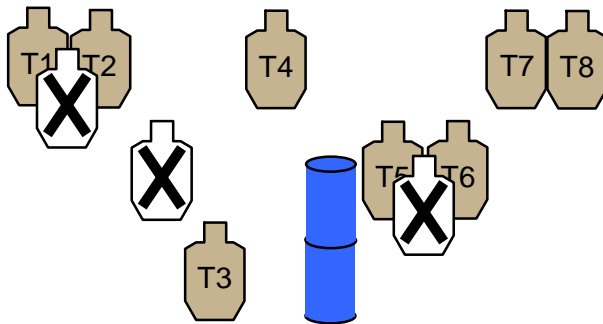


General Guidelines:

- Galt's indoor range has a muzzle direction rule for action shooting. The muzzle direction must remain inside the bullet trap area at all times unless due to recoil. (aka, no pointing at walls while going around cover, and no pointing at the sky for reloading)
- Unlimited Vickars – Meaning no shot limitations. Any reactive targets must be engaged with at least one shot unless otherwise mentioned in the CoF.
- 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.
- 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 Setups: Advancing (8 hostiles, 3 no-shoot, 1 chair, 4 barrels)



T1, T2, T4, T7, and T8 are at the backstop

T5 and T6 are 3 yards from backstop.

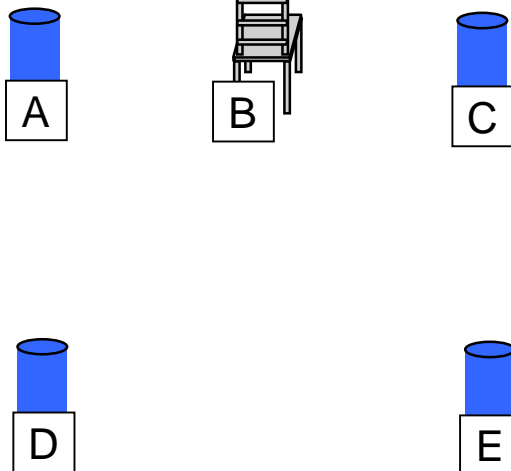
T3 and double barrel are 6 yards from backstop.

No-shoots in front of T1-2, T5-6 and free standing at 3 yards

T2 and T6 have visible threat designations (Equal level).

'A', 'B', and 'C' are 11 yards from backstop

'D' and 'E' are 18 yards from backstop



Stage 1: Long Range Basics (Using targets on left side of double barrels)
(4 hostiles, 2 no-shoots, 8 rounds)

CoF Description: Competitor begins at the starting point (**D**) with concealment, facing uprange. On the buzzer, the competitor will turn and engage the targets to the left of the double barrel from low cover. When finished the competitor will stand, unload and show clear.

Stage 2: Short Range Basics (Using targets on rightside of double barrels)
(4 hostiles, 1 no-shoot, 8 rounds)

CoF Description: Competitor begins at the starting point (**C**) with concealment, facing downrange, hands on barrel. On the buzzer, the competitor engage the targets to the right of the double barrel from low cover. When finished the competitor will stand, unload and show clear.

Stage 3: Reversed and combined! (Using ALL targets)
(8 hostiles, 3 no-shoots, 16 rounds)

CoF Description: Competitor begins at the starting point (**E**) with concealment, facing Right wall, hands on wall shoulder height. On the buzzer, the competitor will turn and engage the targets to the right of the double barrel from low cover. Shooter will then move to opposite short range barrel (**D**) and engage the targets to the right of the double barrel from low cover. When finished the competitor will stand, unload and show clear.

Stage 3: Are you strong or weak? Let us check. (Using ALL targets)
(8 hostiles, 3 no-shoots, 16 rounds)

CoF Description: LIMITED VICKERS SCORING! Competitor begins at the starting point (**B**) with concealment, sitting on the chair and facing down range. On the buzzer, the competitor will stand and move behind chair and engage the targets with a single shot each, strong hand only. Competitor will reload, then re-engage all targets with a single shot each, weak hand only. When finished the competitor will stand, unload and show clear.