



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 at SP, hands on X's. Gun loaded and holstered.

STAGE PROCEDURE:

At the signal engage all targets with 3 rounds each from available POC.
 Steel activates Up-C-Daisy.
 Yes, Up-C-Daisy Gets 3 rounds also!

STRINGS

1

SCORING

22 round min, Unlimited

TARGETS

7 threat, 3 NT, 1 Steel

SCORED HITS

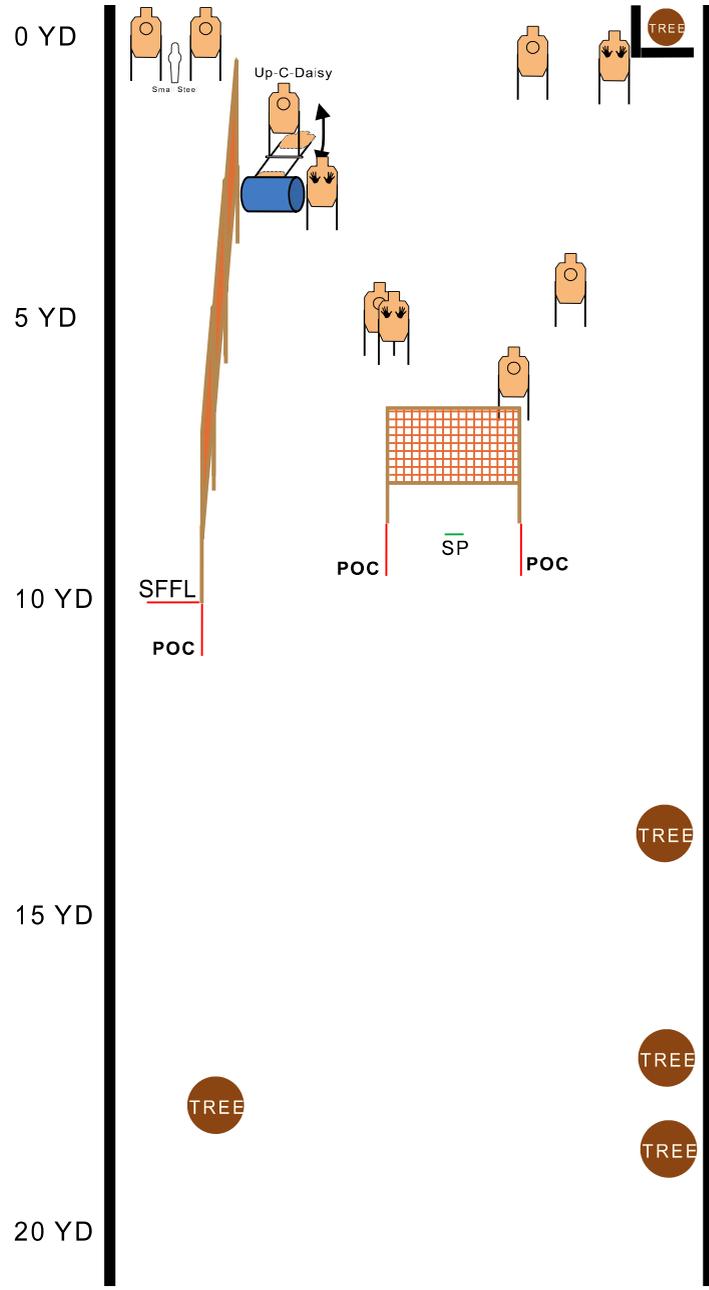
Best 3 per target

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 standing at either SP, hand relaxed at your side.
Gun loaded and holstered

STAGE PROCEDURE:

At the signal engage all threats from ITO or available POC with 2 rounds each.

STRINGS

1

SCORING

24 round min, Unlimited

TARGETS

12 threat, 3 NT, 0 Steel

SCORED HITS

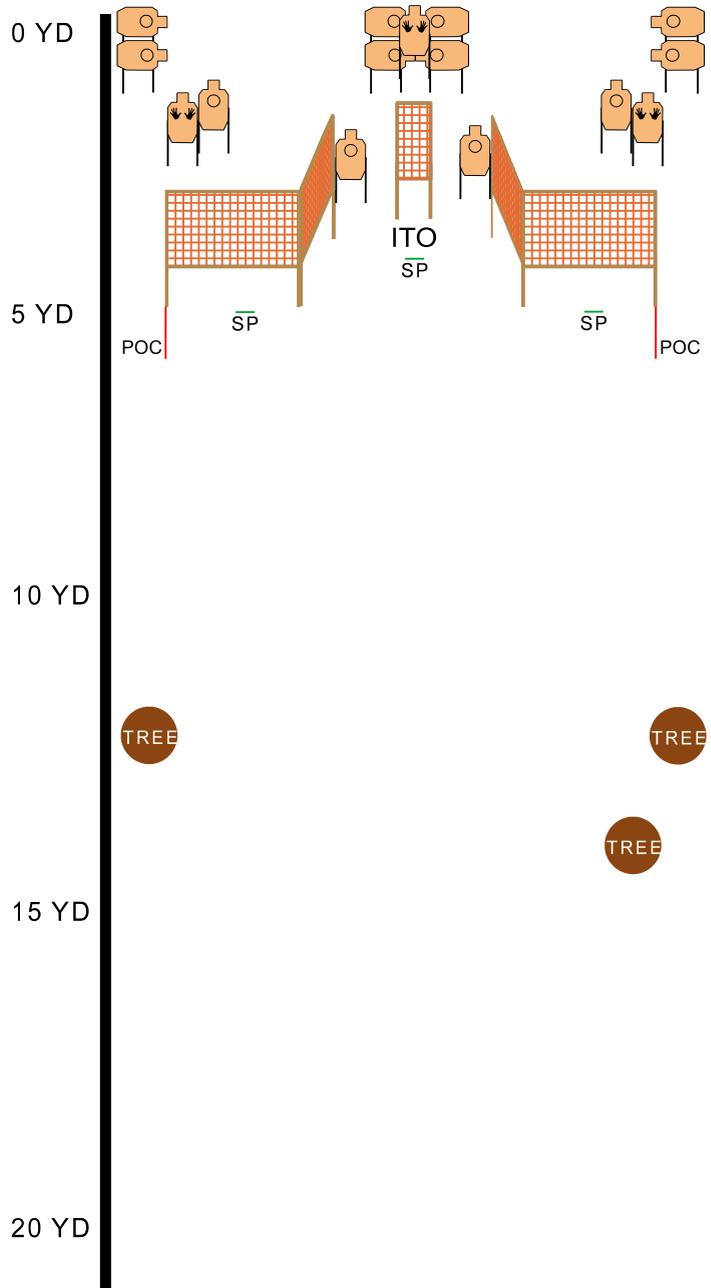
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #2 – 20 YD Deep x 10 YD wide



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BAY 3

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 one toe touching SP, holding rope in hand. Gun loaded and holstered.

STAGE PROCEDURE:

At the signal pull rope and activate swinger then engage swinger with 4 rounds. Then engage all other threats with 2 rounds each using available POC.

STRINGS

1

SCORING

20 round min, unlimited

TARGETS

9 threat, 3 NT, 0 Steel

SCORED HITS

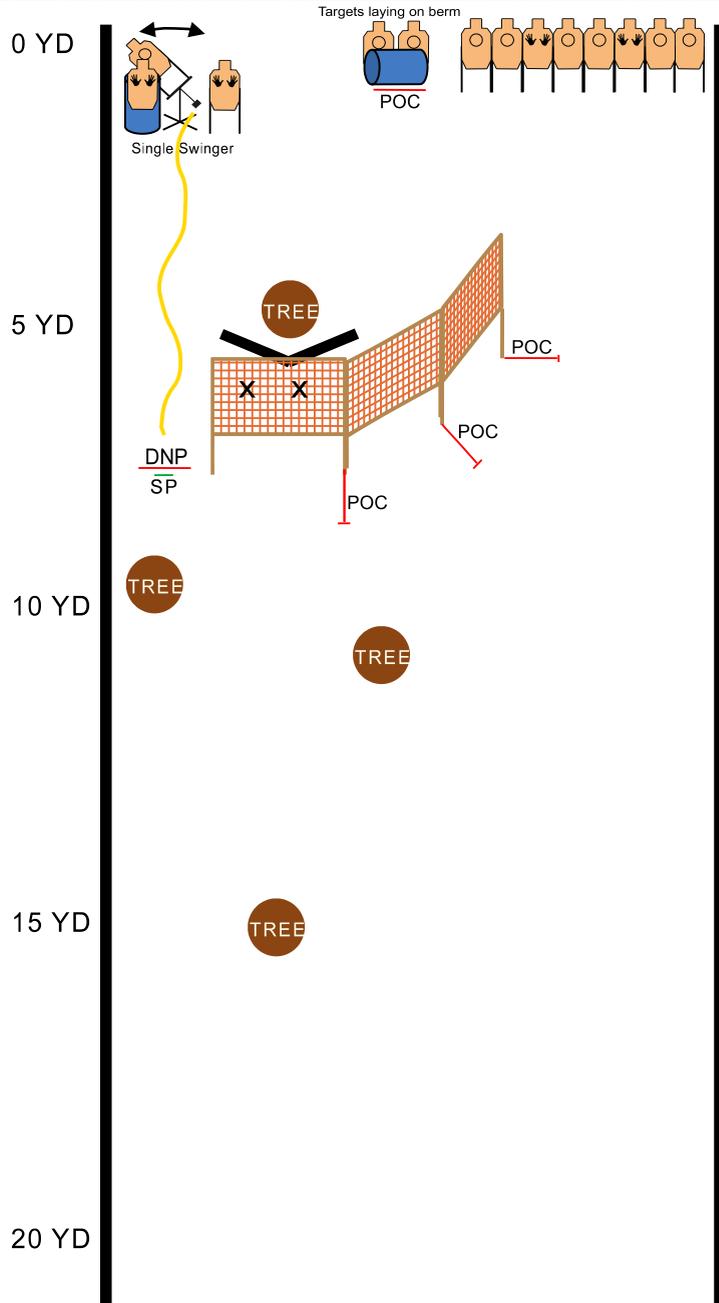
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #3 – 20 YD Deep x 11 YD wide

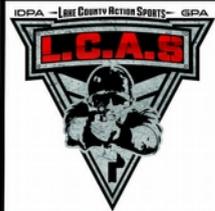


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BAY 4

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 hands on barrel. Gun Unloaded and sitting on barrel. All loading devices sitting on barrel.

STAGE PROCEDURE:

At the signal engage all threats from ITO and/or thru the windows staying within the stage boundaries.

STRINGS

1

SCORING

24 round min, Unlimited

TARGETS

12 threat, 0 NT, 0 Steel

SCORED HITS

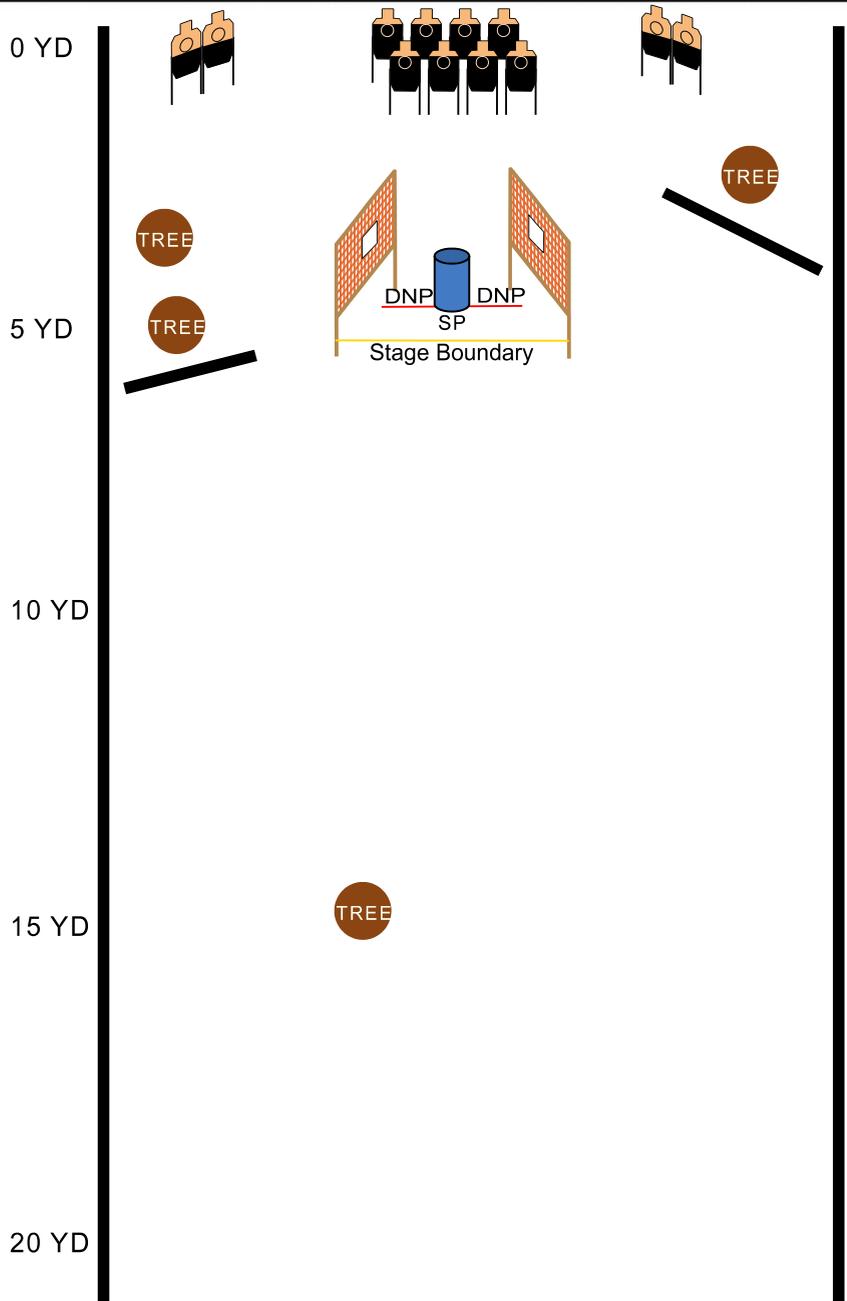
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #4 – 20 YD Deep x 13 YD wide

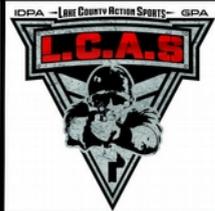


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BAY 5

Steve

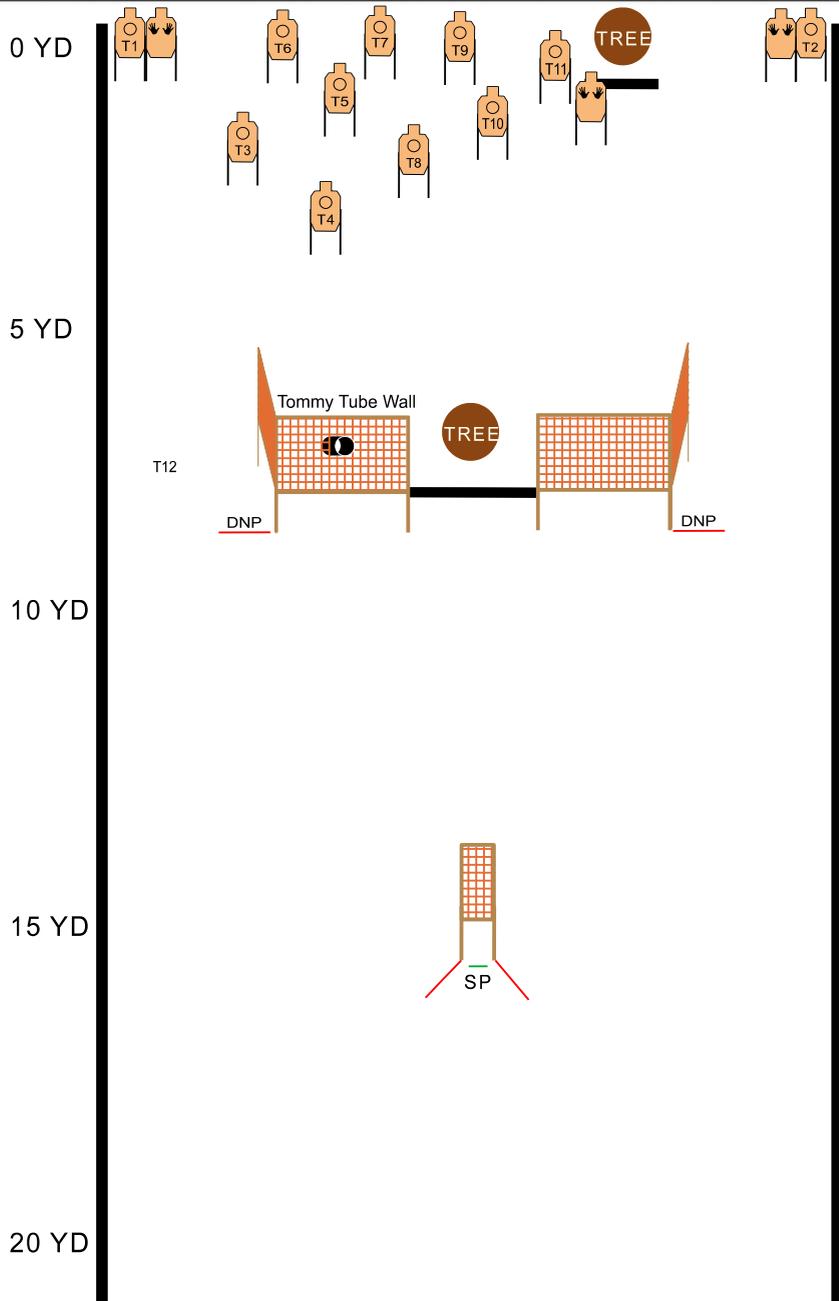


DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

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

STRINGS	1
SCORING	22 round min, unlimited
TARGETS	11 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 T1 & T2 with 2 rounds each from available POC.
Then engage T3-T11 from thru the Tommy Tube Wall with 2 rounds each.



Bay #5 – 20 YD Deep x 13 YD wide



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BAY 6

Ross



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 loaded and holstered.

STAGE PROCEDURE:

At the signal engage T1-T3 from ITO. Then Pickup the ammo can off the table and engage remaining threat from ITO and from POC1 WHILE HOLDING THE AMMO CAN IN YOUR HAND!

NOTE: All SHOTS FIRED after picking up the ammo can must be shot while holding ammo can in your hand or a PE per target will be applied.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

12 threat,

SCORED HITS

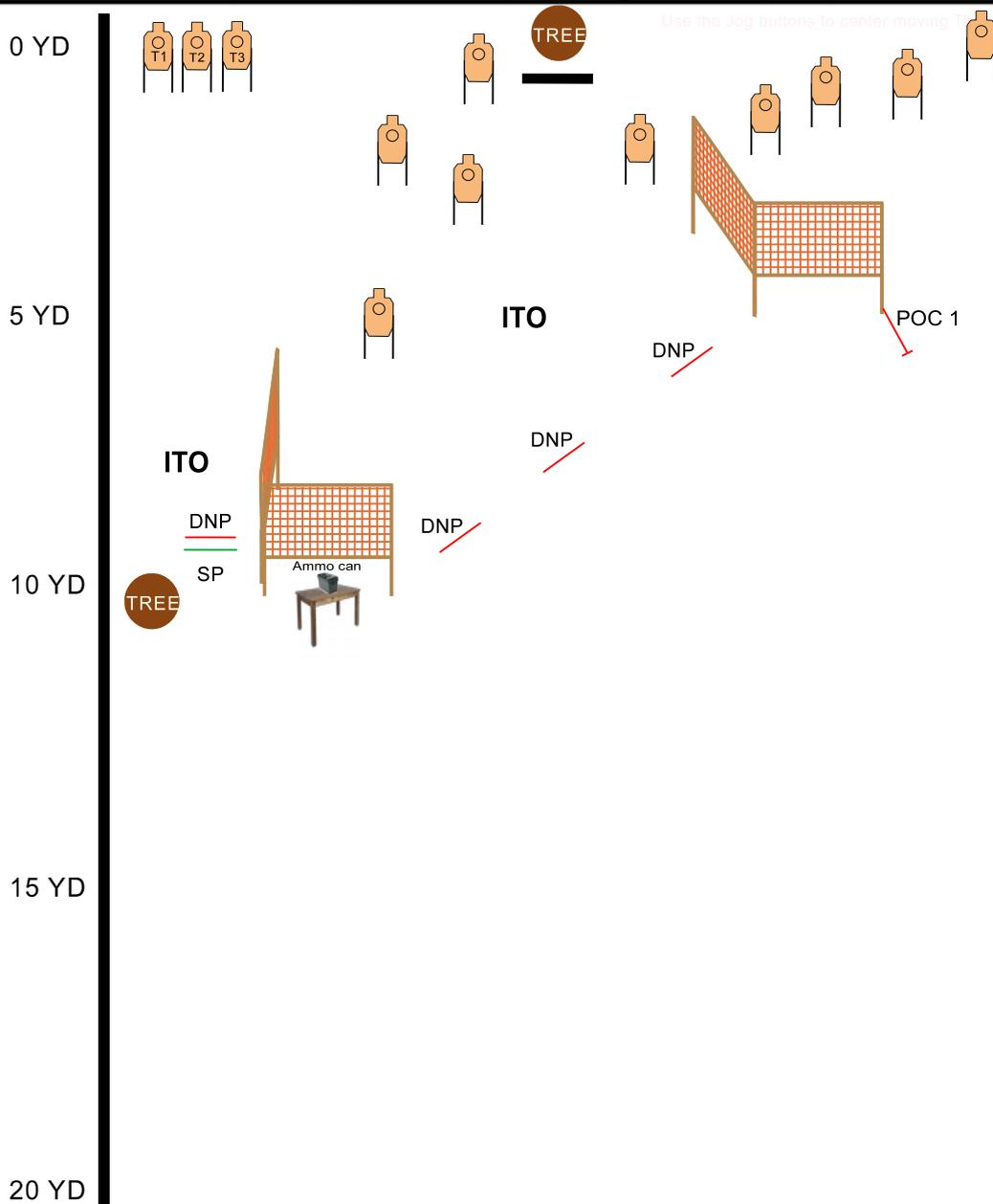
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #6 – 20 YD Deep x 18 YD wide

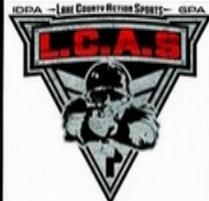


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BAY 7

Steve



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

START POSITION:

Start sitting in chair at SP, hands touching table. Gun unloaded and sitting on table. All loading devices sitting on table.

STAGE PROCEDURE:

At the signal engage T1 – T5 while seated with 2 rounds each. Then engage T6 – T8 while On The Move with 2 rounds each. Then engage remaining threats from available POC or ITO with 2 rounds each.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

12 threat, 4 NT, 0 Steel

SCORED HITS

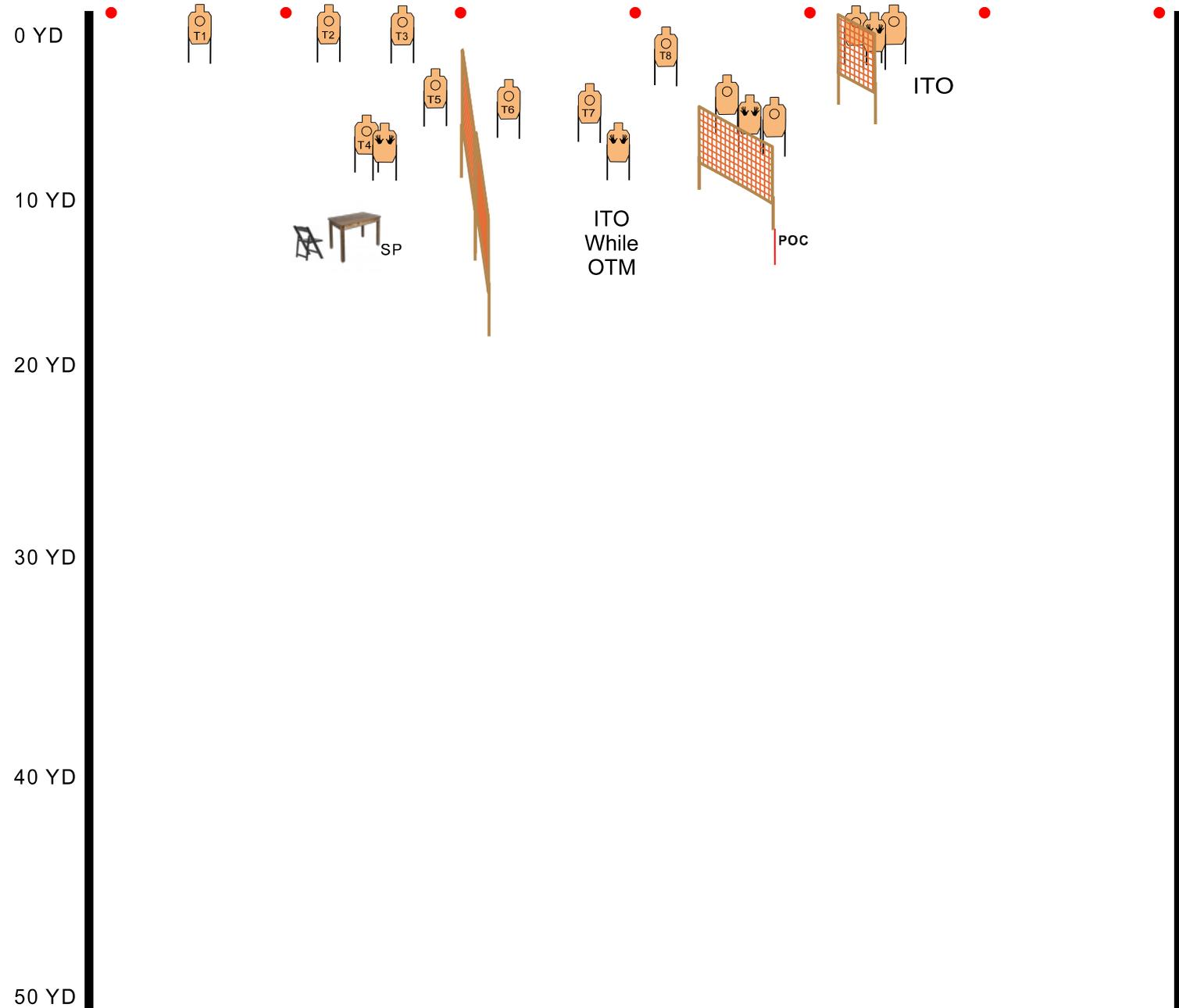
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #7 – 50 YD Deep x 30 YD wide