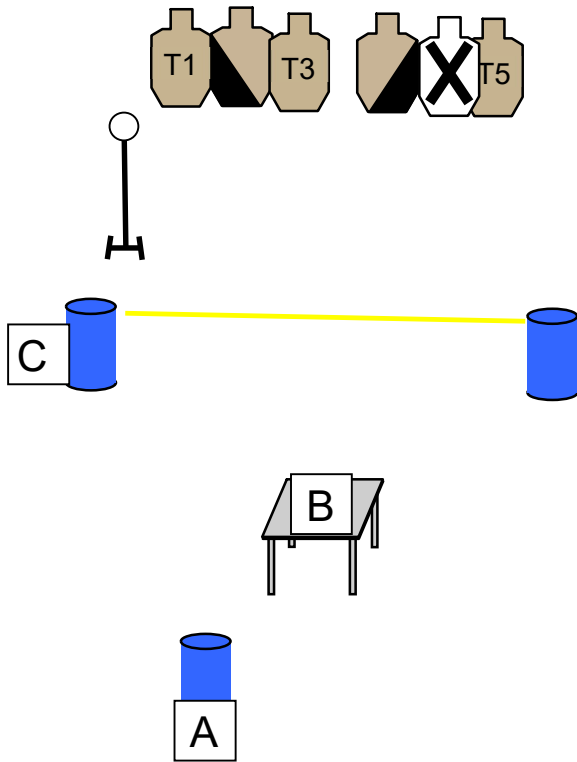
Stage 3: Pick a side! (@ 25yd range, right most bunker)
(3 hostiles, 1 no-shoots, 6 rounds)

CoF Description: Competitor begins at the starting point (**C**) with hands touching the barrels. On the buzzer, the competitor is to engage the targets directly ahead using high cover he was just touching. When finished the competitor will unload and show clear.

Stage 4: So many TIES!! (@ 25yd range, right bunker)
(9 hostiles, 3 no-shoots, 18 rounds)

CoF Description: Competitor begins with hands touching the window frame (**D**). On the buzzer, the competitor will engage and neutralize all visible threat targets from the window. Competitor will then proceed left and using appropriate cover engage any threat targets as they become visible. Clear the remaining threat targets. When finished the competitor will unload and show clear.

Stage 5-6 Setup: Different positions! (@ 50yd range)
(5 hostiles, 1 no-shoots, 1 large table, 3 barrels, small table, chair)



Setup Stage 5 & 6:

Barrels x3

Hostile Targets x5

No Shoots x1

Threat Images:

- Gun @ T3

No Shoot (@T4) has Badge and gun

All paper targets in bunkers

Reactive Target type

- Clay on stand 3 yards from bunker

- Reactive plate in bunker

“A” is 13 yards from berm.

“B” front of table is 12 yards from berm.

“C” barrels are 7 yards from berm

Yellow rope to be hooked between barrels
and removed for Stage 6.

Stage 5: On the move... (@ 50yd range)
(5 hostiles, 1 no-shoots, 10 rounds)

CoF Description: Competitor begins at the barrel (A) with facing downrange with hands on the barrel. On the buzzer, the competitor will engage all hostile targets while shooting on the move. Competitor is not to go past the yellow rope, nor can they shoot while moving backwards. When finished the competitor will unload and show clear.

Stage 6: Did someone say prone? Not so fast... (@ 50yd range)
(5 hostiles, 1 no-shoots, 1 reactive target (a clay if possible) , 11 rounds)

CoF Description: Competitor begins at the barrel (A) with facing uprange with hands on the barrel. On the buzzer, the competitor must neutralize the reactive target from starting point low cover, before proceeding to the table. while shooting on the move. Competitor is not to go past the yellow rope, nor can they shoot while moving backwards. When finished the competitor will unload and show clear.