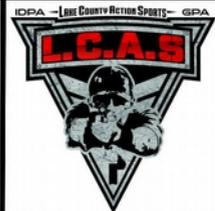




GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 1



DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:

Start standing at SP with your hands on the X's. Gun loaded and holstered

STAGE PROCEDURE:

At the signal engage targets T1 - T6 from available POC. Then engage targets T7 - T12 from ITO through the window.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

12 threat, 2 NT, 0 Steel

SCORED HITS

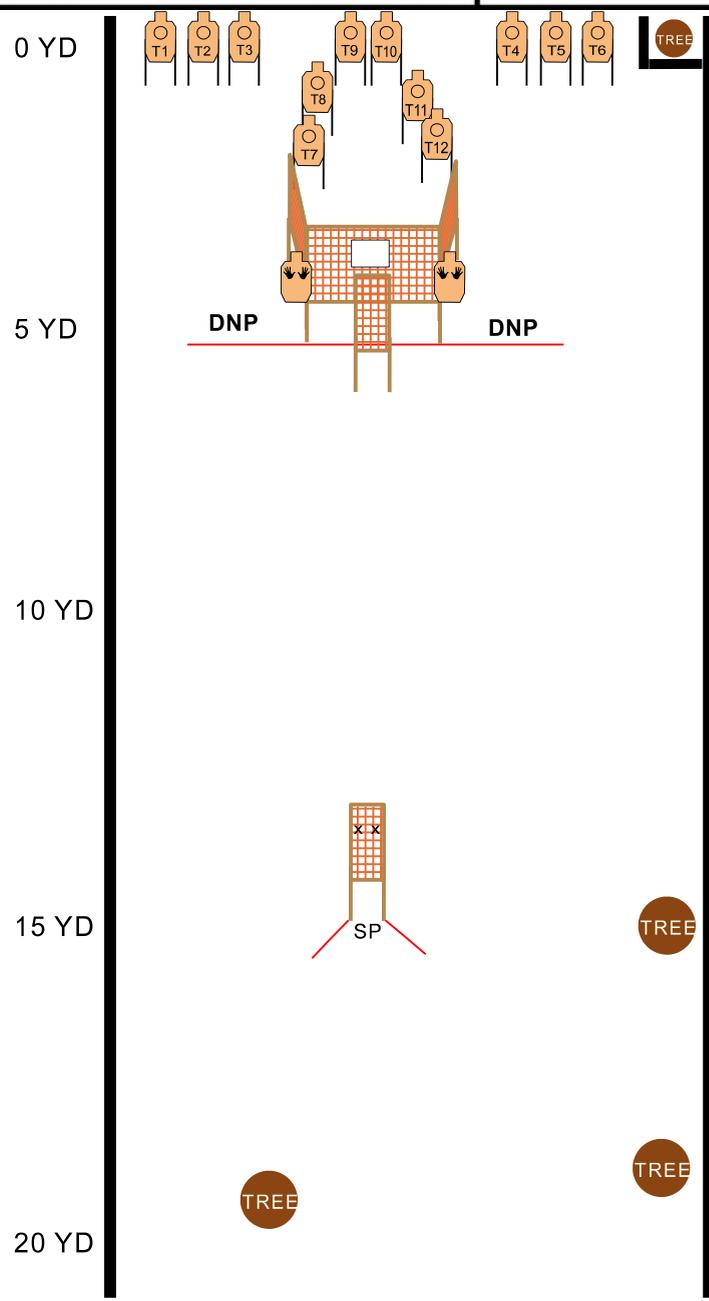
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



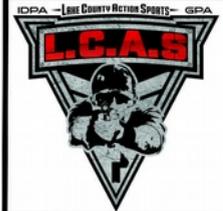
Bay #1 – 25 YD Deep x 11 YD wide



GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 2



DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:

Start standing at SP with your hands on the X's. Gun loaded and holstered

STAGE PROCEDURE:

At the signal engage all targets with at least 1 round each through the window ITO. Then engage all targets with at least 1 round each from low cover. Best 3 shots will be scored. One PE per target not engaged as per COF.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

8 threat, 0 NT, 0 Steel

SCORED HITS

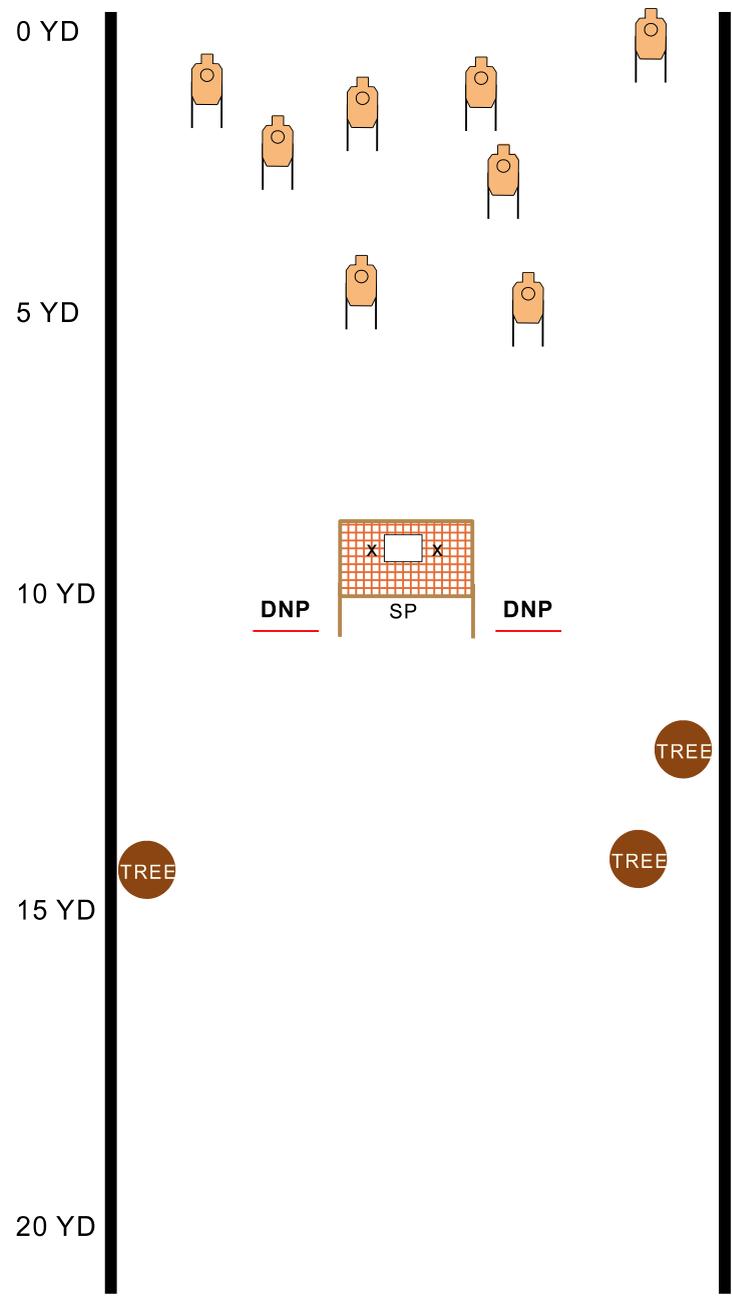
Best 3 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



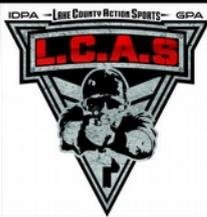
Bay #2 – 20 YD Deep x 10 YD wide



GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 3



DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:

Start standing relaxed at SP with at least one toe touching SP. Gun **UNLOADED** and holstered.

STAGE PROCEDURE:

At the signal engage targets T1 – T5 with two rounds each from ITO. Then engage T6-T9 from ITO, **WHILE MOVING**. Then engage remaining targets from available POC.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

12 threat, 0 NT, 0 Steel

SCORED HITS

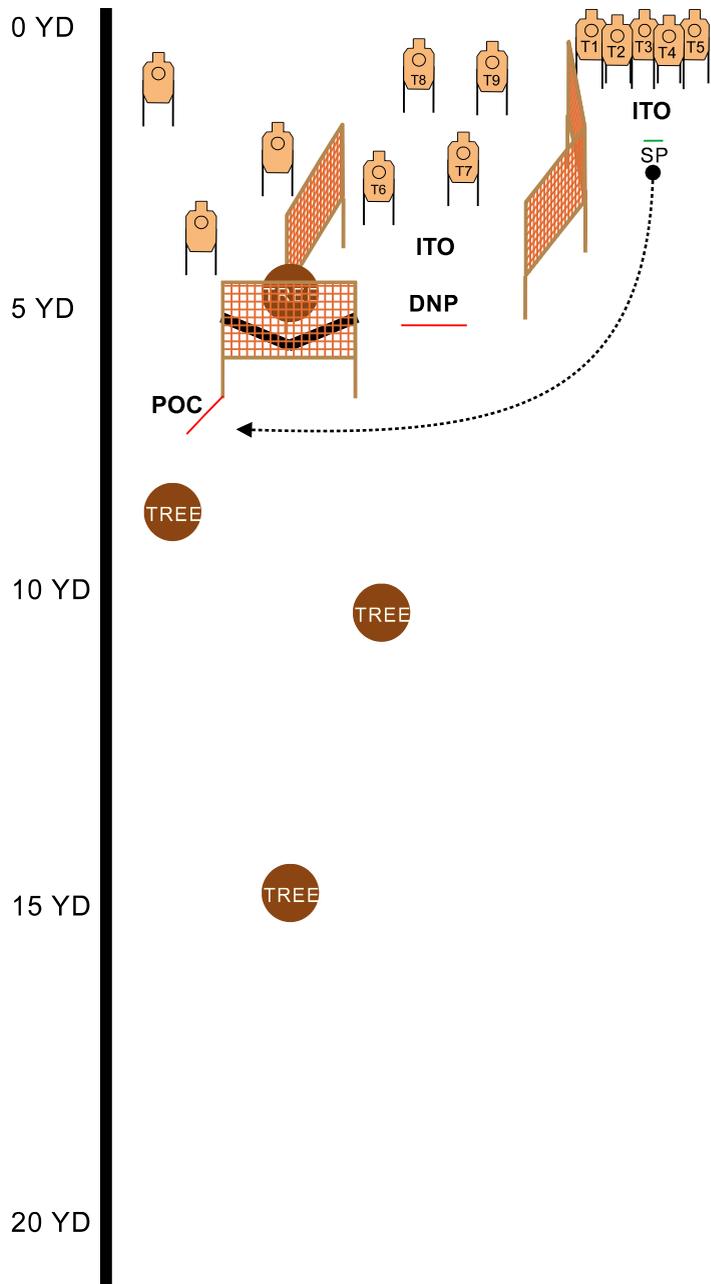
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



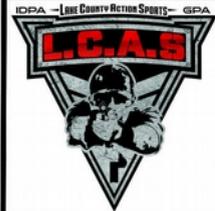
Bay #3 – 20 YD Deep x 11 YD wide



GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 4



DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:

Start standing relaxed at the SP with at least one toe touching SP. Gun loaded and holstered.

STAGE PROCEDURE:

At the signal engage all targets with One round each **FREESTYLE**, One round each **STRONG HAND ONLY** and One round each **WEAK HAND ONLY**.
A PE will be given for each target engaged improperly.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

8 threat, 0 NT, 0 Steel

SCORED HITS

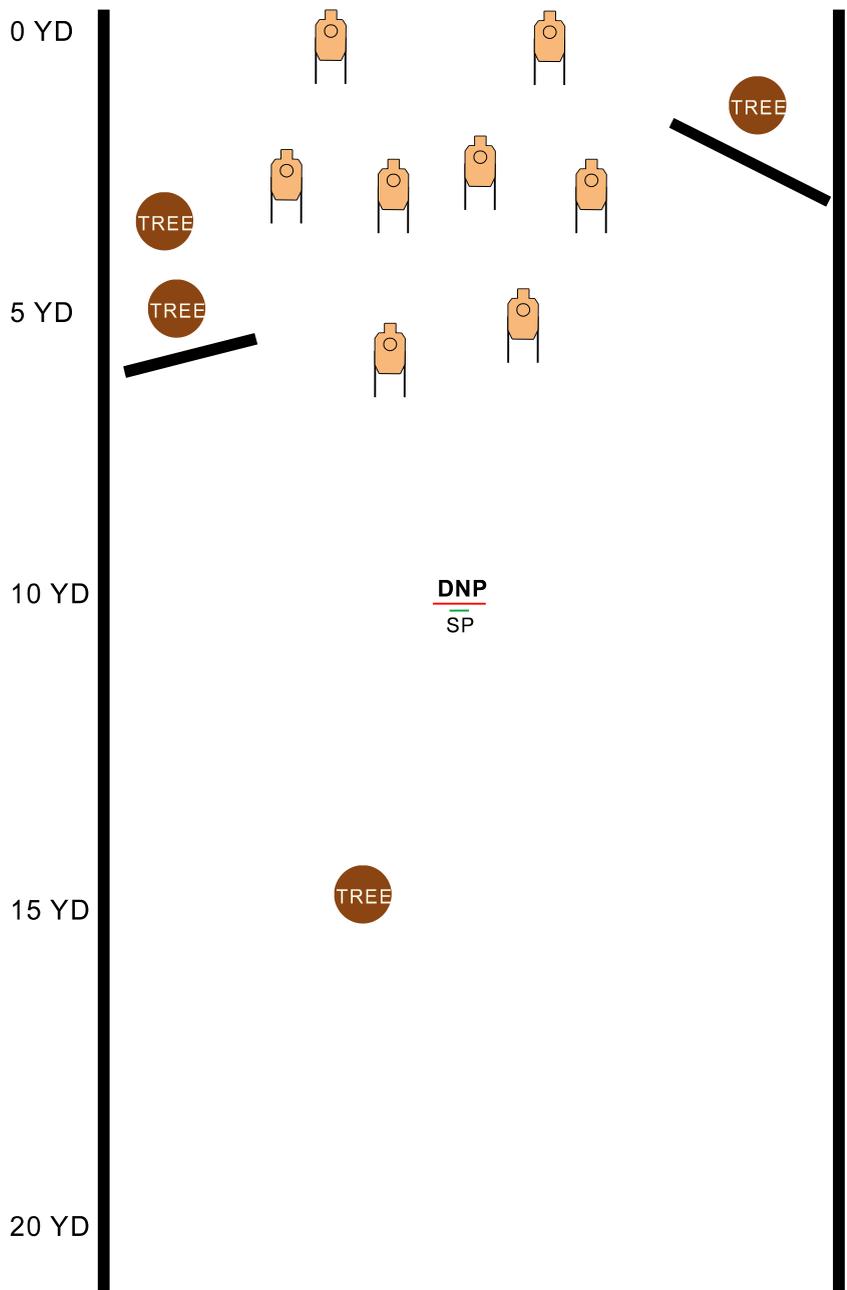
Best 3 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



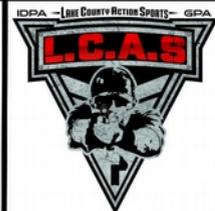
Bay #4 – 20 YD Deep x 13 YD wide



GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 5



DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:

Start standing relaxed at the SP with at least one toe touching SP. Gun loaded and holstered.

STAGE PROCEDURE:

At the signal engage targets S1-S6 from behind the SFFL, Steel must fall. Then engage remaining targets from available POC with 2 rounds each.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

9 threat, 4 NT, 6 Steel

SCORED HITS

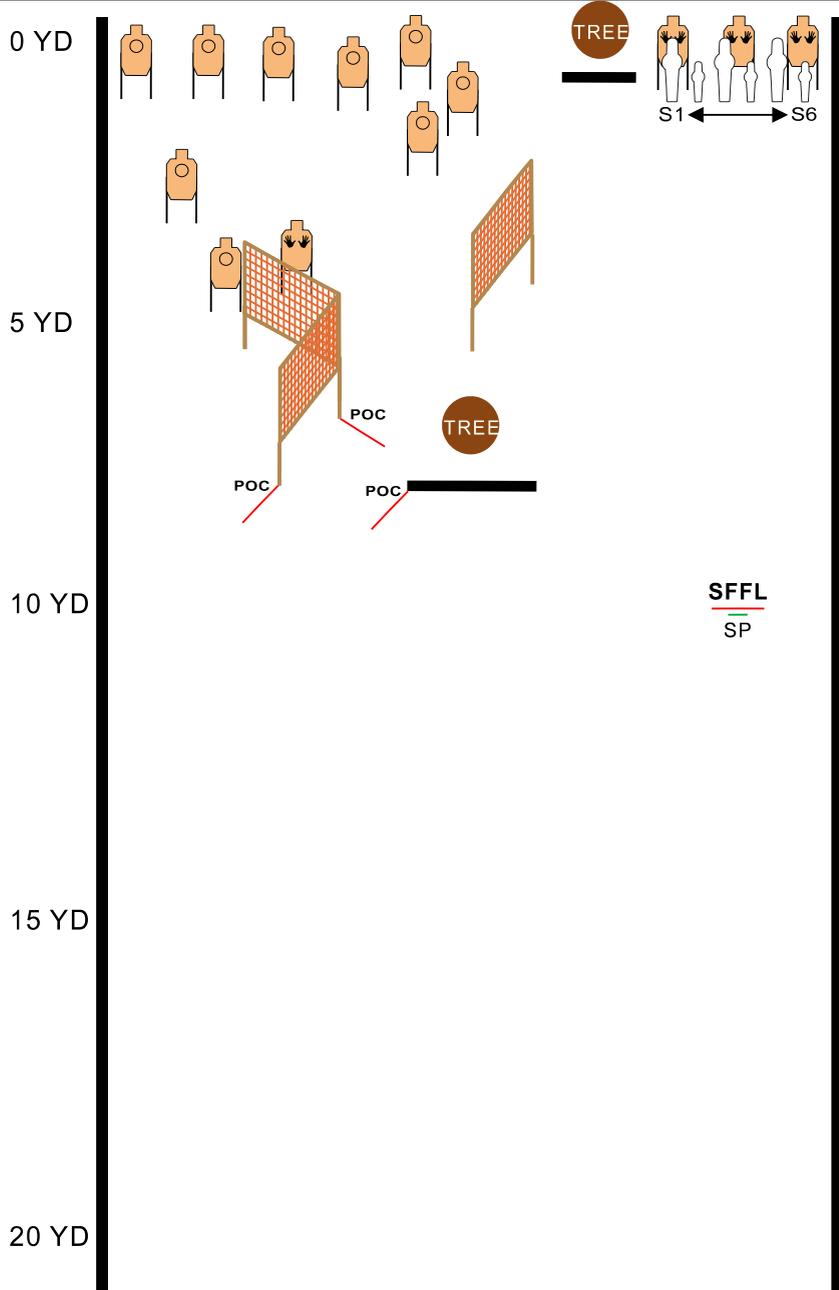
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



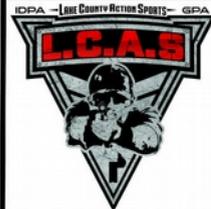
Bay #5 – 20 YD Deep x 13 YD wide



GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 6



DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:

Standing relaxed at either SP with at least one toe touching SP. Gun loaded and holstered.

STAGE PROCEDURE:

At the signal engage your first 2 targets from retention with 2 rounds each. Then engage all other targets from ITO or POC depending on your direction with 2 rounds each.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

12 threat, 2 NT, 0 Steel

SCORED HITS

Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°

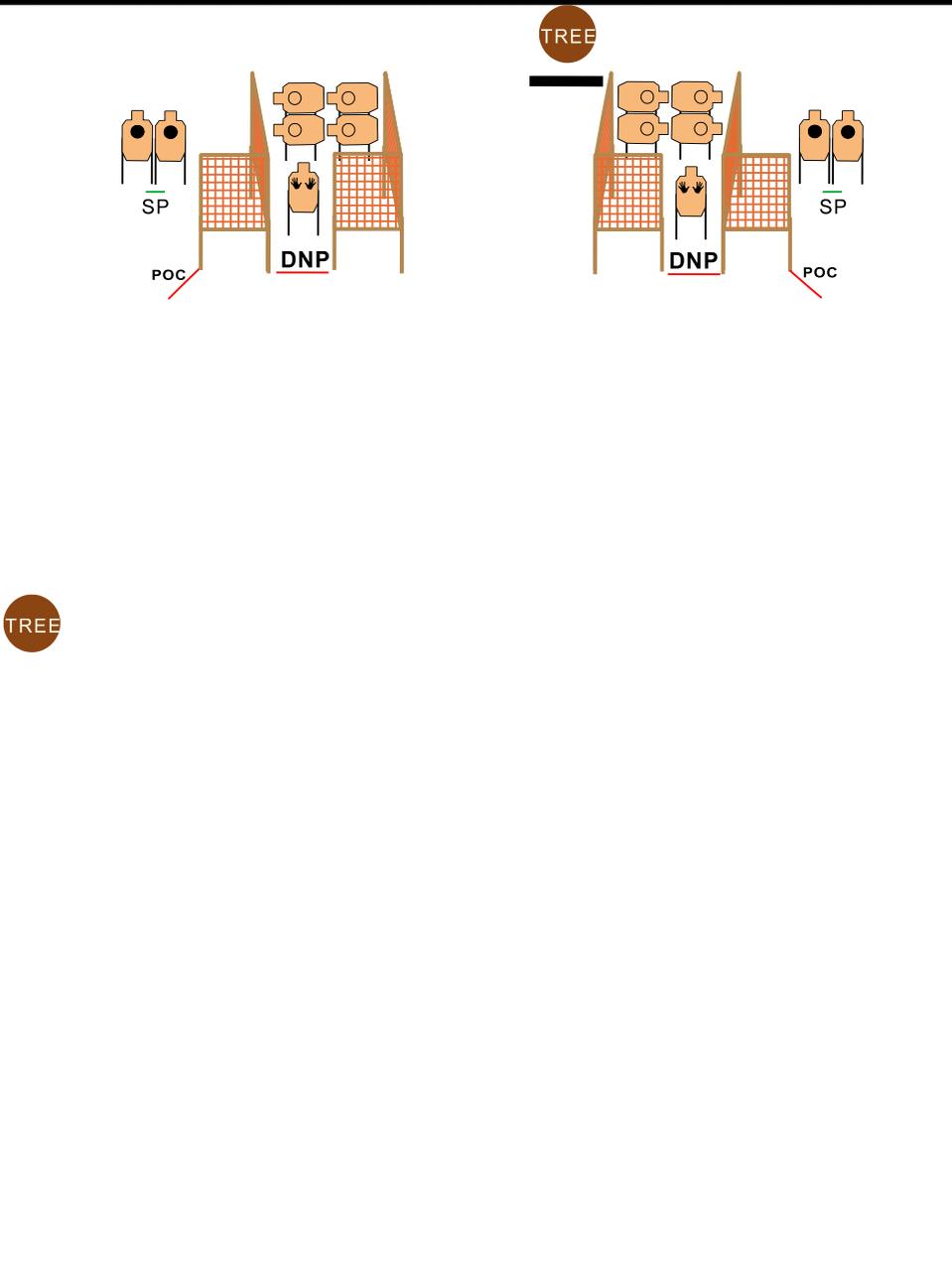
0 YD

5 YD

10 YD

15 YD

20 YD



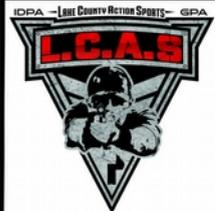
Bay #6 – 20 YD Deep x 18 YD wide



GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 7

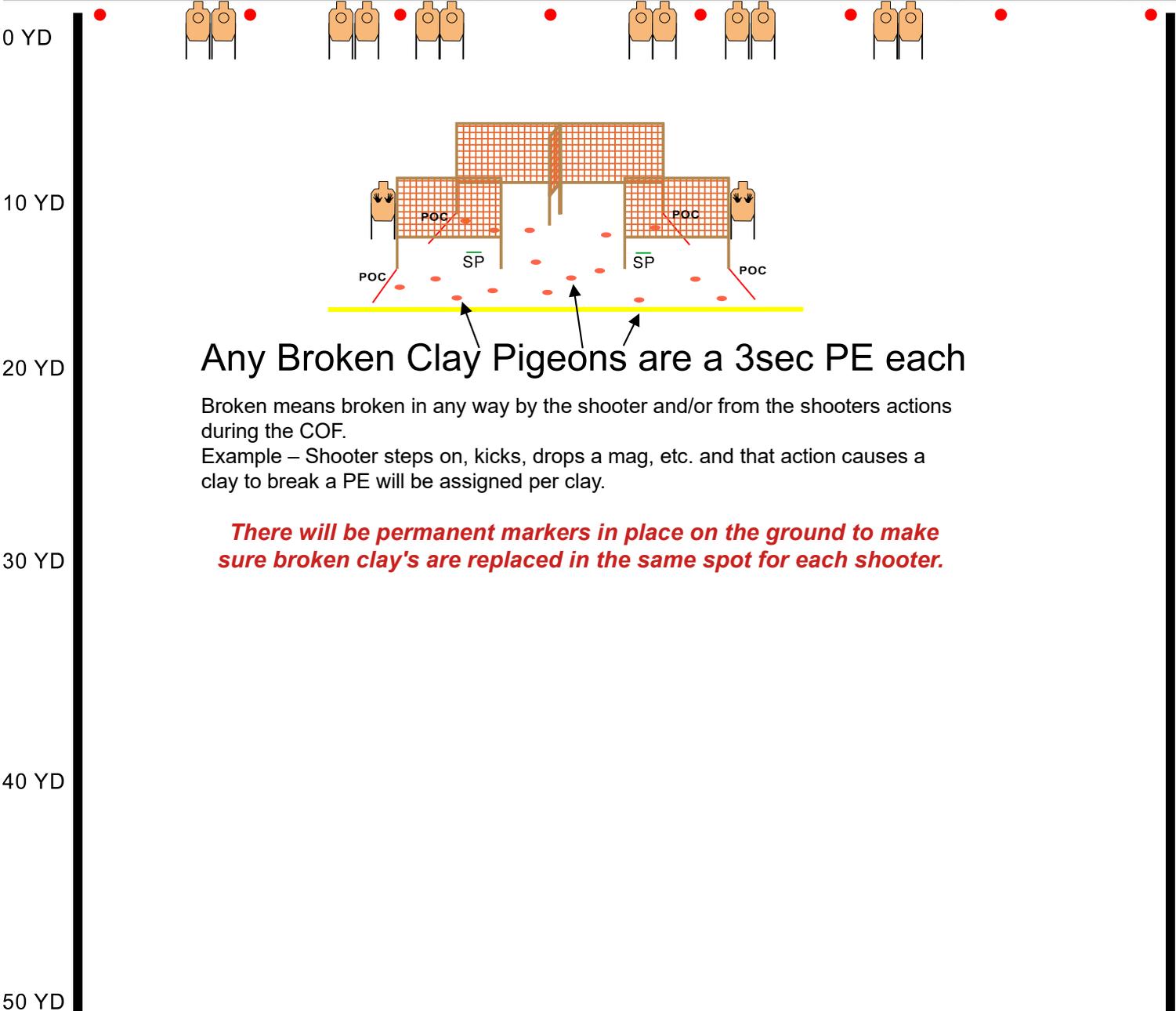


DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:
Start standing relaxed at the SP with at least one toe touching SP. Gun loaded and holstered.

STRINGS	1
SCORING	24 round min, unlimited
TARGETS	12 threat, 2 NT, 0 Steel
SCORED HITS	Best 2 per target
START - STOP	Audible – Last Shot
MUZZLE SAFE POINT	180°

STAGE PROCEDURE:
At the signal engage all targets from available POC with 2 rounds each. ANY PIGEONS THAT ARE BROKEN DURING THE COF WILL BE A 3 SEC PE EACH. Ensure all pigeons are inspected before each shooter and replaced if necessary.



Any Broken Clay Pigeons are a 3sec PE each

Broken means broken in any way by the shooter and/or from the shooters actions during the COF.
Example – Shooter steps on, kicks, drops a mag, etc. and that action causes a clay to break a PE will be assigned per clay.

There will be permanent markers in place on the ground to make sure broken clay's are replaced in the same spot for each shooter.

Bay #7 – 50 YD Deep x 30 YD wide