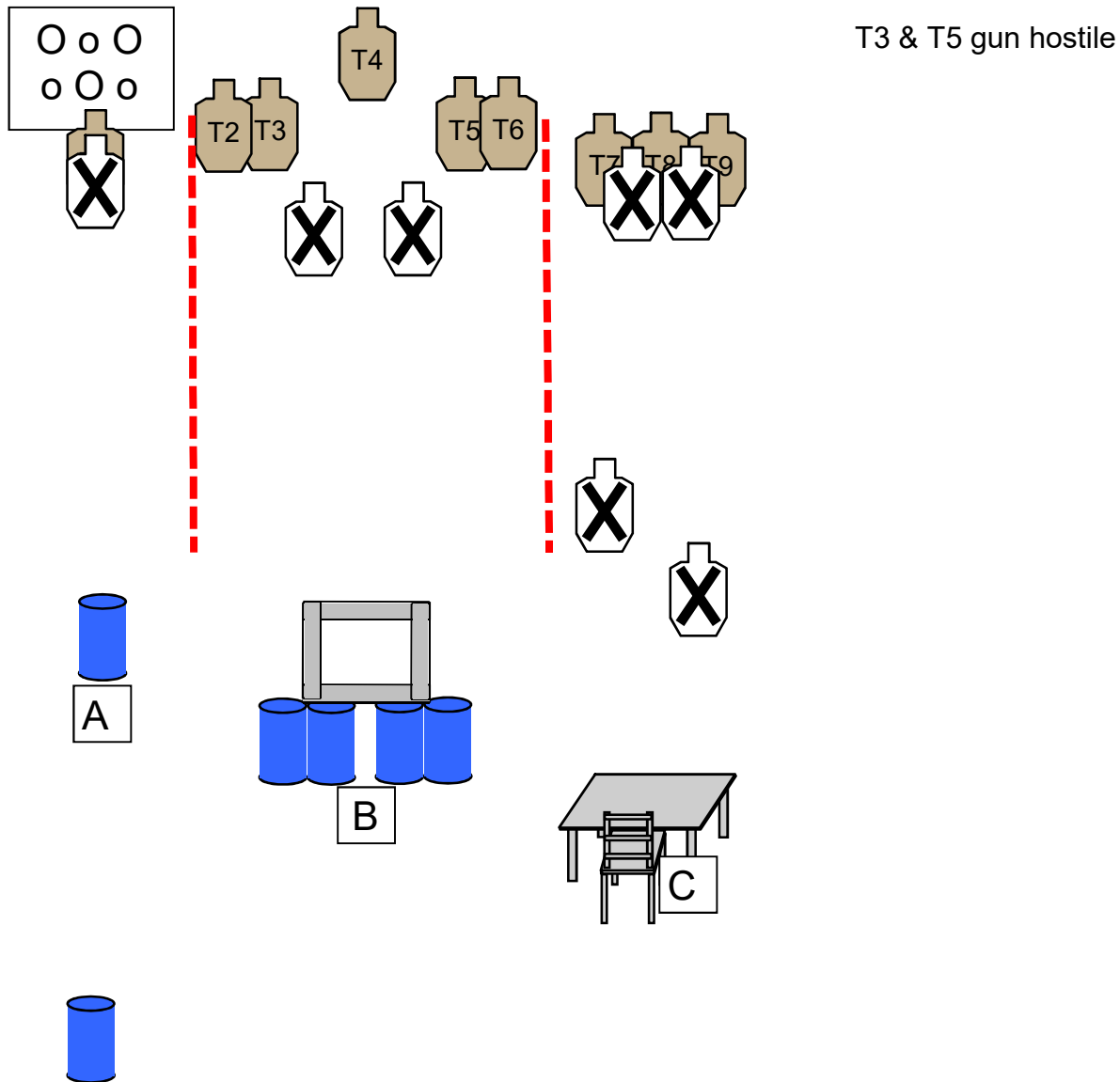


August 1st, 2023 – ODPL Handgun Mini-Match @ GSC Indoor

General Guidelines:

- Galt's indoor range has a muzzle direction rule for action shooting. The muzzle direction must remain inside the bullet trap area at all times unless due to recoil. (aka, no pointing at walls while going around cover, and no pointing at the sky for reloading)
- Unlimited Vickars – 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: 9 hostiles, 4 no-shoot, 1 chair, 1 table, 6 barrels, 1 window, cones



**Stage 1: Hit your shots FAST... (Using custom target on Left side of cones)
(6 targets, 0 no-shoots, 12 rounds)**

CoF Description: Competitor begins at the starting point (**A**), facing up range, firearm is loaded and holstered and your hands crossed on the back of your head. On the buzzer, the competitor will engage the custom targets (2 shots each) to the left of cones from behind the barrel. When finished the competitor will stand up unload and show clear.

Scoring: require two (2) hits minimum, or receive "miss (-5) per shot missed" and FTN if not hit at all.

**Stage 2: Under and Around (Using targets in-between cones)
(5 hostiles, 2 no-shoot, 10 rounds)**

CoF Description: Competitor begins at the starting point (**B**) facing up range, with your firearm loaded and holstered. On the buzzer, the competitor is to engage the targets in-between the cones from the left, right and under the window (window is covered). When finished the competitor will stand up, if necessary, unload, and show clear.

**Stage 3: Sitting Mozambique Style. (Using targets to the right of the cones)
(3 hostiles, 4 no-shoots, 18 rounds)**

CoF Description: Competitor begins sitting down at (**C**) with firearm unloaded slide closed on the table with all magazines to be used also on the table. Hands start on table no magazines in hand. All targets are on the right of the cones engaged from the seated position. On the buzzer, the competitor will engage targets Mozambique style (2 in the body 1 in the head), the competitor will re-engage all the targets a second time (Mozambique style). When finished the competitor will stand up unload and show clear.

Scoring: require six (6) hits minimum 4 body and 2 head, or receive a procedural penalty if not attempted.

A FTN for this stage is a (-10)

**Stage 4: To the window and more. (Using ALL targets)
(9 hostiles, 7 no-shoots, 18 rounds)**

Note: add barrel to low cover barrel on left side and remove table and chair

CoF Description: Competitor begins at the starting point (**A**) facing the barrel with hands touching the barrel. Firearm is loaded and holstered. On the buzzer, the competitor will engage hostile target on the left of the cones strong handed only from cover. Competitor will proceed to window (**B**) and engage the hostile targets in between the cones from the window opening. The competitor will then proceed to finish the hostile targets on the right of the cones while on the move. When finished the competitor will unload and show clear.