

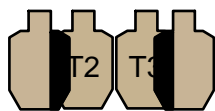
July 27th, 2013 – ODPL Handgun Match @ GSC

General Guidelines:

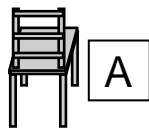
- Galt's outdoor range has a 45° rule for action shooting. However! The muzzle direction must remain inside the top of the berm unless due to recoil. (aka no pointing at the sky for reloading)
- Unlimited Vickars – Meaning no shot limitations. Any reactive targets must be engaged with at least one shot.
- 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.
- Blacked out areas on threat/hostile targets are considered hard cover, except for threat designation (aka gun images). Secondly, non-hostiles are indicated by one or more hand images without threat designations.
- Lack of Concealment apparel will result in an FDTR penalty per stage w/o apparel.

**Stage 1: Behind YOU! ...! (25 yard range @ left side)
(4 Hostiles, 16 rounds min.)**

CoF Description: Starting from the chair facing up-range (**A**). Using the chair as low cover, shooter is to engage targets in tactical sequence, reload and re-engage the targets in tactical sequence. Note: Targets which score -10 or worse receive a F'TN! (opposed to standard F'TN of -8)



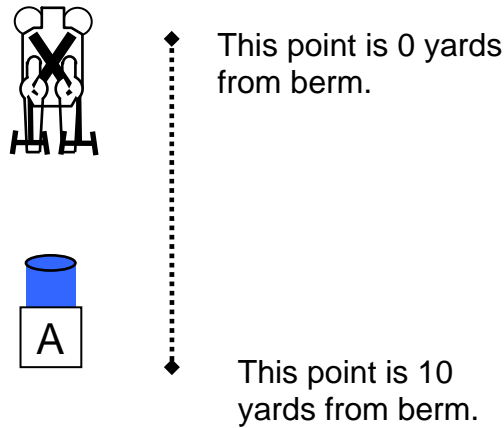
This point is 0 yards from berm. T2 or T3 (Not both) has threat designation



This point is 12 yards from berm. Chair faces uprange

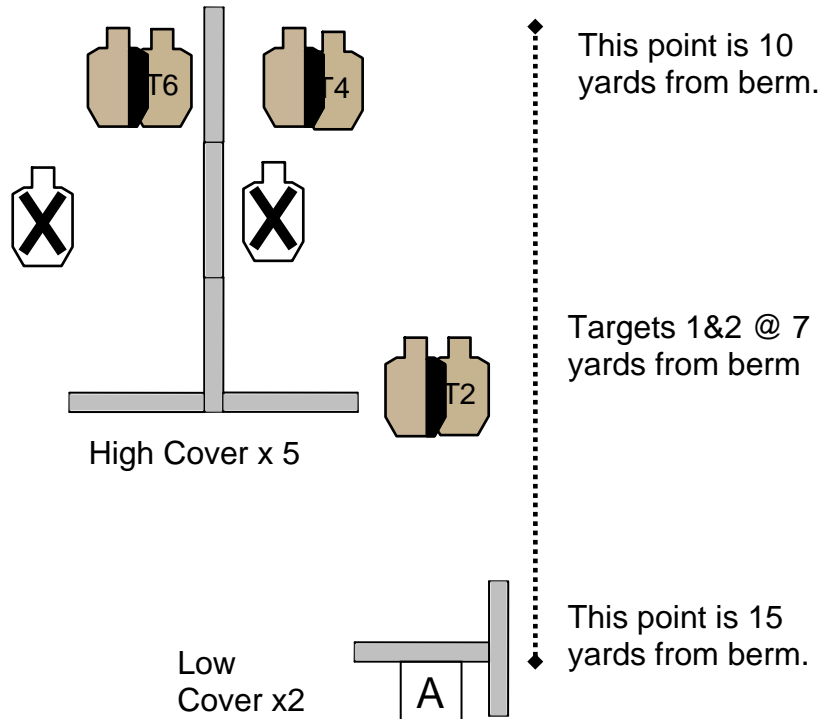
**Stage 2: To hit or not to hit...! (25 yard range @ right side)
(2 Clays, 1 No-Shoot, one dual pepper popper, 4 rounds min.)**

CoF Description: At the starting point (A), facing down range, shooter is to engage all reactive targets. It is not a Hit-Or-Miss (You may take multiple shots to engage targets). Clay targets are to be in shoulders of NS target!



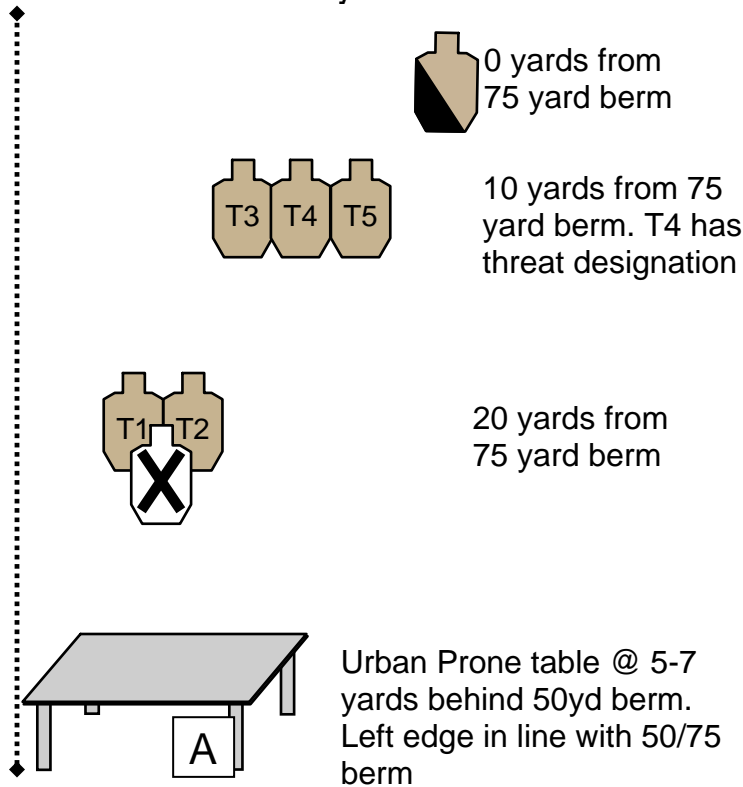
**Stage 3: All around (25 yard range @ right side)
(6 Hostiles, 2 No-Shoots, 12 rounds min.)**

CoF Description: Starting at (A) shooter is to engage the pair of targets directly in front of them from behind low cover. The shooter is then to proceed to the wall and engage remaining targets from left and right sides of high cover. Do not advance past the wall.



**Stage 4: Urban Prone Practice! (@ 50 yard range & 75 yard range)
(6 Hostiles, 1 No-Shoot, 12 round min.)**

CoF Description: Competitor begins beside the urban prone table (A). On the buzzer shooter is to draw and assume urban prone and engage targets. When finished, shooter will get up off table to show clear. Watch your muzzles!



**Stage 5: Left right combo! (@ 50 yard range)
(5 hostiles, 2 No-Shoot, 10 round min.)**

CoF Description: Competitor begins behind high cover (barrels @ A). On the buzzer shooter is to draw and engage left targets from left side of cover. Shooter is then to engage remaining targets from right side.

