

ORIGIN SHOOTING OUTLAW PISTOL

ADMINISTRATIVE INFO

Drive directly to the Origin Shooting bays for registration (approx 300 yards past the HQ building on the left, the parking lot is on the right or park behind the bays on the hill)

Obey the posted speed limit of 10 MPH on the facility

Registration opens 0900, Safety briefing is 0930, Shooting starts immediately after

New people identify yourself at registration and you'll be paired up with a Pro

Keep your guns bagged and wait until you're inside your starting bay to handle guns/ammo. Each shooting bay will have a "SAFE TABLE". You can handle guns and ammo at the SAFE TABLE but DO NOT load your gun here (see Disqualifications). Ask your Squad Leader if you have questions. Ask your Squad Leader when and where you should unload your carry gun.

Concealment is not required, shooter's choice! Eye and ear protection is required, be safe! Eye/Ear protection is also required for spectators and guests.

GENERAL CONCEPT

Competitors will engage multiple targets, move with a gun, and shoot on the move as they work to their advantage while shooting inside the designated shooting areas.

Shooters will have a 5 minute period in each bay to get their game plan before the first competitor's turn, shooting order is to be randomized and that order maintained.

Follow the written stage briefing. Walls go to infinity so no shooting over / under.

DIVISIONS

Open - YES optics, YES compensators, no magazine limit or length

Optics - YES optics, NO compensators, 140mm magazine length

Limited - NO optics, NO compensators, 140mm magazine length

Prod - NO optics, NO compensators, 10+1rd magazine capacity

Revolver - This competition is for real guns so bring one or stay home

SCORING

Scoring is "TIME PLUS". Your "Raw Time" is captured by a shot timer and penalties & procedural are added to create your "Stage Time". Stage times are added together for your overall "Match Time". Divisions are scored separately.

Penalties are +10 seconds per target left standing. If the target spins it is your choice to shoot more or leave it and take the penalty. Steel targets must fall to score. There is no calibration. There are no re-shoots for turned steel.

Procedural are +10 seconds for shooting outside the designated shooting area, +10 seconds for damaging range props, +10 seconds for hitting a no-shoot target (painted black), +10 seconds for disobeying the written stage briefing. Procedural are assessed per shot fired.

Re-shooting a "Stage" can be requested if there is a "range equipment" malfunction. Range equipment includes but is not limited to: walls, targets, props, timer, scoring device, or if the Range Officer interferes with, distracts, or stops a shooter without a good reason. Competitor equipment malfunction is NOT a reason for a re-shoot.

DISQUALIFICATION

DQ is a result of unsafe actions such as a negligent discharge, shooting a round over the berm, dropping a loaded gun, muzzling yourself or anyone else, breaking the 180, finger on the trigger while reloading, finger on the trigger while clearing a malfunction, finger on the trigger while moving and not actively engaging targets, having a loaded gun before you are told to "Make Ready"

Unsportsmanlike conduct will also get you DQ'd and you will not be invited back

All disputes will be solved by the Match Director