

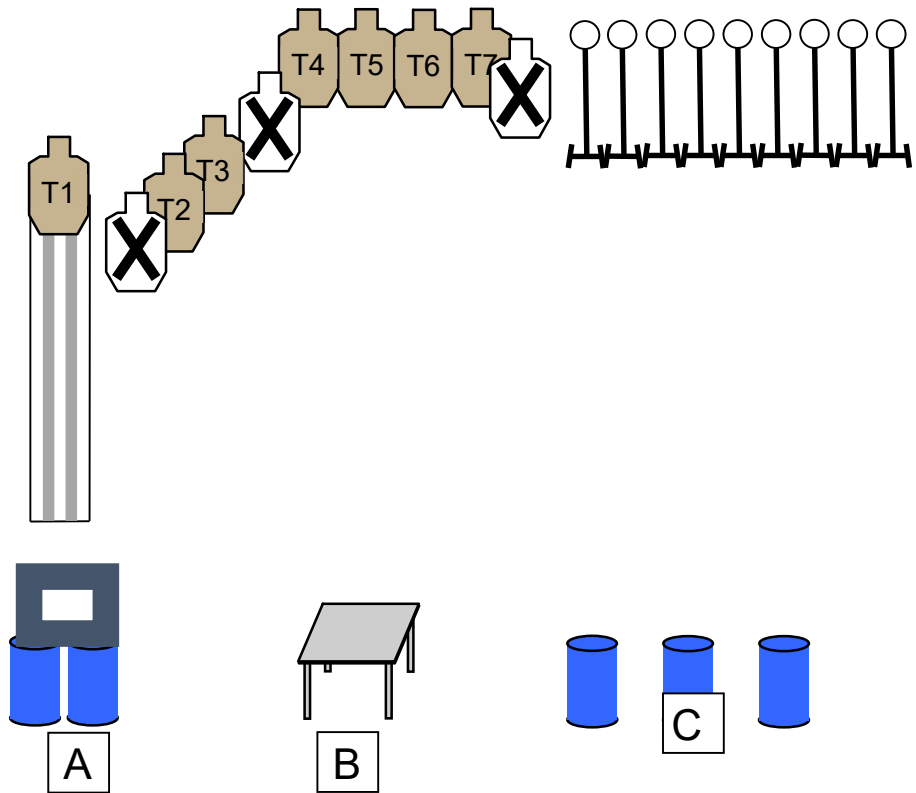
August 27<sup>th</sup>, 2022 – ODPL 4<sup>th</sup> Annual Peter Degan Memorial Match @ GSC

**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 have a picture attached to them of the original ODPL Crew. Hands and other threat designations (aka gun images) are classed as soft cover.

**Stage 1-3 Setup: (@ 25yd range bunker)**

**(7 hostiles, 3 no-shoots, 6 reactive, 5 barrels, window, prone table)**



Setup Stage 1 & 2:

- Barrels x5, Window
- Hostile Targets x7
- Reactive Targets x9
- No Shoots x3

Threat Images:

- Gun @ T2, T5 & T6

T4-T8 & all reactive targets are in bunkers

“A”, “B”, & “C” are 15 yards from berm

**Stage 1: Faster than you thought! (@ 25yd range, left running man target)**  
**(1 hostile, 2 rounds)**

CoF Description: Competitor begins at the starting point (**A**), behind barrel, facing downrange, with hands on the barrel edge. On the buzzer, the competitor will engage the approaching hostile through the window as it is a viable target. Competitor must discharge at least one round. When finished the competitor will unload and show clear.

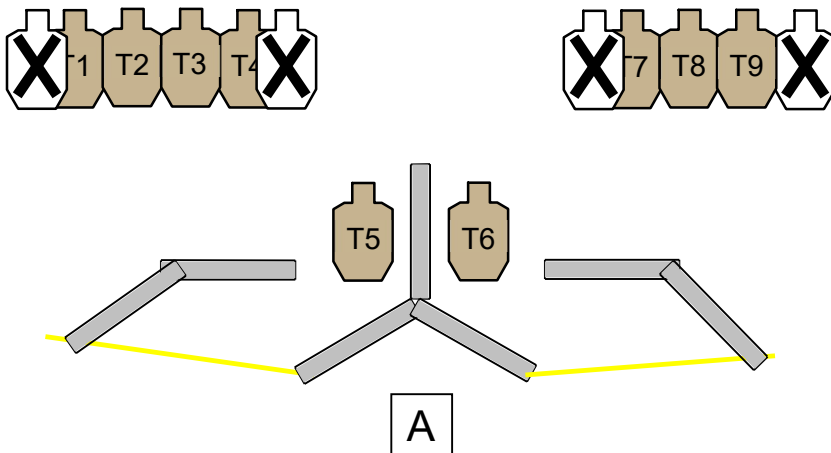
**Stage 2: We like Prone.... (@ 25yd range, centre & left bunker)**  
**(6 hostiles, 3 no-shoots, 12 rounds)**

CoF Description: Competitor will start with hands on barrel (**A**). On the buzzer, the competitor will move to the table (**B**) and engage all treat paper targets from the prone position. When finished the competitor will stand, unload, and show clear.

**Stage 3: Engaging in triples! (@ 25yd range, right most bunker)**  
**(9 reactive, 9 rounds)**

CoF Description: Competitor begins at the starting point (**C**) with hands touching the centre barrel. On the buzzer, the competitor is to engage a trio of targets directly ahead using the cover they were just touching. Proceed to the left or right barrel and engage another trio of targets directly ahead of the new position, then proceed to the last barrel and finish engaging the remaining targets. When finished the competitor will stand up, unload, and show clear.

**Stage 4: Crossovers! (@ 50yd range)**  
**(9 hostiles, 3 no-shoots, 9 high walls, 16 rounds)**



Setup Stage 5 & 6:

Hostile Targets x8

No Shoots x3

Threat Images:

- Gun @ T2, T4, & T7

All paper targets in bunkers

Reactive Target type

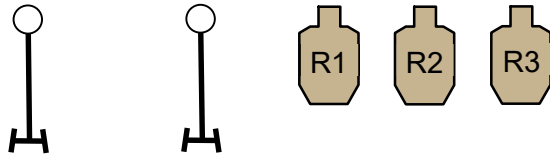
- Clay on stand 3 yards from bunker
- Reactive plate in bunker

“**A**” is 10 yards from berm.

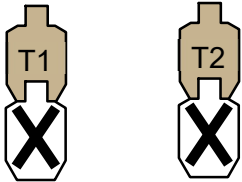
CoF Description: Competitor begins at the starting point (**A**), facing uprange, with hands at their sides. On the buzzer, the competitor will clear the stage using all appropriate cover and will not pass the rope barriers. When finished the competitor will unload and show clear.

**Stage 5-6 Setup: (@ 75yd range)**

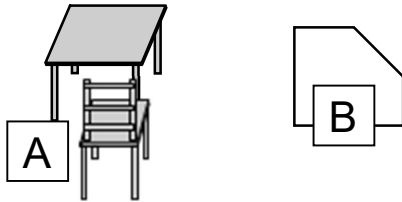
**(2 hostiles (clam), 2 no-shoots (clam), 5 reactive (2 popper activator) large table, chair, angle barricade)**



Setup Stage 5 & 6:  
5 Reactive Targets (in bunkers)  
Hostile Targets x2  
No Shoots x2



“A” and “B” are 15-17 yards from berm



**Stage 5: Hit them before they are gone!... (@ 75yd range)**

**(2 hostiles (clam), 2 no-shoots (clam), 2 reactive targets (activators), 6 rounds)**

CoF Description: Competitor begins seated at the chair (**A**) with their hands on the table. On the buzzer, and from the seated position, the competitor must engage the popper activators and engage any exposed paper targets as they are visible. When finished the competitor will stand up, unload, and show clear.

**Stage 6: Signaling our departed friend! (@ 75yd range)**

**(3 reactive targets, 9 rounds)**

CoF Description: Competitor begins at the starting point (**B**), hands touching the top of the barrier. On the buzzer, the competitor is to draw and must engage ALL reactive targets through a slot in the barricade. Repeat again from a different slot. Repeat again from a previously unused slot. When finished the competitor will stand up, unload, and show clear.