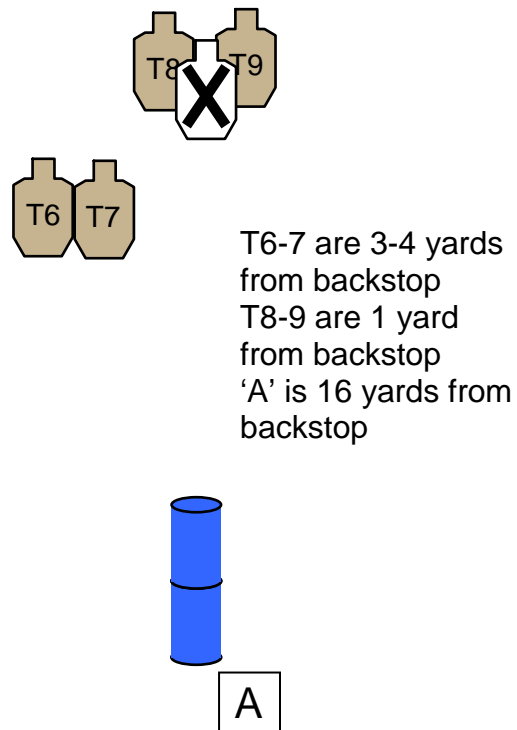


General Guidelines:

- 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.

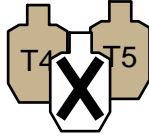
Stage 1: From the side (4 hostiles, 1 no-shoots, 8 rounds)

CoF Description: Competitor begins at the starting point (A) with concealment, facing wall to the right. On the buzzer, the competitor will engage the targets ahead of from the right side of cover. When finished the competitor will unload and show clear.



Stage 2: Damned body armour (2 reactive hostiles, 1 no-shoot, 2 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing up range. On the buzzer, the competitor will engage the targets ahead of him from the starting position. When finished the competitor will stand, unload and show clear. (Target T4 and T5 are completely hard covers with clays in their heads as targets)

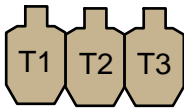


Targets are 1 yard from backstop
'A' is 14 yards from backstop

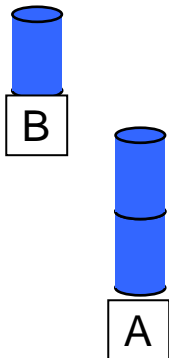


Stage 3: Hit them hard, reposition and repeat (3 hostiles, 12 rounds)

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 the rights side of high cover. The competitor will then advance to point (**B**) and re-engage the targets ahead of him. 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. (Target T2 has threat images)

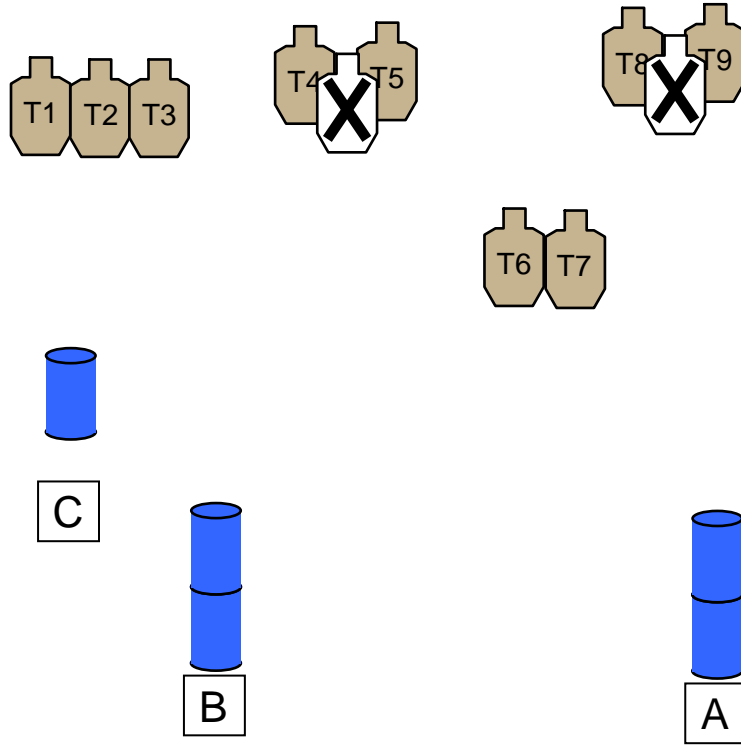


Targets are 2 yards from backstop
'A' is 14 yards from backstop
'B' is 10 yards from backstop



Stage 4: All together now! (9 hostiles, 2 no-shoots, 18 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing wall on right side. On the buzzer, the competitor will engage the targets ahead of from right side of high cover. The competitor will then advance to point (**B**) and engage the targets from the right side of cover. Finally the competitor will advance to (**C**) and engage the remaining targets in front of him from cover. When finished the competitor will stand, unload and show clear. (Target T2 has threat images)



Replace T4&T5 array with standard targets.
'A' is 14 yards from backstop
'B' is 16 yards from backstop
'C' is 10 yards from backstop