



# GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

## BAY 1

Steve



**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 in between the fault lines. Gun loaded and holstered.

### STAGE PROCEDURE:

At the signal engage T1-T8 from available POC, Engage T9 - T12 from the window from ITO and must be engaged before T7-T8 due to being exposed.

### STRINGS

1

### SCORING

24 round min, unlimited

### TARGETS

12 threat, 0 NT

### SCORED HITS

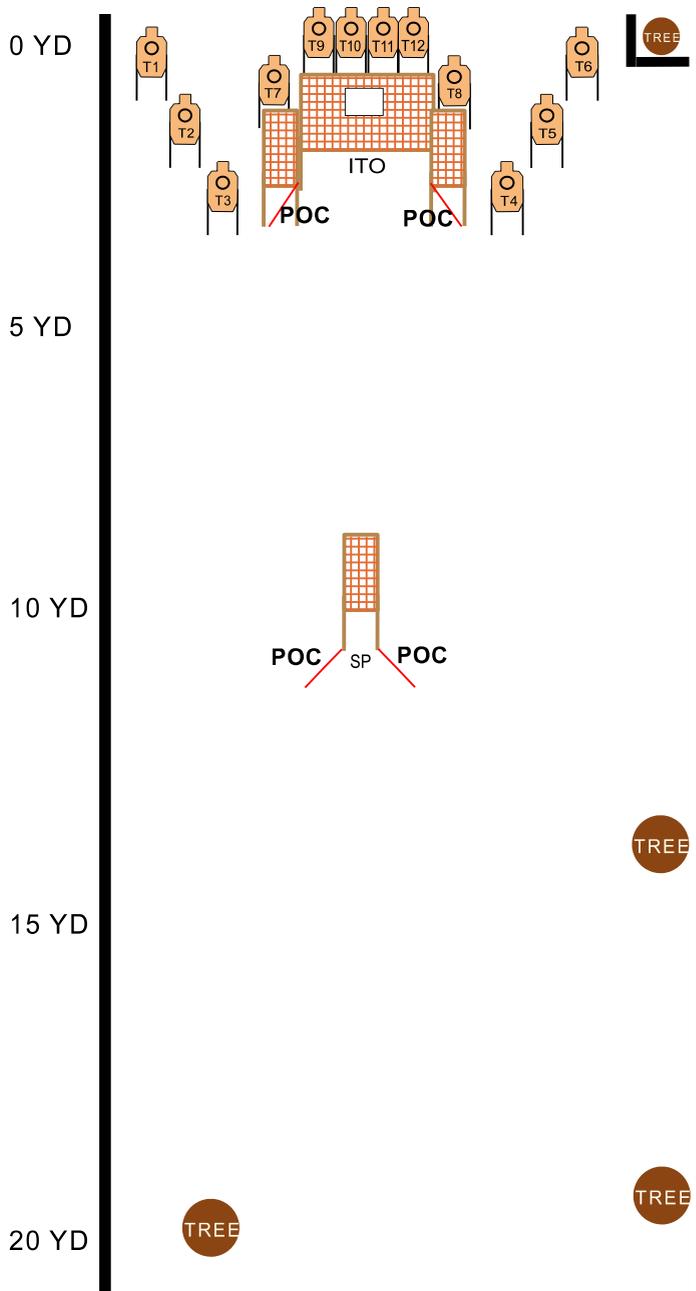
Best 2 per target

### START - STOP

Audible – Last Shot

### MUZZLE SAFE POINT

180°



Bay #1 – 25 YD Deep x 11 YD wide



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## BAY 2

Steve



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

### START POSITION:

Start sitting at SP. Gun unloaded and placed on the table. Along with all loading devices.

### STAGE PROCEDURE:

At the signal engage all targets with 2 rounds each using available POC. Steel activates Swinger.

### STRINGS

1

### SCORING

23 round min, unlimited

### TARGETS

11 threat, 2NT, 1 Steel

### SCORED HITS

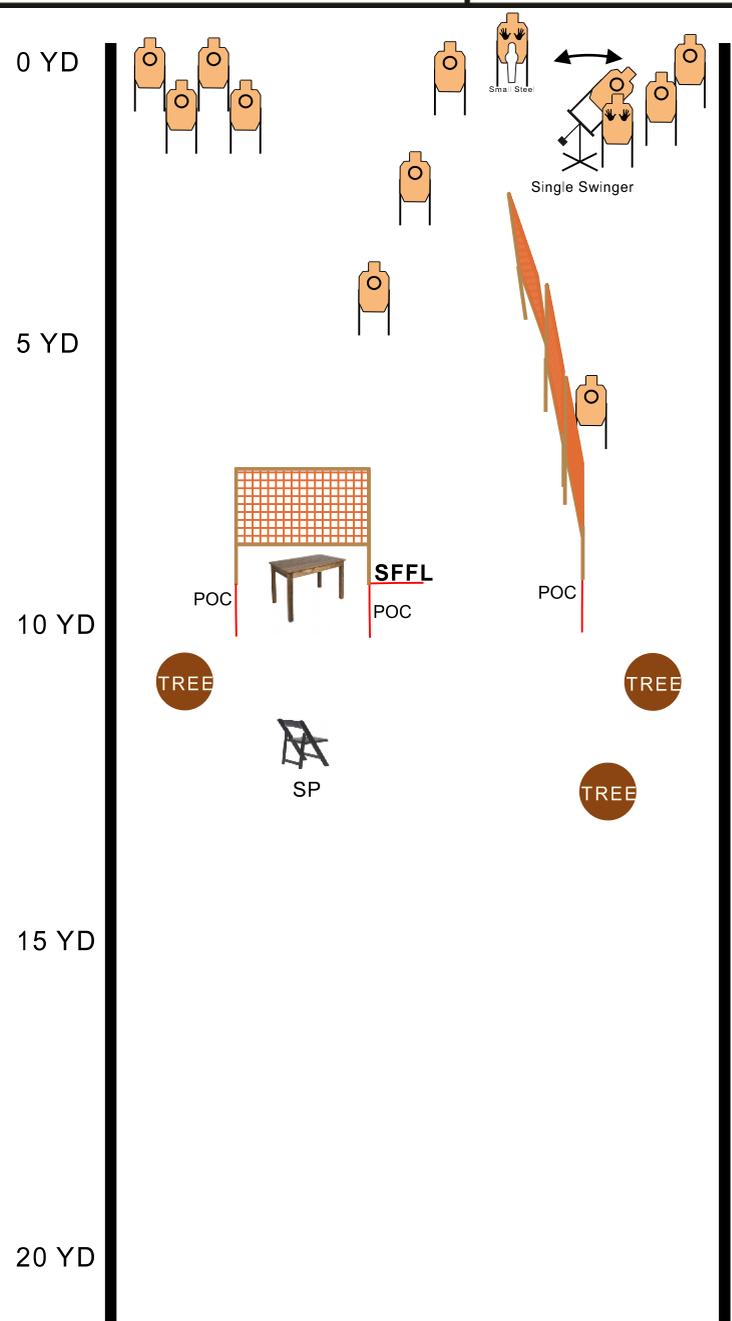
Best 2 per target

### START - STOP

Audible – Last Shot

### MUZZLE SAFE POINT

180°



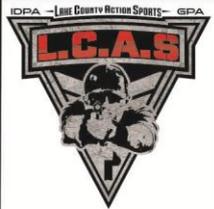
Bay #2 – 20 YD Deep x 10 YD wide



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**BAY 3**



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

**START POSITION:**

Standing relaxed, gun loaded and holstered. One foot touching.

**STRINGS**

1

**SCORING**

24 round min, unlimited

**TARGETS**

8 threat, 1 NT

**SCORED HITS**

Best 2 body 1 and Head

**START - STOP**

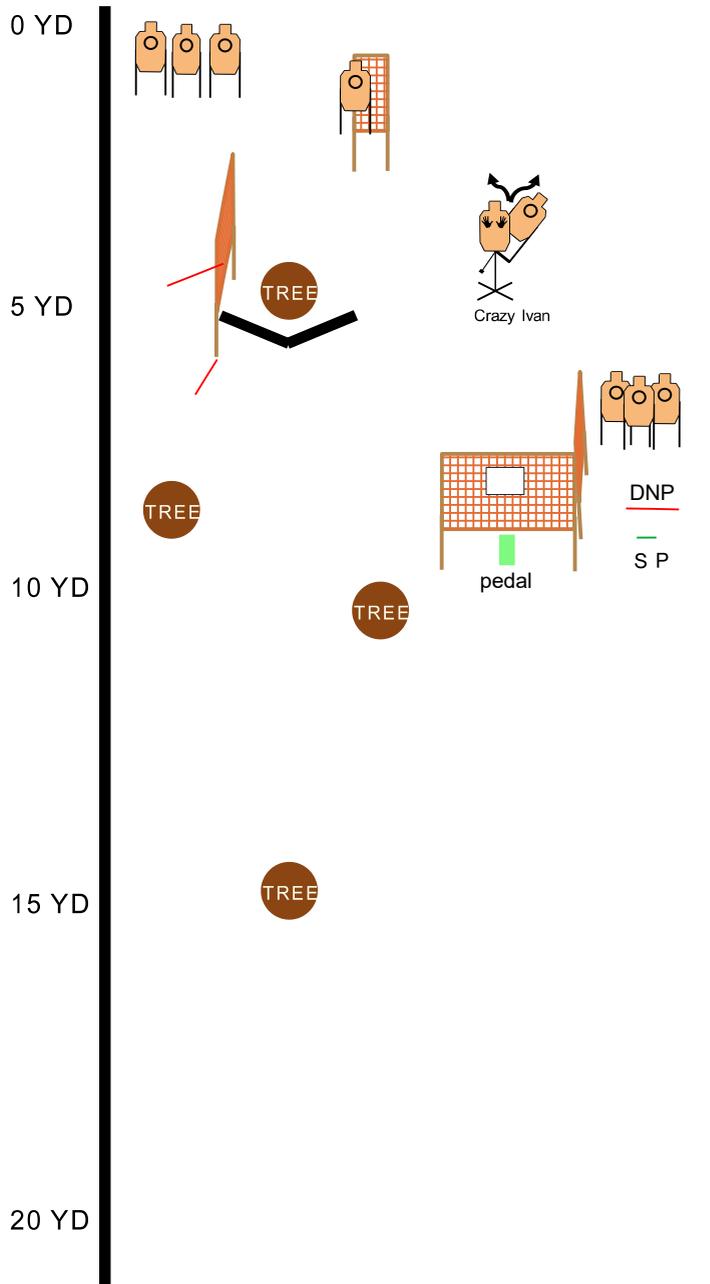
Audible – Last Shot

**MUZZLE SAFE POINT**

180°

**STAGE PROCEDURE:**

At the signal engage ALL threats with two rounds to the body and one to the head. The pedal must be activated. Crazy Ivan also gets 2 and 1.



Bay #3 – 20 YD Deep x 11 YD wide



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## BAY 4



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

### START POSITION:

P1 Standing completely on BOTH blocks. Gun is loaded/holstered.  
P2 Elevated prone position gun is loaded and placed in front of you along with all your mags.

### STAGE PROCEDURE:

At the signal Engage ALL targets with 1 round FREESTYLE, 1 round STRONG hand only, And one round WEAK hand.  
Best two to the body and one to the head will be scored.  
Multiple Penalties will apply. LIMITED

### STRINGS

1

### SCORING

18 round min, limited

### TARGETS

6 threat, 0 NT, 0 Steel

### SCORED HITS

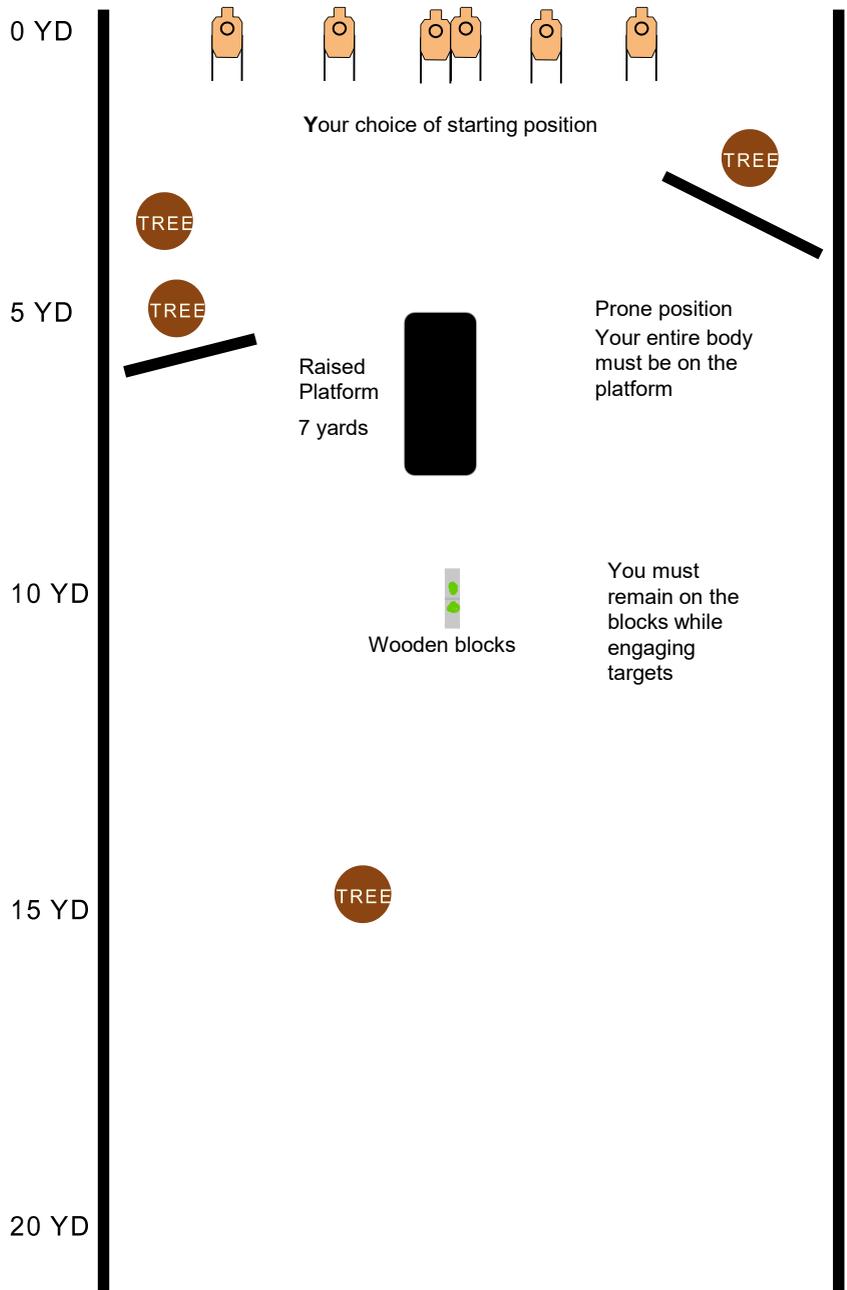
Best 2 body and one head

### START - STOP

Audible – Last Shot

### MUZZLE SAFE POINT

180°



Bay #4 – 20 YD Deep x 13 YD wide

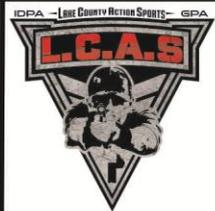


# GALACTIC PISTOL ALLIANCE

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## BAY 5

Steve



**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 at least 1 foot touching SP.  
 Gun UNLOADED and holstered.

**STAGE PROCEDURE:**  
 At the signal retreat to POC 1 and engage T1 – T3 from POC 1. Then move to POC 2 and engage T4 – T6 & S1 from POC 2. Then engage all remaining targets from available POC's. Steel must fall.

**STRINGS** 1

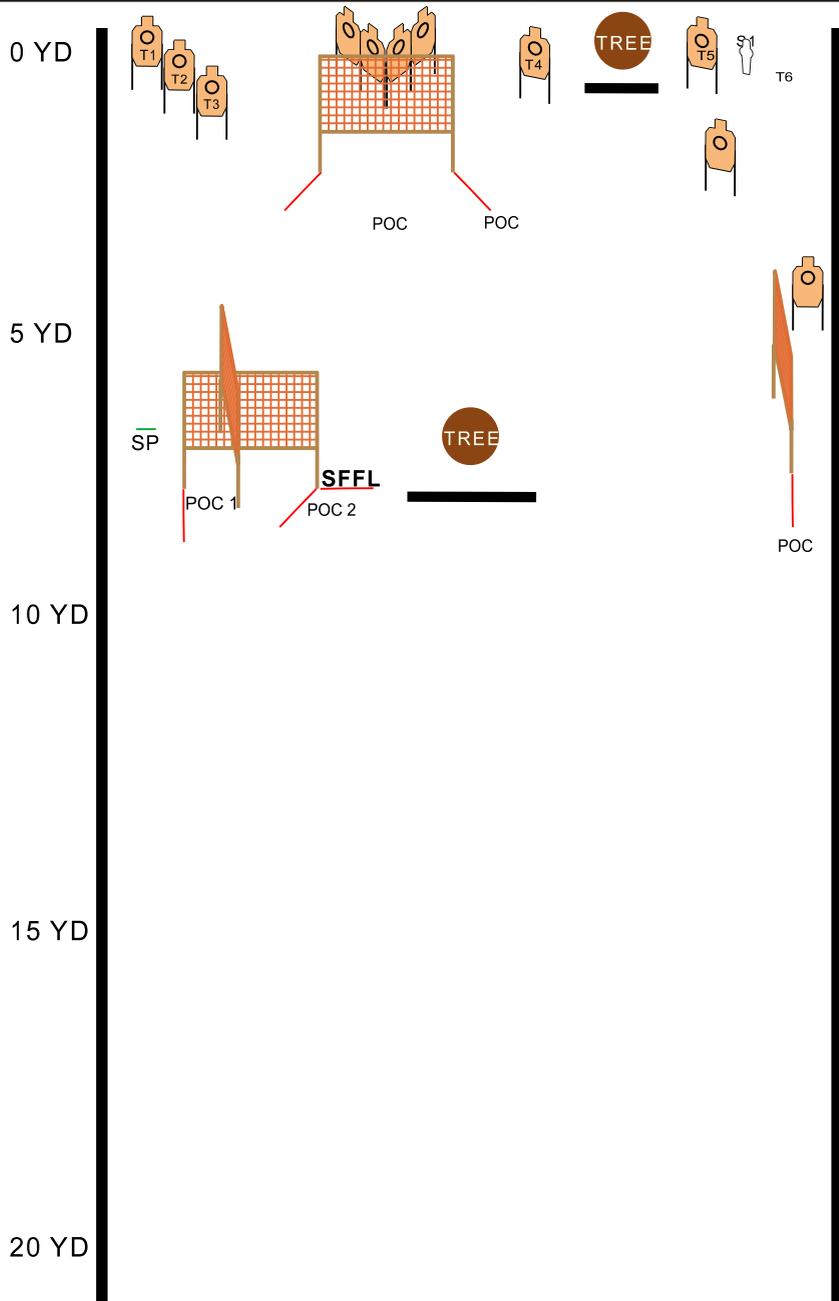
**SCORING** 23 round min, unlimited

**TARGETS** 10 threat, 0 NT, 1 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



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## BAY 6



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

**START POSITION:**

With one-foot touching SP, Gun loaded and holstered. Holding both of the different length activator ropes in any hand.

**STAGE PROCEDURE:**

From the SP engage all visible threats from ITO. Then move to the points of cover and engage threats. While advancing to the last POC engage T8-T10 WHILE MOVING from ITO.

**STRINGS**

1

**SCORING**

24 round min, unlimited

**TARGETS**

12 threat, 0 NT, 0 Steel

**SCORED HITS**

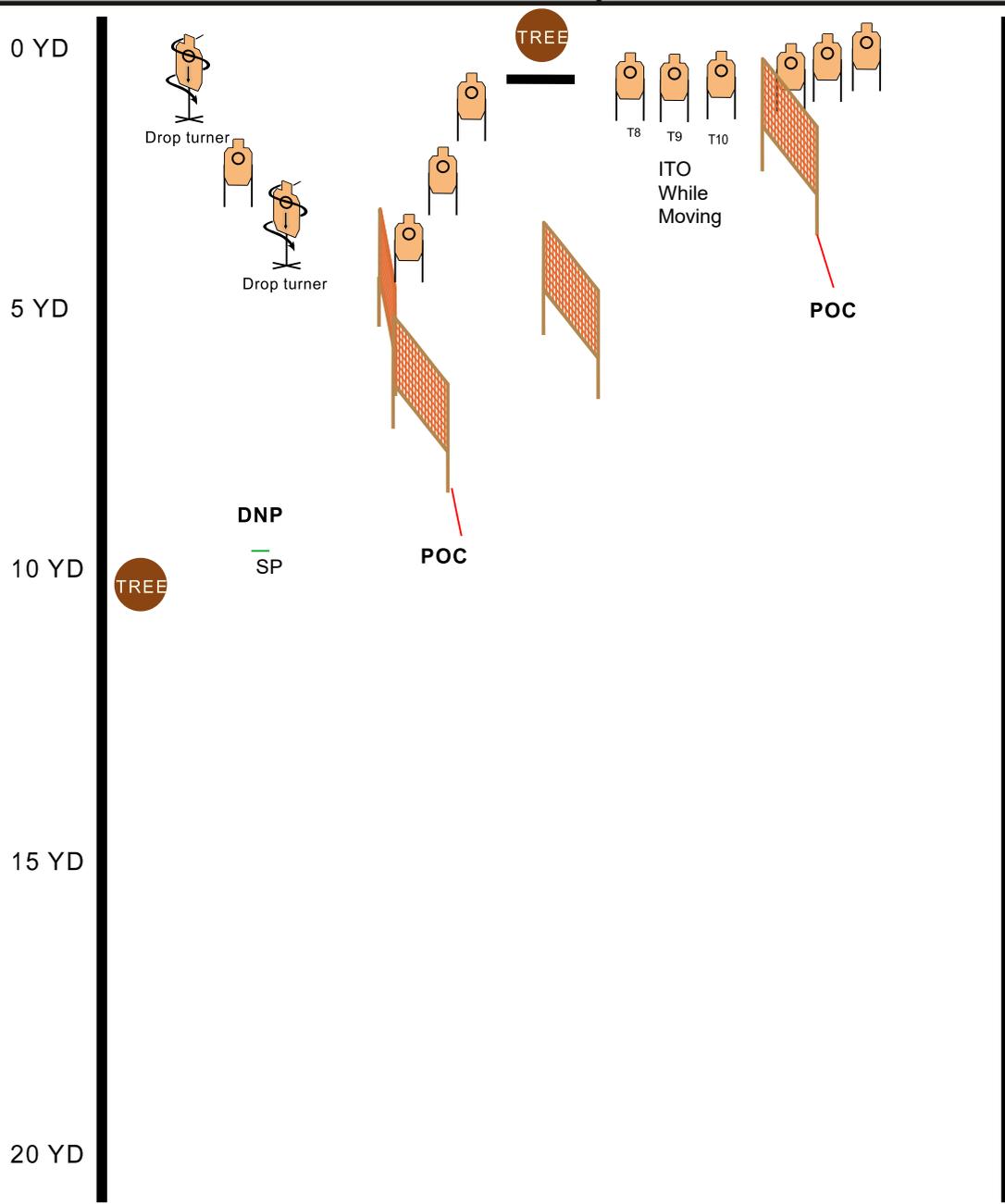
Best 2 per target

**START - STOP**

Audible – Last Shot

**MUZZLE SAFE POINT**

180°



Bay #6 – 20 YD Deep x 18 YD wide

