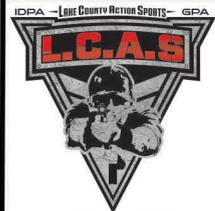




GALACTIC PISTOL ALLIANCE

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:

Standing relaxed at P1, Gun loaded and holstered.

STRINGS

1

SCORING

24 round min, LIMITED

TARGETS

6 threat, 0 NT, 0 Steel

SCORED HITS

Best 4 per target

START - STOP

Audible – Last Shot

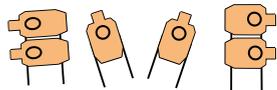
MUZZLE SAFE POINT

180°

STAGE PROCEDURE:

At the signal engage all threats with 1 round each from P1, Then move to P2 and engage all threats with 1 round, Then move to P3 and engage with 1 round, Finally move to P4 and engage all threats with one more round.

0 YD



3 sec penalty will be assessed
For each extra shot recorded

Every hit on target will be scored

5 YD

— P4

10 YD

— P3



15 YD

— P2



20 YD

— P1

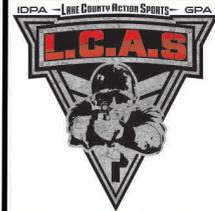
Bay #1 – 25 YD Deep x 11 YD wide



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:

Standing relaxed anywhere behind the DNP line, Gun loaded and holstered.

STAGE PROCEDURE:

Engage all threats with 3 rounds each from behind DNP line.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

8 threat, 8 NT, 0 Steel

SCORED HITS

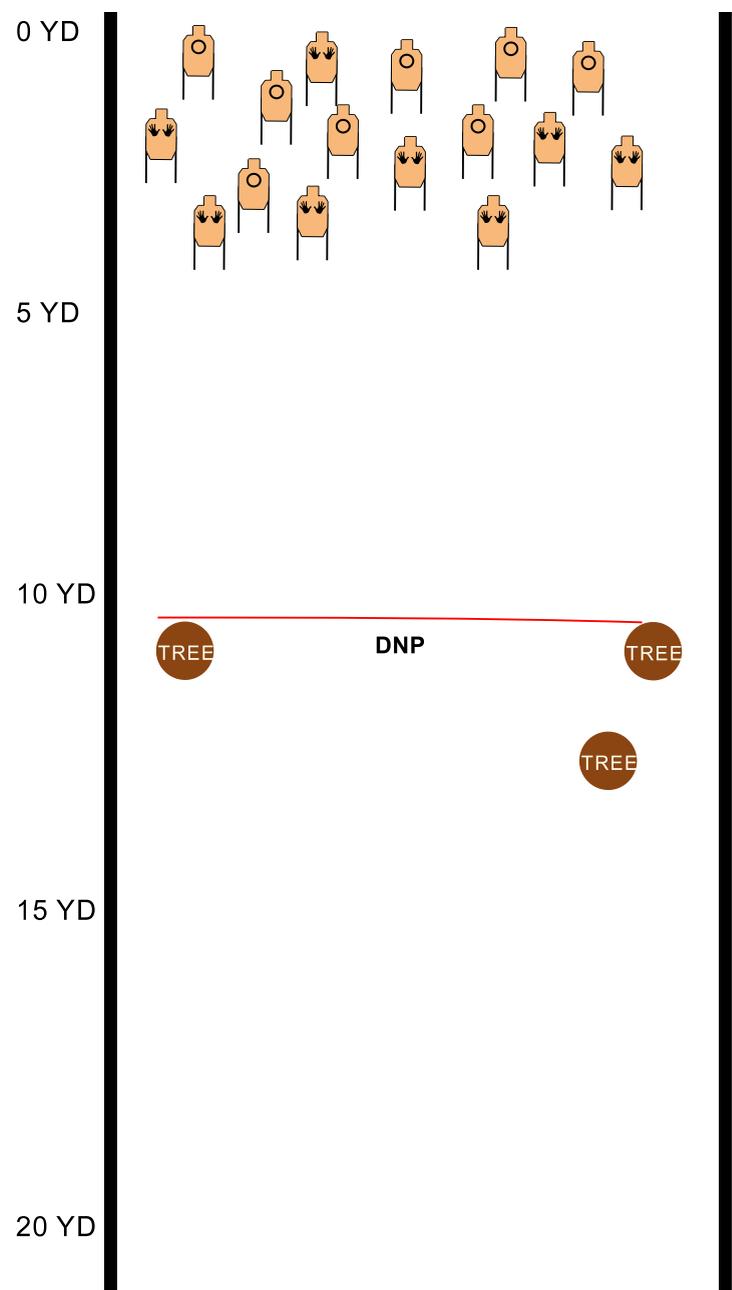
Best 3 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



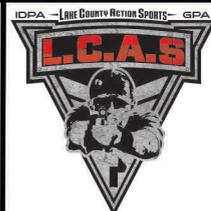
Bay #2 – 20 YD Deep x 10 YD wide



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:

Standing relaxed at SP, Gun loaded and holstered.

STAGE PROCEDURE:

Engage T1-T3 from retention. Then engage all threats from available points of cover. All threats require at least 2 rounds each.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

12 threat, 0NT, 0 Steel

SCORED HITS

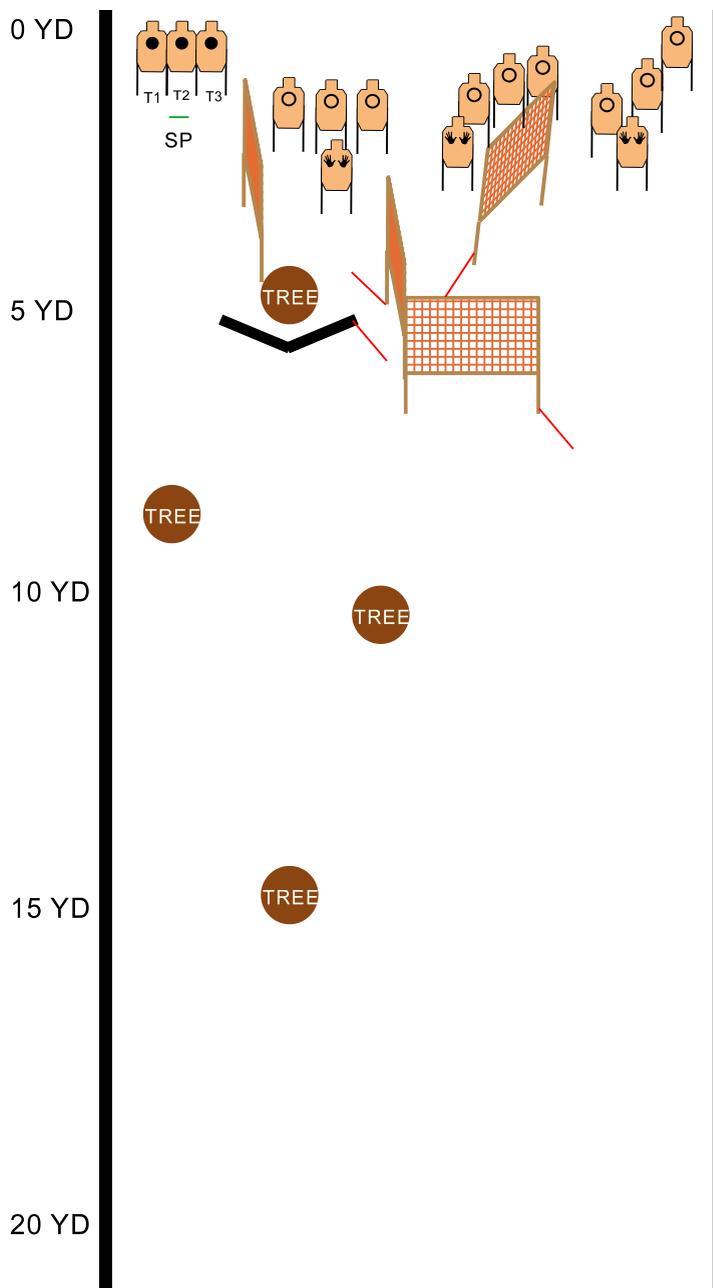
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



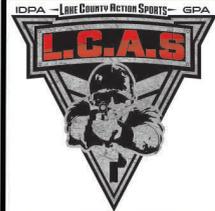
Bay #3 – 20 YD Deep x 11 YD wide



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:

Seated in the car with both hands on the wheel, The controllable NT held in the vertical position. Gun loaded and holstered.

STRINGS

1

SCORING

24 round min, unlimited

TARGETS

8 threat, 3 NT, Steel

SCORED HITS

Best 3 per target

START - STOP

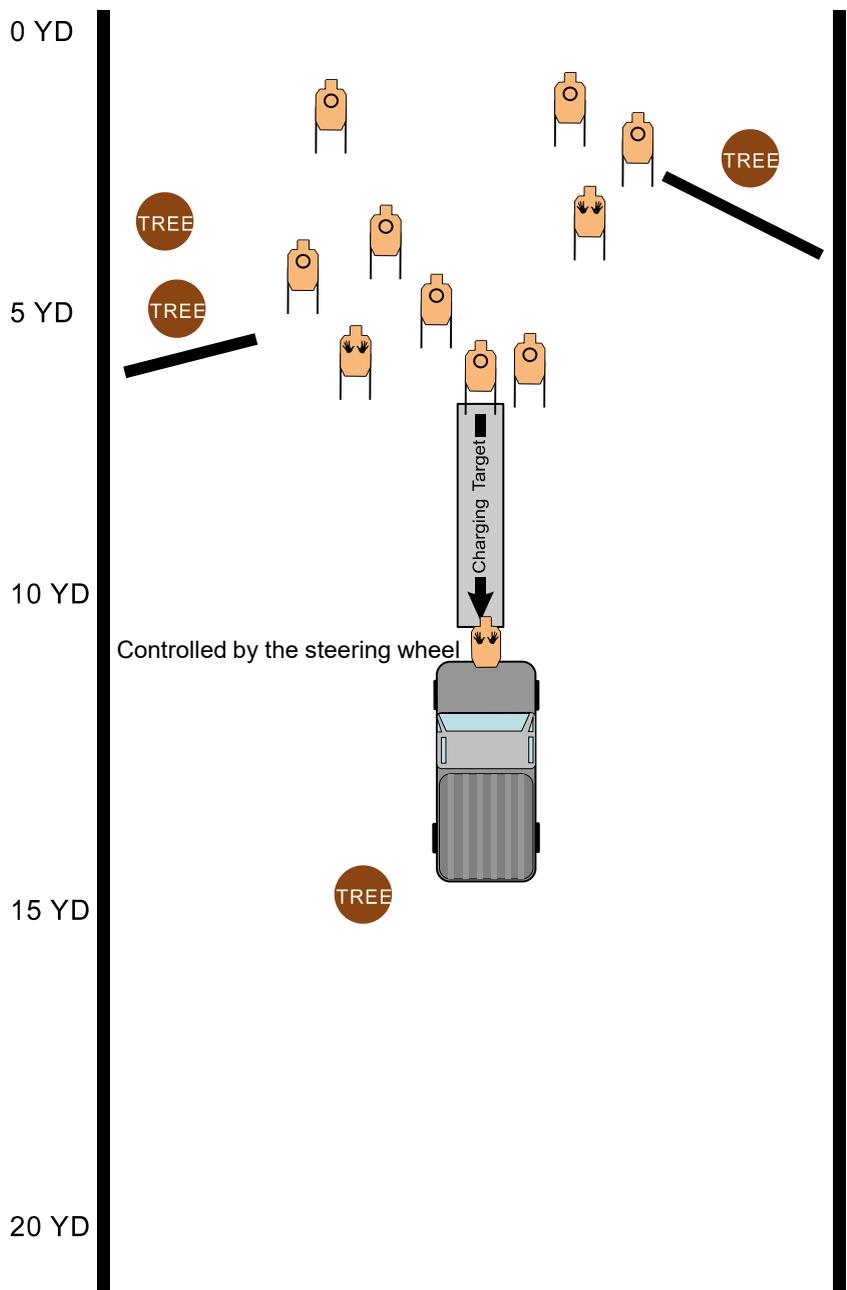
Audible – Last Shot

MUZZLE SAFE POINT

180°

STAGE PROCEDURE:

Engage all threats with 3 rounds each while entirely seated in the car. The gas pedal activates the charger. The NT in front is controlled by the steering wheel.



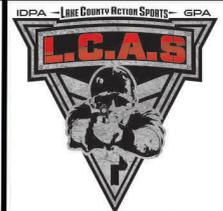
Bay #4 – 20 YD Deep x 13 YD wide



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:

Seated with your hands touching the table, Gun UNLOADED and closed and placed on the table, along with ONE magazine. All others are stowed on your person.

STAGE PROCEDURE:

Engage all threats with 2 rounds each, from available POC and ITO, Steel activates down and back, Steel must fall.

STRINGS

1

SCORING

22 round min, unlimited

TARGETS

10 threat, 1 NT, 2 Steel

SCORED HITS

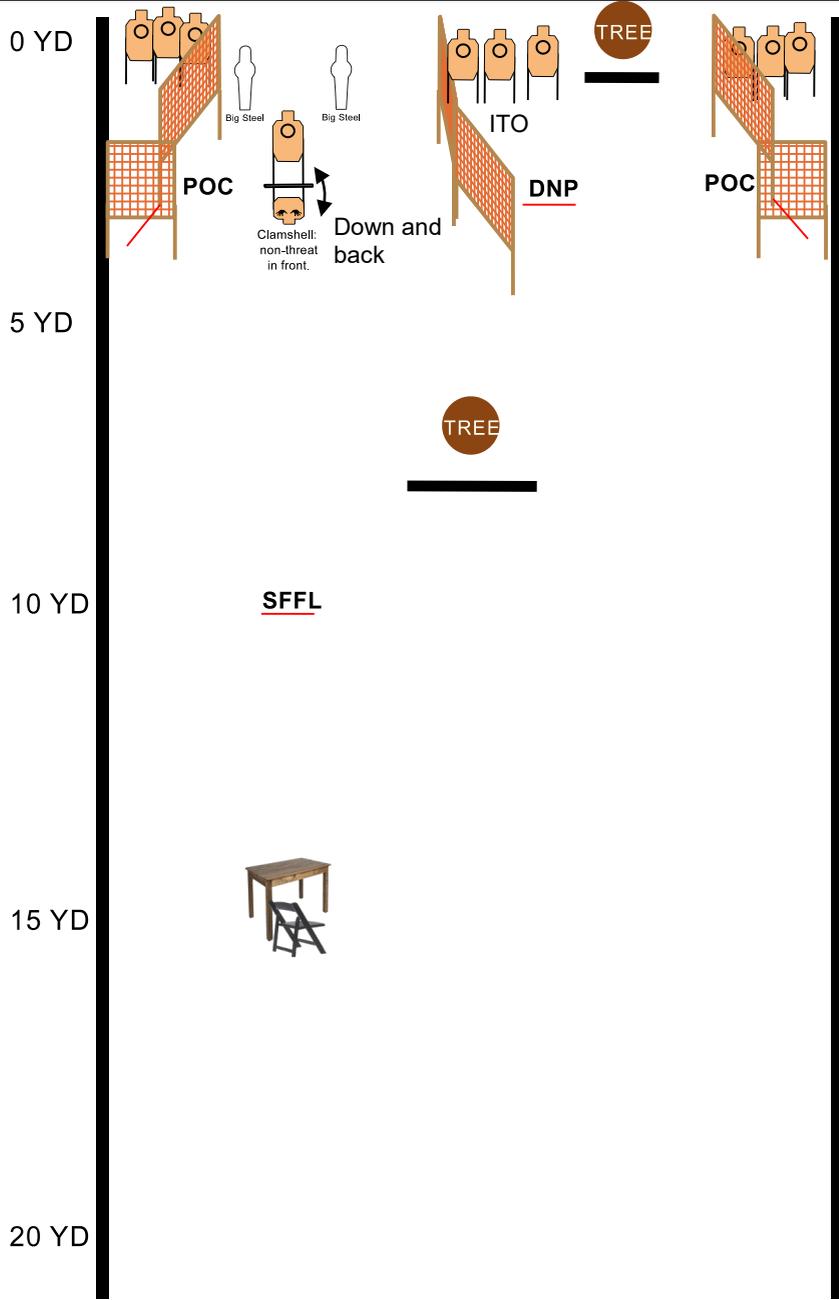
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



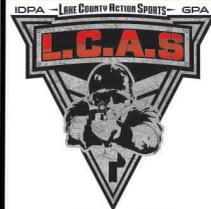
Bay #5 – 20 YD Deep x 13 YD wide



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 at the SP with at least one foot touching, Gun loaded and holstered.

STAGE PROCEDURE:

Engage each threat with at least 5 rounds to the body and 2 to the head.

STRINGS

1

SCORING

21 round min, unlimited

TARGETS

3 threat, 0 NT, 0 Steel

SCORED HITS

Best 5 body and 2 head

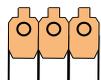
START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°

0 YD



Targets will be changed after each squad

5 YD



10 YD



15 YD

20 YD

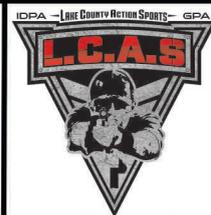
Bay #6 – 20 YD Deep x 18 YD wide



GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 7



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

START POSITION:

Standing at the SP with at least one foot touching holding the shotgun at the low ready pointed at the aimpoint. Handgun loaded and holstered.

STAGE PROCEDURE:

Engage the clay pigeon with the pickup gun ONLY. Place the shotgun in the holder. Then engage all threats with at least 2 rounds each. After engaging the first array, all targets must be shot WHILE MOVING, multiple penalties can be assessed.

STRINGS

1

SCORING

23 round min, unlimited

TARGETS

11 threat, 1 scored clay

SCORED HITS

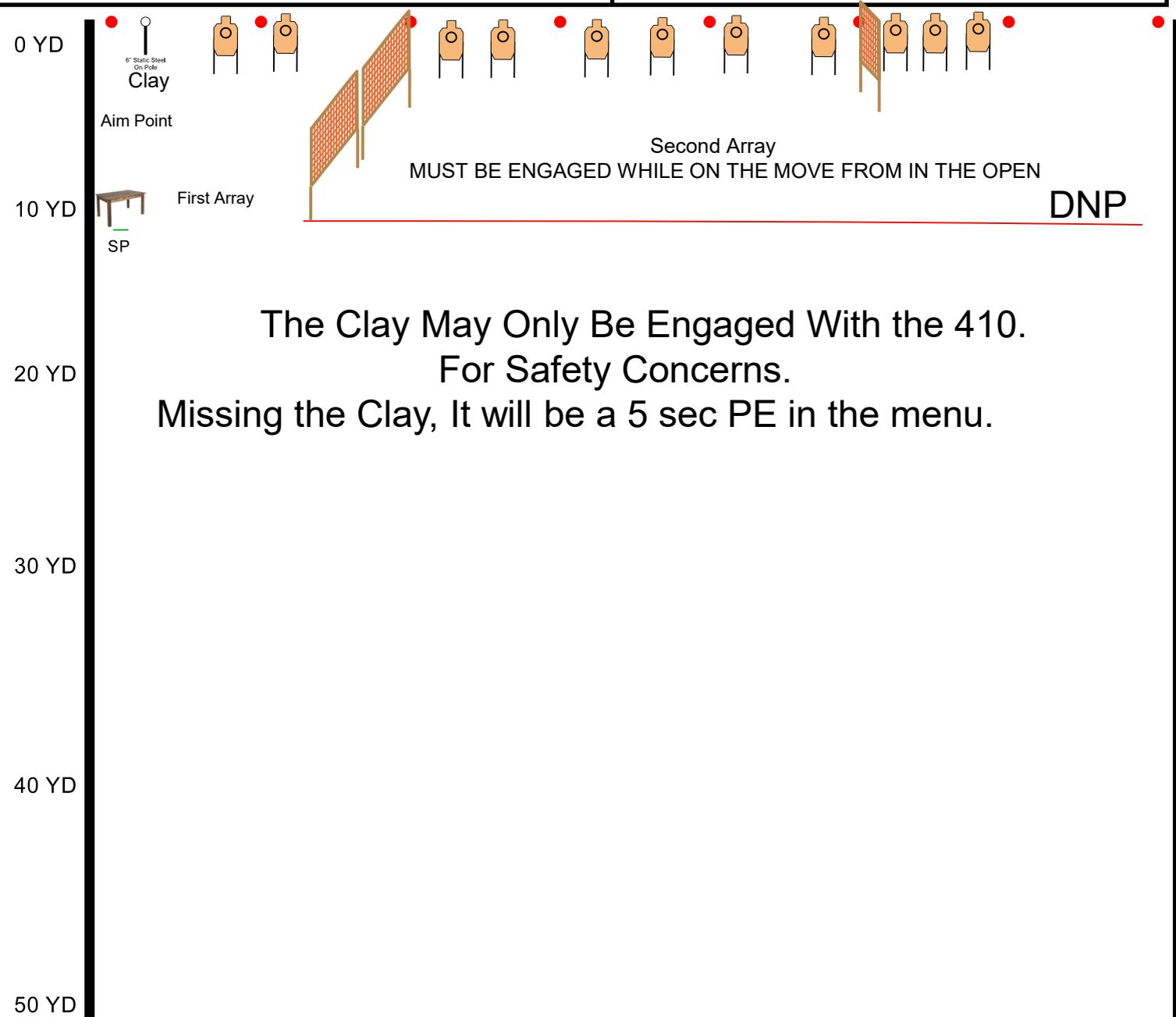
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #7 – 50 YD Deep x 30 YD wide