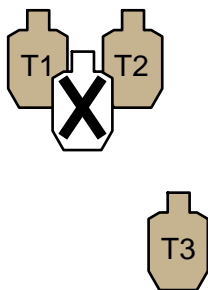


General Guidelines:

- 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 1: Advancing (3 hostiles, 1 no-shoot, 18 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing downrange. On the buzzer, the competitor will engage the targets ahead of from low cover. Competitor will then move forwards and re-engage the targets from the next point of low cover (**B**). Repeat again at next low cover position (**C**). When finished the competitor will unload and show clear. NOTE: an FTN will be scored if the target is 10 points down or more.



T1-2 are at the backstop, T3 is 4 yards from backstop. T2 has threat designation.

'A' is 18 yards from backstop

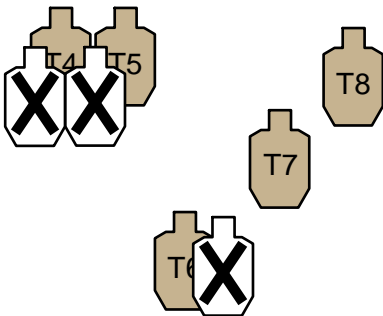
'B' is 14 yards from backstop

'C' is 10 yards from backstop

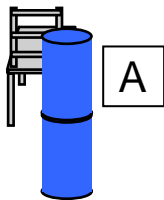


Stage 2: Chair bound (5 hostiles, 3 no-shoots, 10 rounds)

CoF Description: Competitor begins sitting on the chair at starting point (A) with concealment, facing up range. On the buzzer, the competitor will engage the targets ahead of him from the sitting position. Please be careful not to sweep yourself. When finished the competitor will stand, unload and show clear. (Target T4 and T5 almost completely covered by NS. Target T7 has a threat designation)

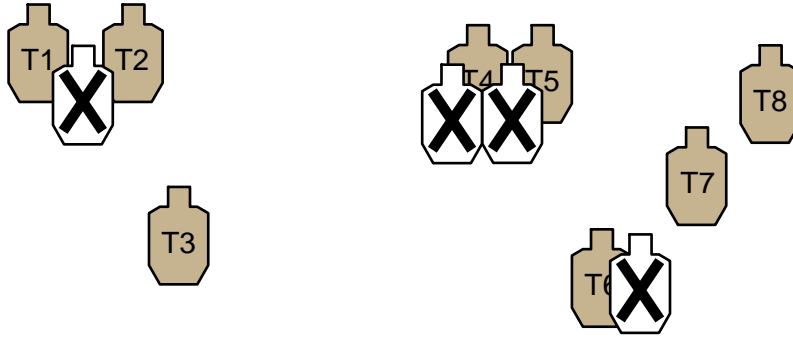


Targets are 1 - 5 yards from backstop
'A' is 14 yards from backstop and 5 yards from wall.



Stage 3: Shoot 'n' Scoot, Then Shoot some more (9 hostiles, 4 no-shoots, 18 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing down range. On the buzzer, the competitor will engage the targets ahead of him from the side of high cover. The competitor will then maneuver to point (**B**) and engage the targets ahead of him from the side of high cover. When finished the competitor will stand, unload and show clear. As targets must have a minimum 4 hits in them a FTN will be scored for total points down of 10 or more. (2nd barrel added to (**B**), Target T2 and T7 have threat images)



Targets are 2 yards from backstop
'A' is 14 yards from backstop
'B' is 10 yards from backstop