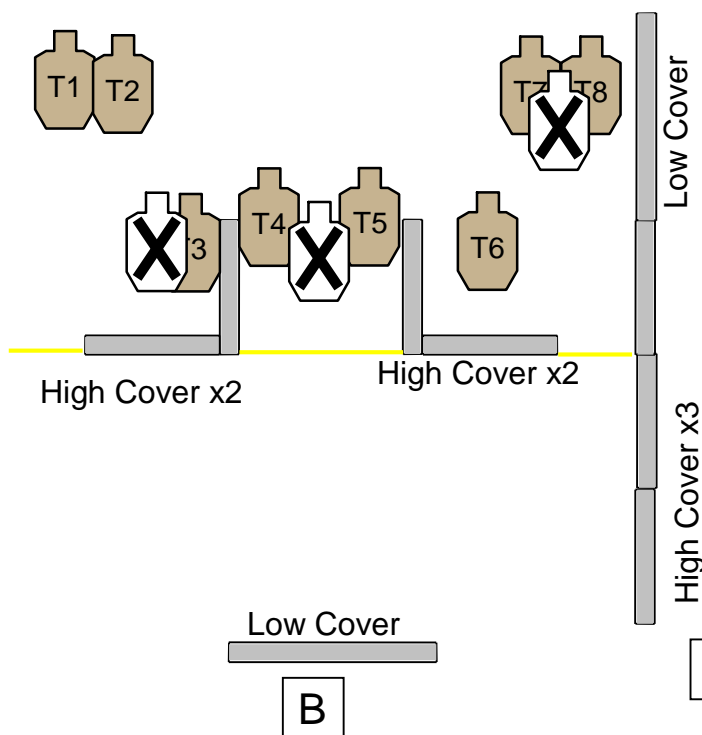


General Guidelines:

- Galt’s outdoor range has a 90° rule for action shooting. However! The muzzle direction must remain inside the top of the berm unless due to recoil. (aka no pointing at the sky for reloading)
- Unlimited Vickers – Unless otherwise stated in the CoF, there are no shot limitations. Any reactive targets must be engaged with at least one shot.
- ODPL Scoring means that Tactical Priority is always in effect for visible targets. Biggest threat, closest to furthest. Every single hit on a No Shoot target results in a penalty.
- Shooting on the move is not allowed unless specifically stated in the CoF.
- Blacked out areas on threat/hostile targets are considered hard cover, except for threat designations (aka gun images) which are soft cover. Secondly, non-hostiles are indicated by one or more hand images without threat designations.

**Stage 1: Starting from the Right! Clear it! (@ 25yd range, left two bunkers)
(8 hostiles, 3 no-shoots, 16 rounds)**

CoF Description: Competitor begins at the starting point (A) with concealment, facing downrange. On the buzzer, the competitor clear the stage! When finished the competitor will unload and show clear.



Setup Stage 1 & 2:

- High Cover x7
- Low Cover x2
- Hostile Targets x 8
- No Shoots x3
- 4 sets of rope
- Rope Pole x 1 (left side)
- 8 sets of stands and sticks (T1+T2) (T3+NS) T4, NS, T5, T6, (2 for T7+T8+NS)
- T2 & T4 have threat images

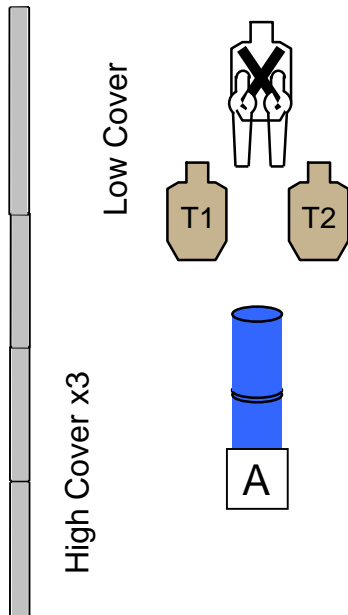
Starting point “A” is 3’ right from high cover.

T1, T2, T7, T8 are in/just outside of berms
T3-T6 are approx. 6-7yds from berm

Low cover (“B”) out front is @ 15-17 yards from berm.

Stage 2: Missing is BAD! (@ 25yd range, right bunker)
(2 hostiles, 1 no-shoots, 1 dual pepper popper, 6 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment and facing downrange. On the buzzer, the competitor turn and from low cover, proceed to engage the steel targets first with a minimum one shot each, hit or miss (You not need to actually hit the steel down to proceed). When finished the competitor will stand, unload and show clear.



Setup:
Hostile Targets x 2
No Shoots x1
Dual Pepper Popper x1
3 sets of stands and sticks
(T1, T2, NS)
T2 has threat image
PP & NS are inside Berm
T1, T2 are approx. 6yds from berm

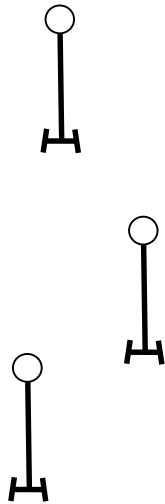
Starting point "A" is 15yd from berm

Stage 3: Which Way First! (@ 25yd range, left two bunkers)
(8 hostiles, 3 no-shoots, 16 rounds) (Uses layout indicated at stage 1)

CoF Description: Competitor begins at the starting point (**B**) with concealment, facing downrange. On the buzzer, the competitor will engage visible targets from low cover and then clear the remaining stage of hostiles. When finished the competitor will unload and show clear.

**Stage 4: I CURSE YOU <insert course designer's name>! (50 yard range @ Left side)
(3 clay targets, 3 rounds)**

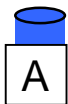
CoF Description: Competitor begins at the starting point (A) with concealment and facing uprange. On the buzzer, the competitor will proceed to engage the clay targets in Tactical Priority. The competitor **must** neutralize the targets (Not a hit or miss scenario). There is an imposed time limit of 30.0 seconds for this stage. Barrel should be used as low cover.



Setup:

Clays are at 0, 3 and 6 yds from berm

Double barrels and starting point "A" is 12yd from berm



**BONUS Stage 5: Simple and not so simple... (50 yard range right side & 75 yard range)
(9 hostiles, 2 no-shoots, 18 rounds)**

CoF Description: Competitor begins at the starting point (**A**) with concealment. On the buzzer, the competitor will, from their starting point, engage the targets directly ahead. Once complete shooter is to move to position (**B**), assume prone on table and engage all targets directly ahead. When finished the competitor will stand, unload and show clear.

No threat level images.

Setup:

Hostile Targets x9

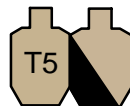
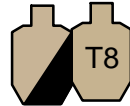
No Shoots x2

6 sets of stands and sticks

(T1+T2), (T3+T4), NS, (T5 +T6), T7--+T8),
(T9+NS)

Table w/ slot

Barrels x2



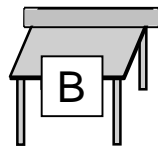
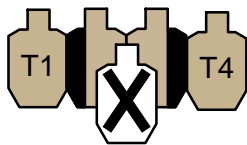
T1-T4 & NS are inside berm @ 50yds.

T5, T6, NS & T9 are 7-8 yards from 75yd

T7, T8 is 0-1 yards from 75 yd

Starting point "**A**" is 10yd from berm

Prone Table "**B**" is 25ys from 75yd Berm.



This point is 25
yards from berm @
75 yds.

