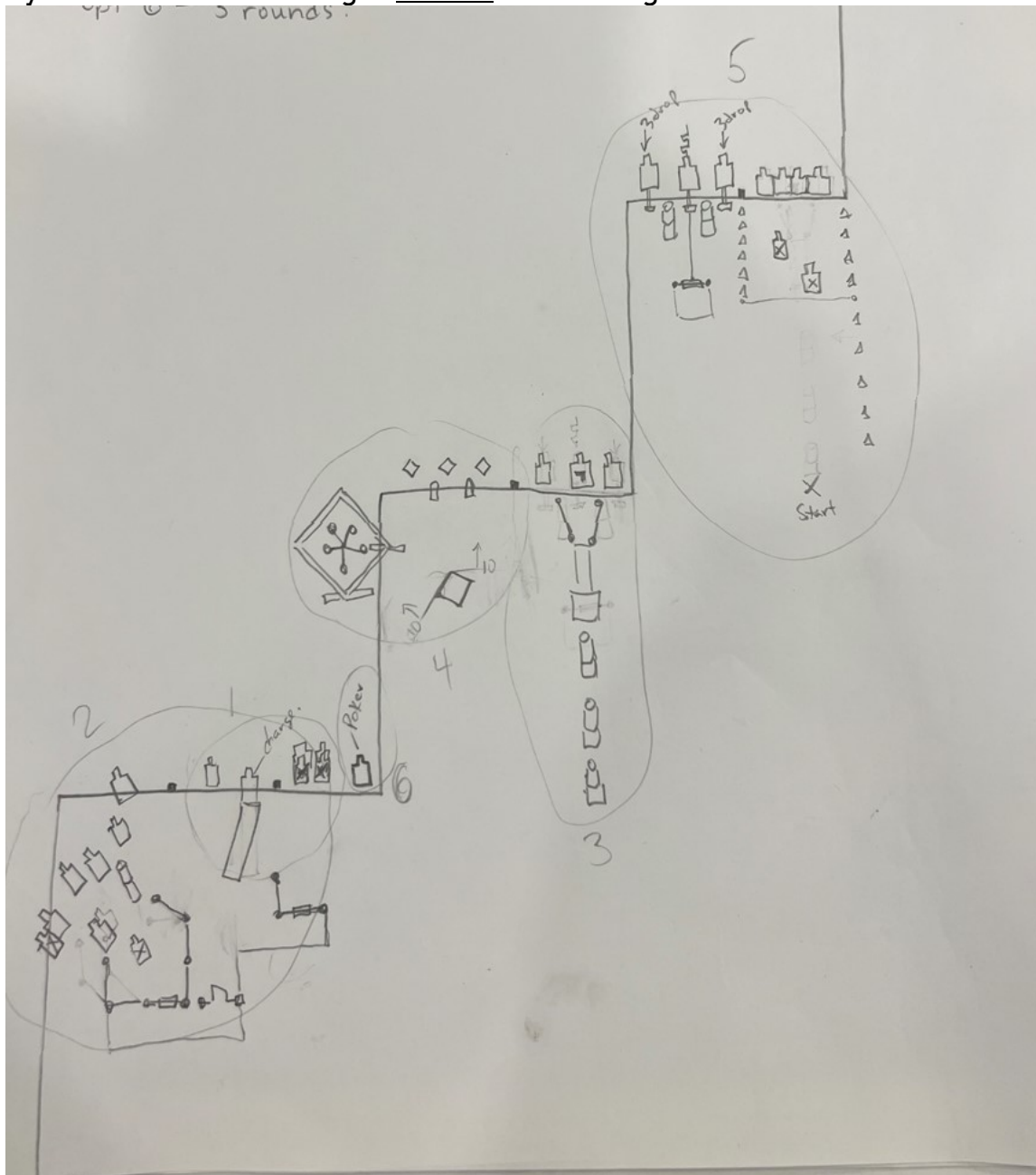


July 15<sup>th</sup>, 2023 – ODPL Handgun Main Range Match @ GSC

**General Guidelines:**

Galt's range has a muzzle direction rule for action shooting. The Muzzle direction is 110 deg (55 deg in either direction from left to right. This does not apply to up and down, which is the bunker/bullet trap for height. (Aka, no pointing at the sky or ground for reloading).

- Unlimited Vickers – Meaning no shot limitations. Any reactive targets must be engaged with at least one shot unless otherwise mentioned in the CoF.
- 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.
- 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.



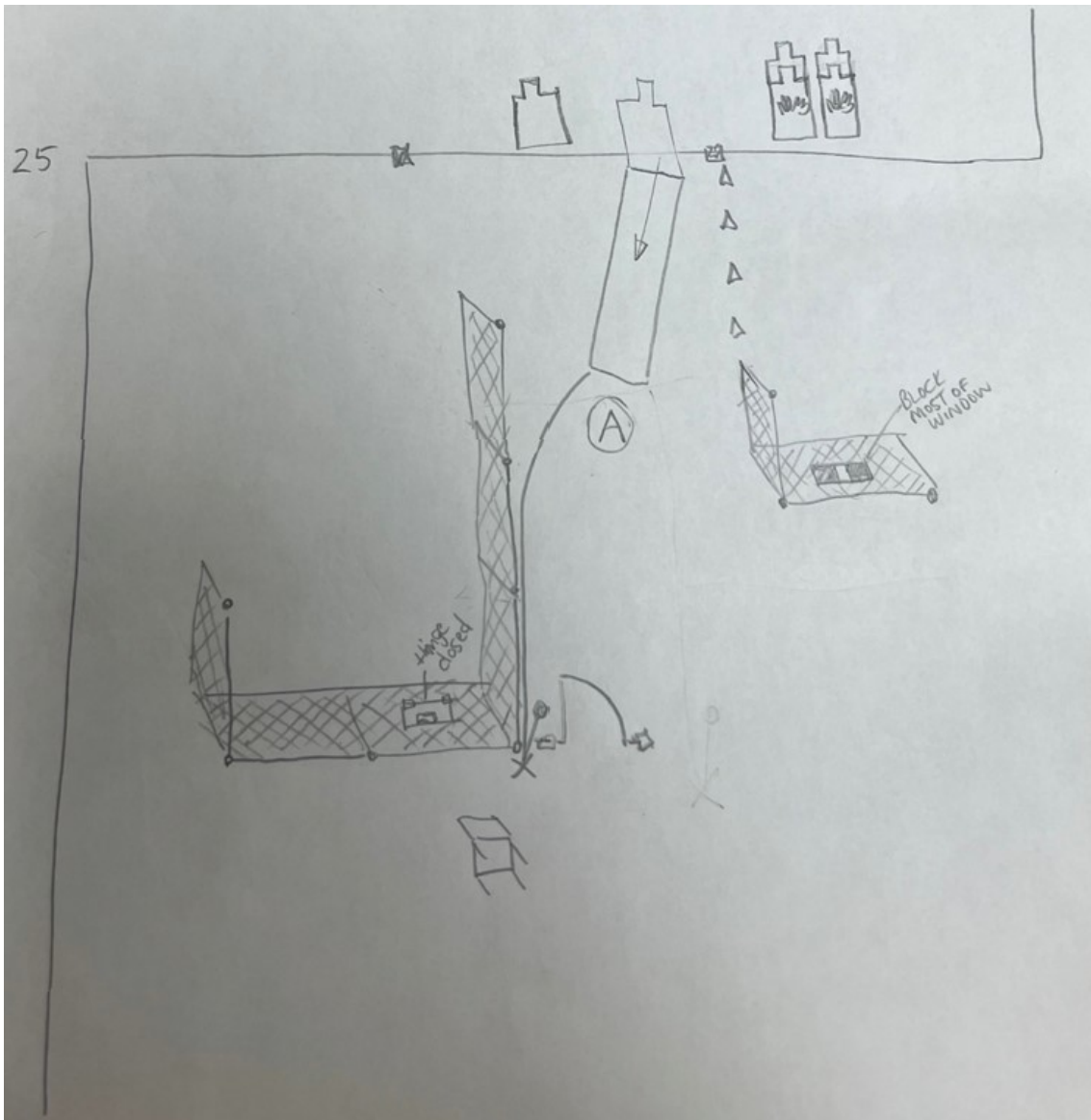
## Stage Setups:

18 hostiles, 7 no-shoot, 1 chair, 11 barrels, 11 walls (3 window), cones, square, 2 triple droppers, 3 small steel plates, 2 mini poppers, Texas star with pistol plates and shroud, 1 drop target, charge target, 17 target stands, 34 sticks, Door

**Stage 1: Attack me if you dare... (Using targets in 25-yard middle and right Bunker)  
(4 hostile, 2 no-shoots, 8 rounds)**

**Note: If the attack target contacts you, you will be charged with a procedural penalty.**

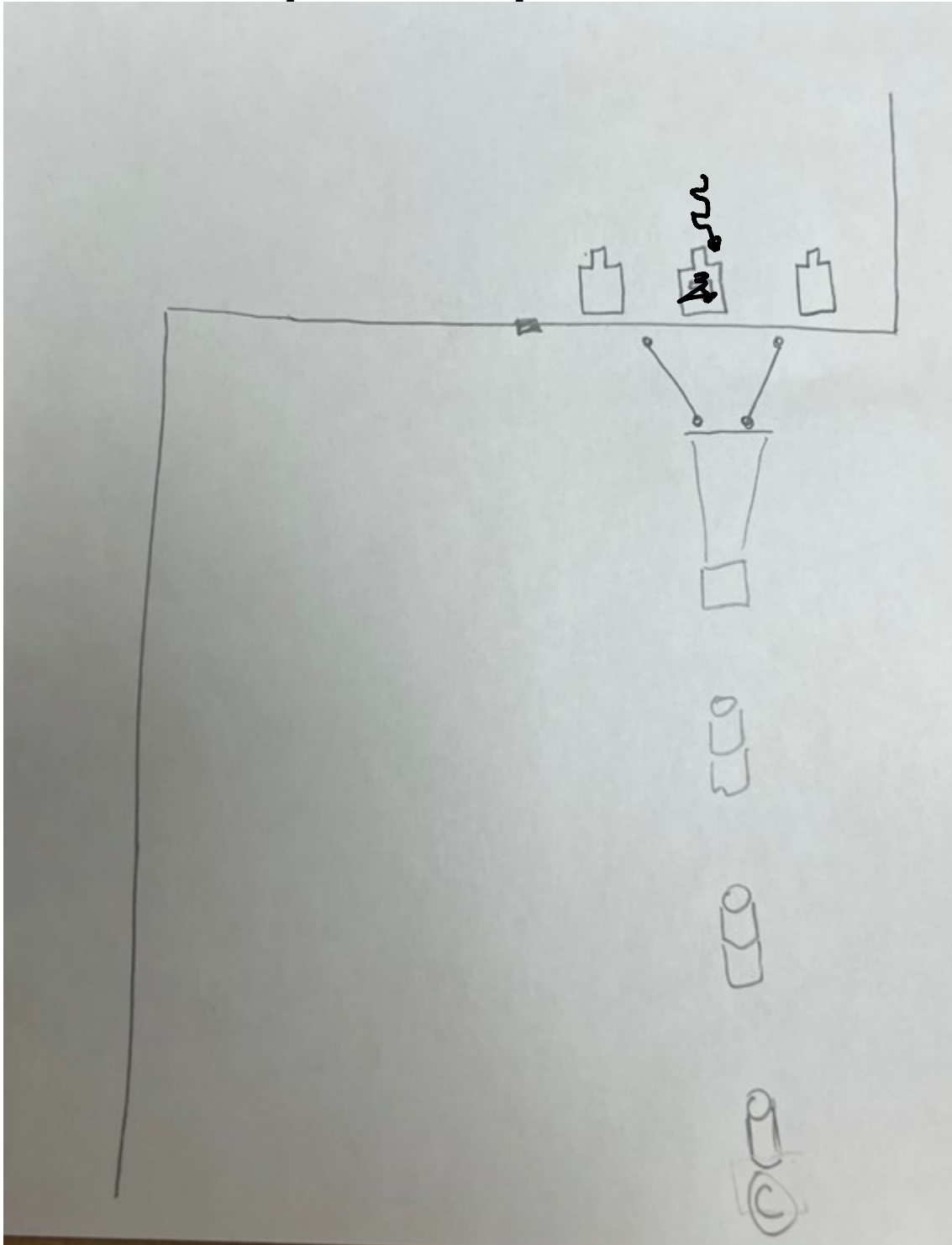
CoF Description: Competitor begins at the starting point (A), facing down range hand on the firearm with it loaded and holstered. On the buzzer, the score keeper will engage the button for the attack target, the competitor will engage the target in front of them (Middle bunker) from a standing position (the attack target can only be engaged while it is moving) then there is 1 more target to engage in the middle bunker. The competitor then makes their way to the window in front of the right bunker to engage the targets through the window. When finished the competitor will unload and show clear.





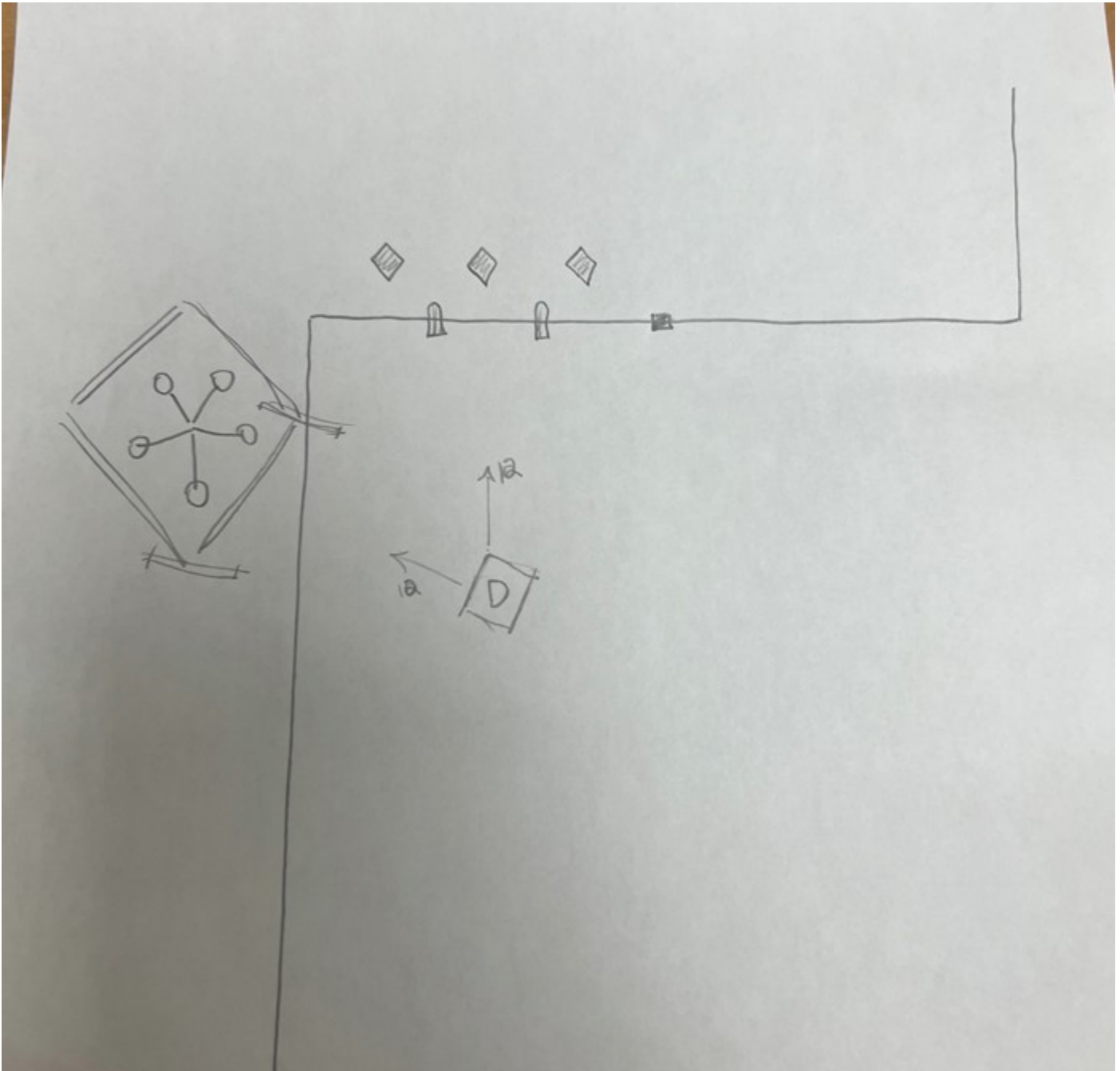
**Stage 3: barrel to barrel. (Using targets in the 50-yard right bunker only)**  
**(3 hostiles, 14 rounds)**

CoF Description: Competitor begins at the starting point (C) facing down range your firearm un-loaded and staged on the barrel. Hands start on the barrel, magazines on you belt. On the buzzer, the competitor will load then move to high cover, engage the targets two shots from each side of the barrel and then proceed to the next barrel, then the next barrel to finish your last position the trap door must be engaged to reveal a hidden target. When finished the competitor will stand up unload and show clear.



**Stage 4: Texas fun and steel challenge. (Using targets in the 50-yard left bunker and Berm)  
(5 clay, 5 Steel, 5 steel no-shoot, 10 rounds)**

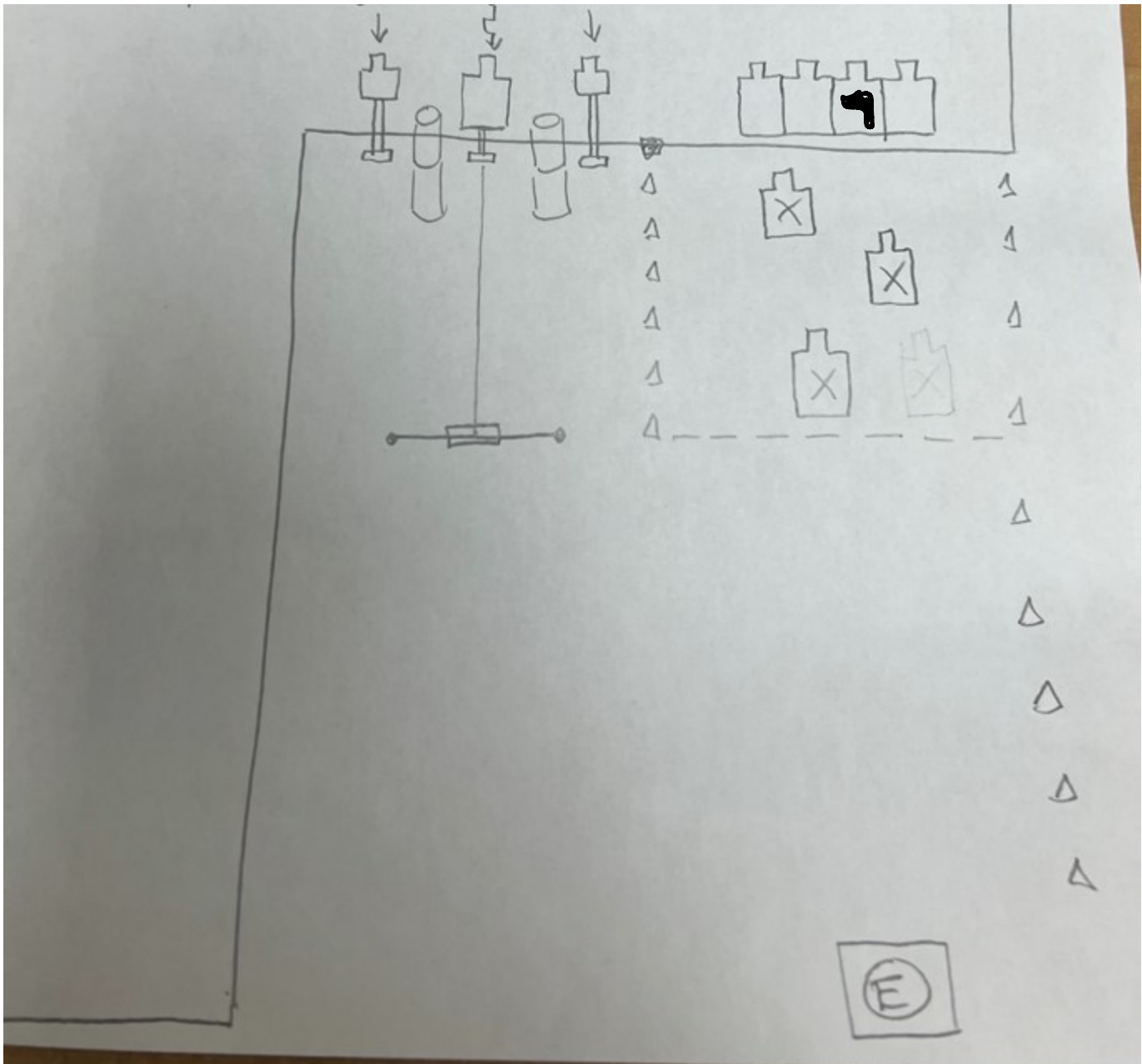
CoF Description: Competitor begins at the starting point (**D**) with firearm loaded and holstered. The competitor starts (and remains) in the box for shooting. You may kneel but isn't required, if you do you must stay inside the box. The competitor starts facing the bunker down range. On the buzzer the competitor will engage the steel in the bunker and the clays in the Texas star. You must alternate shots between the bunker steel and the Texas star clays. Knocking steel off the Texas star counts as a no-shoot. If you have finished one set of targets before the other, you now do not have to alternate.



**Stage 5: Peek-a-Boo. (Using all targets in the 75-yard bunker)**  
**(5 targets, 2 Steel reactive, 2 no-shoots, 16 rounds)**

CoF Description: Competitor begins at the starting point (E) facing down range with firearm loaded and holstered. On the buzzer the competitor engages the right bunker on the move (you may shoot on the move in any direction except backwards). When the competitor is ready, they may proceed to the left bunker. From behind the wall, the left triple drop target can only be engaged from the left and the right triple drop target can only be engaged from the right. To engage the drop turner target, the door on the window engages the target. Target must be shot through the window.

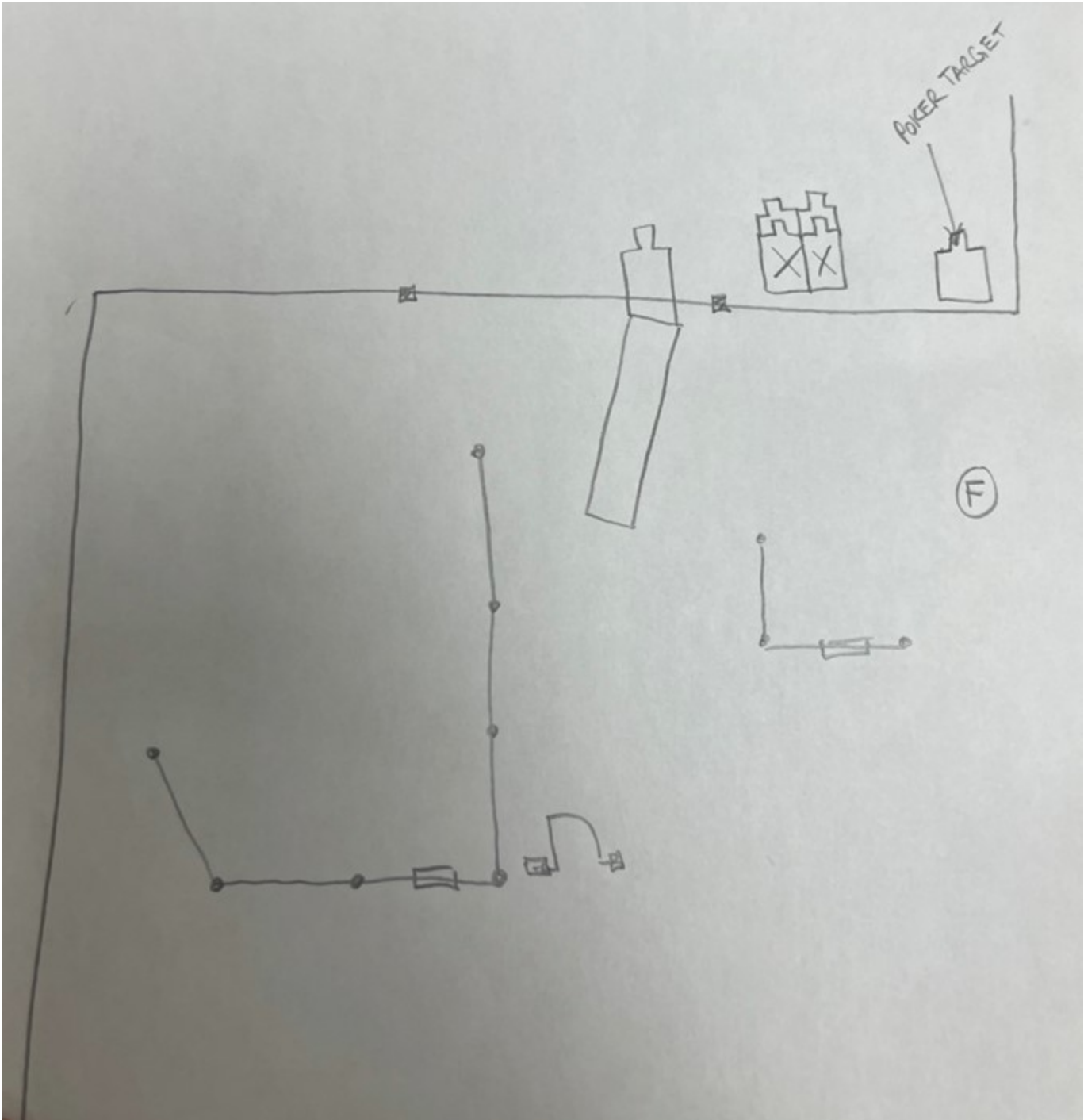
**Be Careful opening the windows. Do not sweep yourself.....**



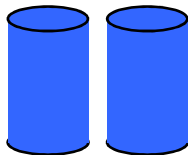
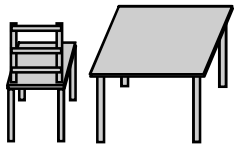
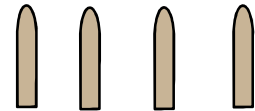
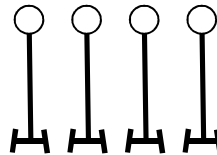
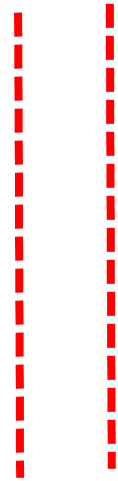
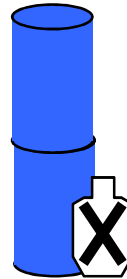
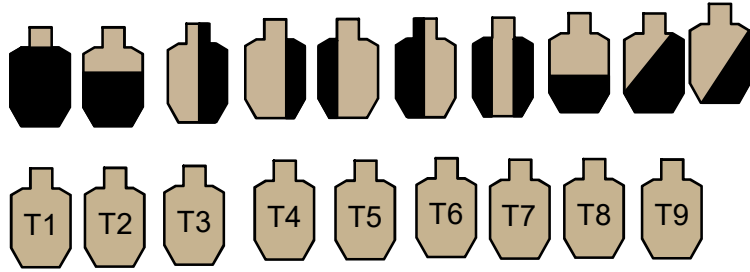
**Stage 6: Poker (5\$ WINNER TAKES ALL) (best hand wins)**  
**(1 target -5 rounds-)**

**Note: You must shoot 5 different cards. If you overlap your shot between cards. You decide what card number you want. If you miss a shot, you will only have a 4-card hand. If you shoot the same card twice, you will only have a 4-card hand. So on and so forth**

CoF Description: Competitor begins at starting point (F), 7 yards from target. Facing down range. On the buzzer you have to shoot 5 cards. The time will be recorded only to a break a tie.



12.



A

T5 is at the backstop

T1-T4 & T6-T9 are 3-4 yards from backstop.

T5 is 5-6 yards from backstop.

All barrels are 14-16 yards from backstop.

