



GALACTIC PISTOL ALLIANCE

Half the Rules - Twice the Fun!

BAY 1

Ernie



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

START POSITION:

Start with Gun loaded and holstered, wrists below belt, not touching gun or loading devices, standing behind DNP line. PCC held in support hand stock touching belt.

STAGE PROCEDURE:

At the signal engage all targets with 2 rounds each from behind the DNP line.

STRINGS

1

SCORING

18 round min, unlimited

TARGETS

9 threat, 0 NT,

SCORED HITS

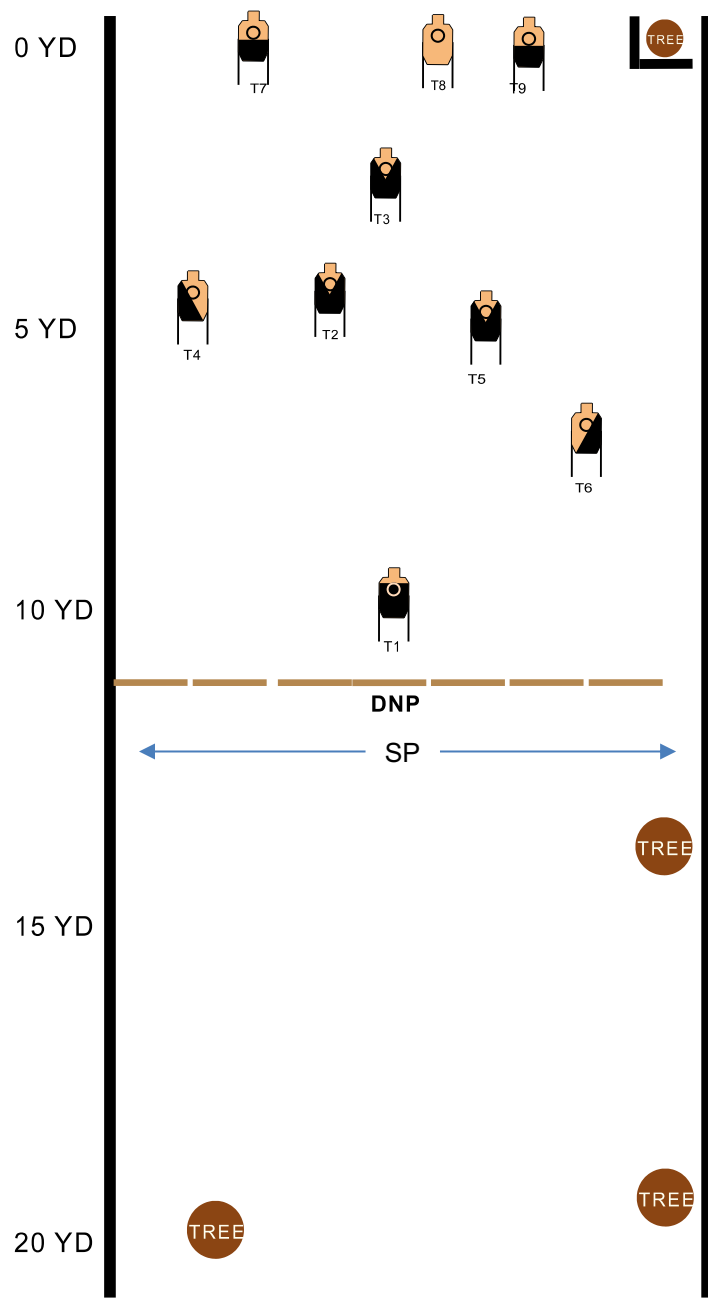
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #1 – 25 YD Deep x 11 YD wide



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BAY 2

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START POSITION:

Start with Gun loaded and holstered, wrists below belt, not touching gun or loading devices, 1 ft touching start stick. PCC held in support hand stock touching belt.

STAGE PROCEDURE:

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

STRINGS

1

SCORING

16 round min, unlimited

TARGETS

8 threat, 5 NT

SCORED HITS

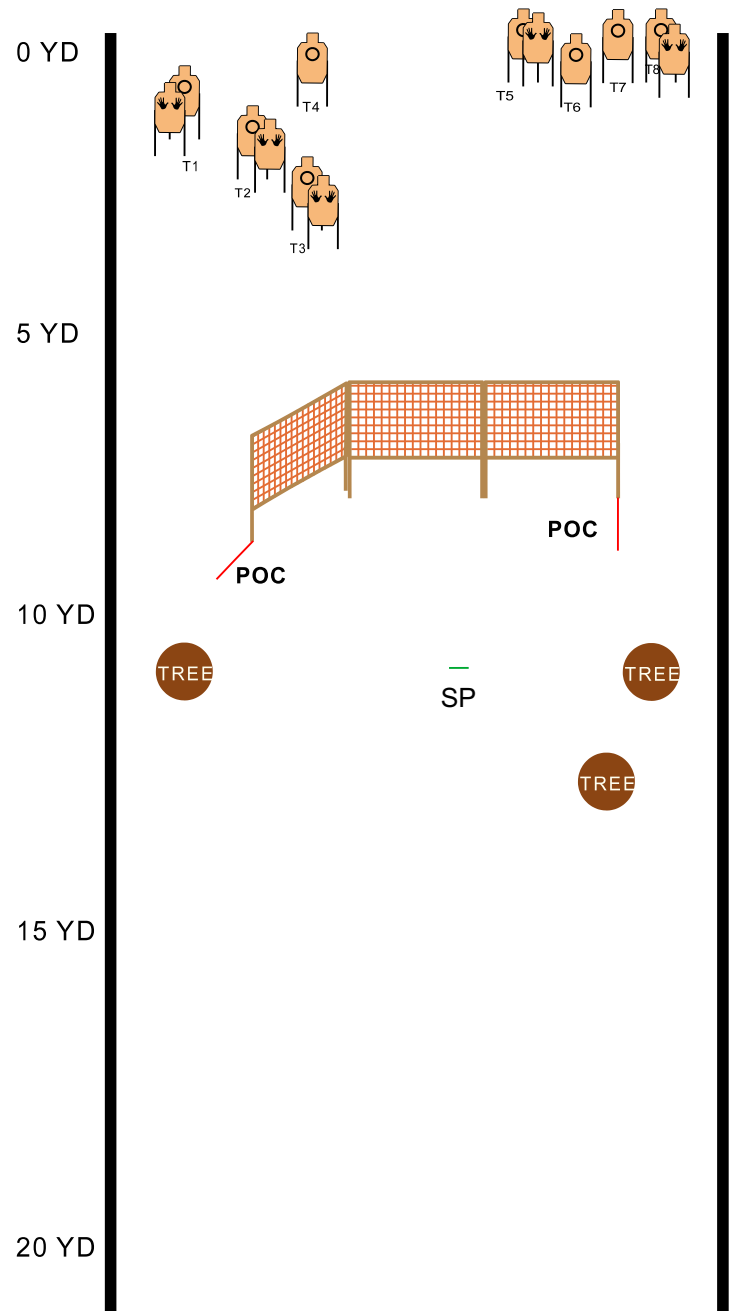
Best .

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #2 – 20 YD Deep x 10 YD wide

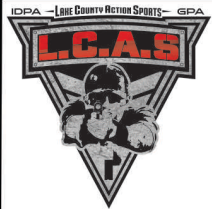


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BAY 3

Ernie



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

START POSITION:

Start with Gun loaded and holstered, wrists below belt, not touching gun or loading devices, 1 ft touching start stick. PCC held in support hand stock touching belt.

STAGE PROCEDURE:

At the signal pull rope to activate swinger & engage with 2 rds. Then engage remaining targets from POC and ITO with 2 rds ea. T-4 -8 must be engaged while moving.

STRINGS

1

SCORING

16 round min, unlimited

TARGETS

8 threat, 2 NT

SCORED HITS

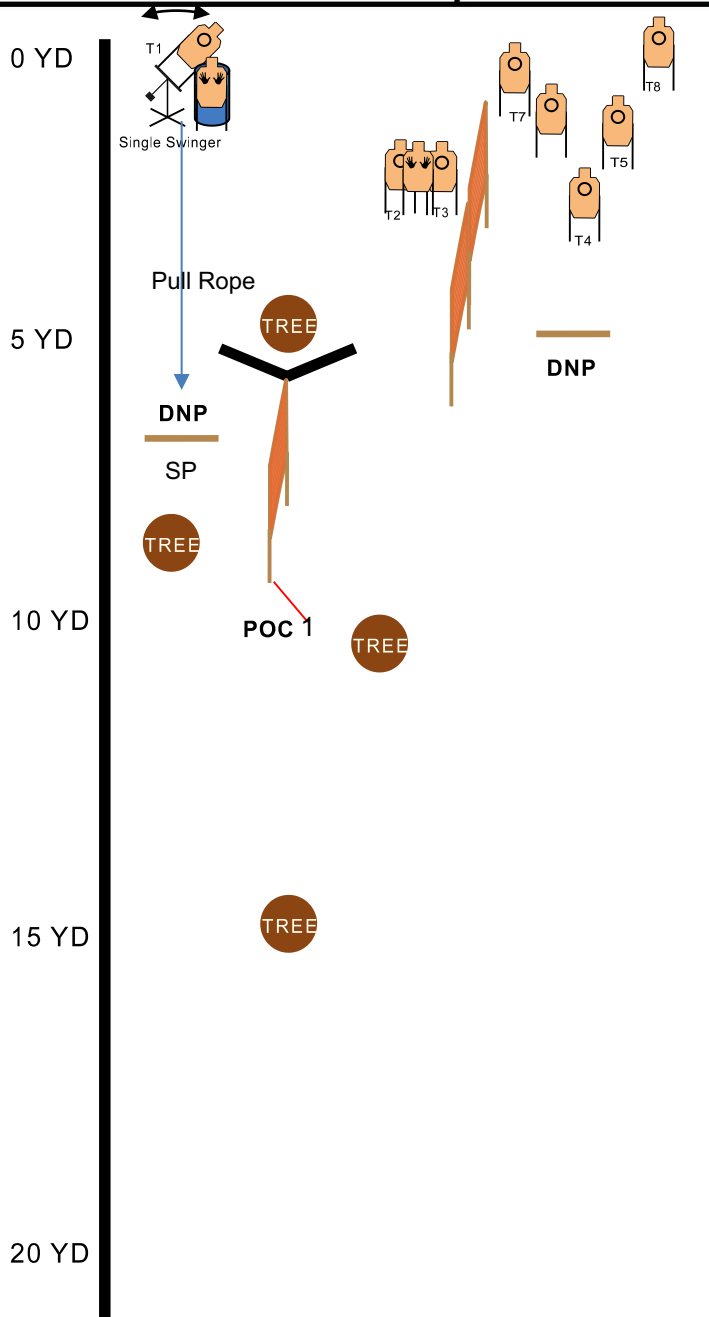
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



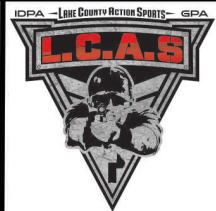
Bay #3 – 20 YD Deep x 11 YD wide



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BAY 4
Ernie

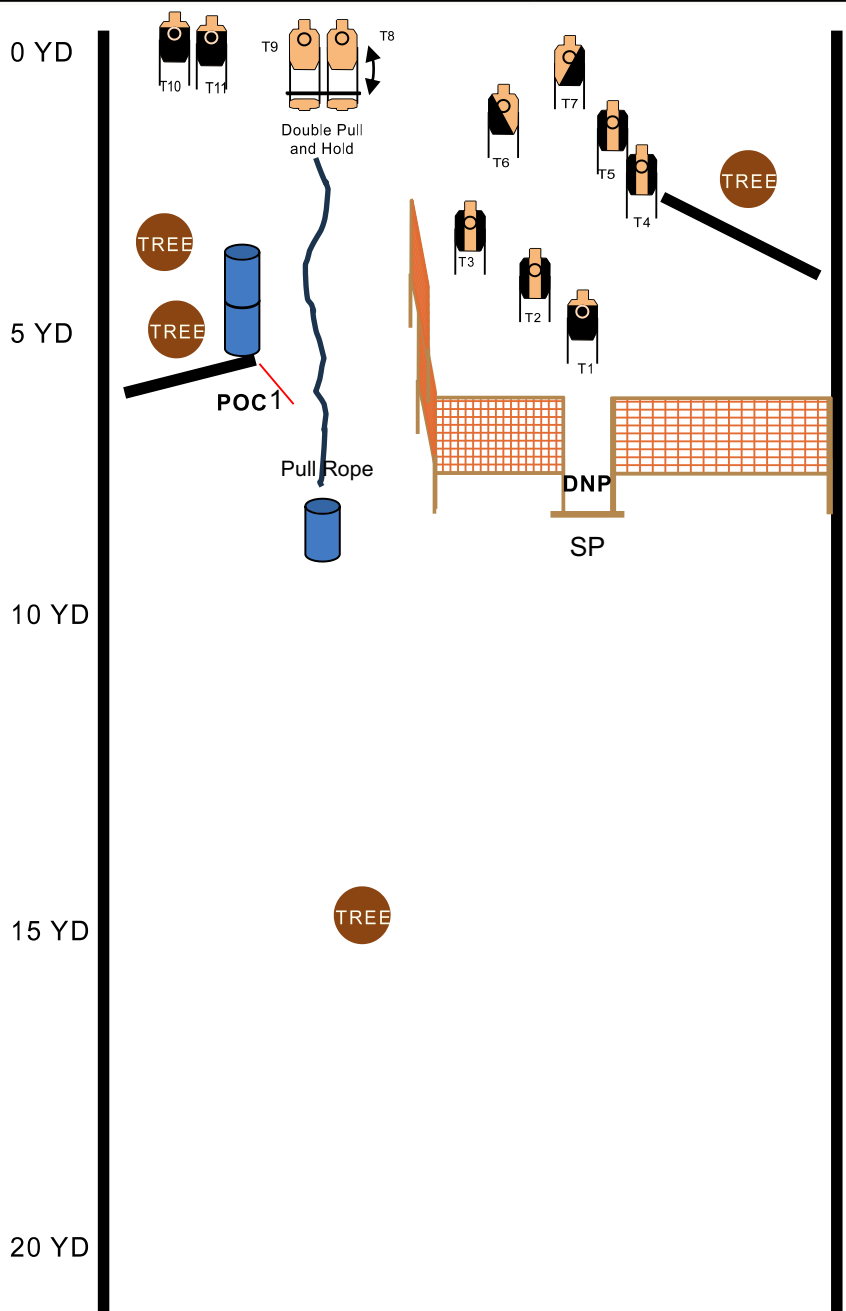


DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:
Start with Gun loaded and holstered, wrists below belt, not touching gun or loading devices, standing behind DNP line. PCC held in support hand stock touching belt.

STAGE PROCEDURE:
At the signal engage all threats with 2 rds ea. T-1 thru T-7 from between the walls. Then pull rope to activate T-8 & 9. T-10 & 11 are engaged from POC 1.

STRINGS 1
SCORING 22 round min, unlimited
TARGETS 11 threat, 0 NT
SCORED HITS Best 2 per target
START - STOP Audible – Last Shot
MUZZLE SAFE POINT 180°



Bay #4 – 20 YD Deep x 13 YD wide

BLIND STAGE

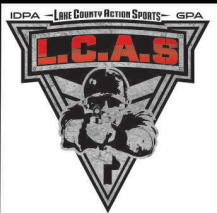


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BAY 6

Ernie

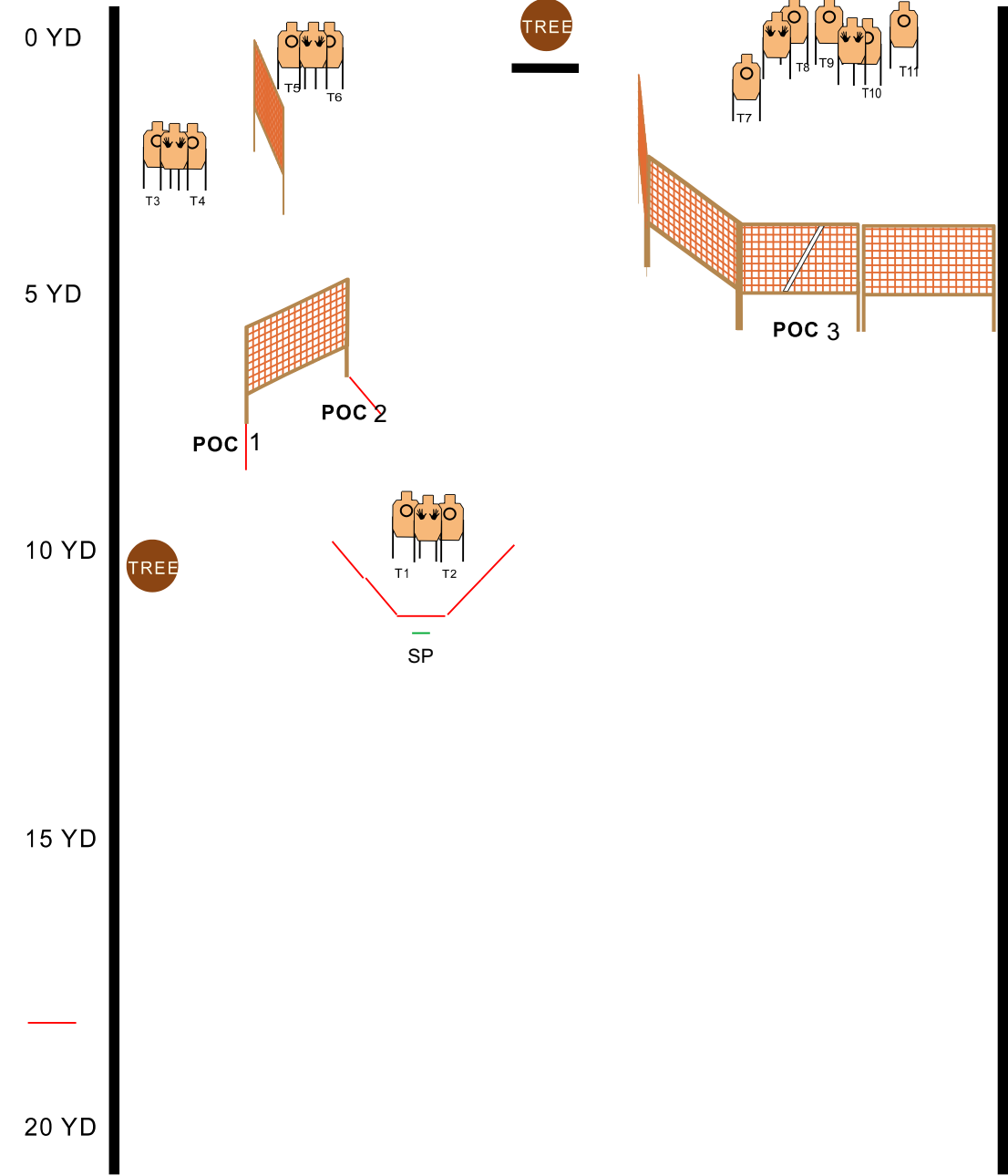


DNP - Do Not Pass Line. **SFFL** – Steel Forward Fault Line. **POC** – Point Of Cover. **ITO** – In The Open

START POSITION:
 Start with Gun loaded and holstered, wrists below belt, not touching gun or loading devices, 1 ft touching start stick. PCC held in support hand stock touching belt.

STAGE PROCEDURE:
 At the signal engage T-1 and T-2 ITO with 3 rounds each. Then engage remaining targets from POC with 2 rounds each. T-7-11 engaged through the slot in the wall.

STRINGS 1
SCORING 24 round min, unlimited
TARGETS 11 threat, 5 NT
SCORED HITS Best 3 T1,2. Best 2 rest
START - STOP Audible – Last Shot
MUZZLE SAFE POINT 180°



Bay #6 – 20 YD Deep x 18 YD wide



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BAY 7
Ernie



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

START POSITION:

Start with Gun loaded and holstered, wrists below belt, not touching gun or loading devices, standing in the box. PCC held in support hand stock touching belt.

STAGE PROCEDURE:

At the signal engage all threats with 2 rounds ea. from inside the box. Leaving the box will incur a MAJOR PE (20 sec).

STRINGS

1

SCORING

22 round min, unlimited

TARGETS

11 threat, 3 NT

SCORED HITS

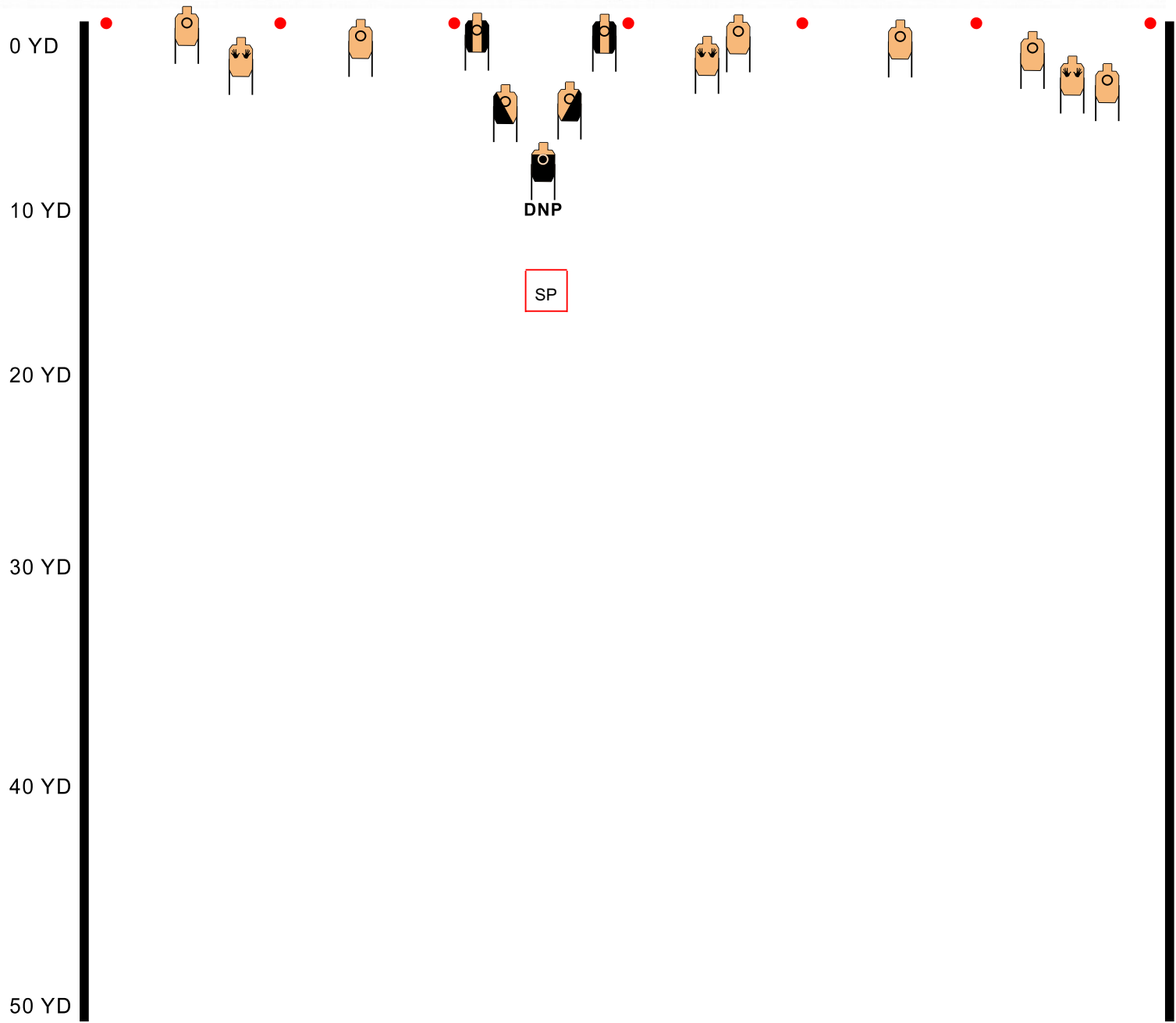
Best 2 per target

START - STOP

Audible – Last Shot

MUZZLE SAFE POINT

180°



Bay #7 – 50 YD Deep x 30 YD wide