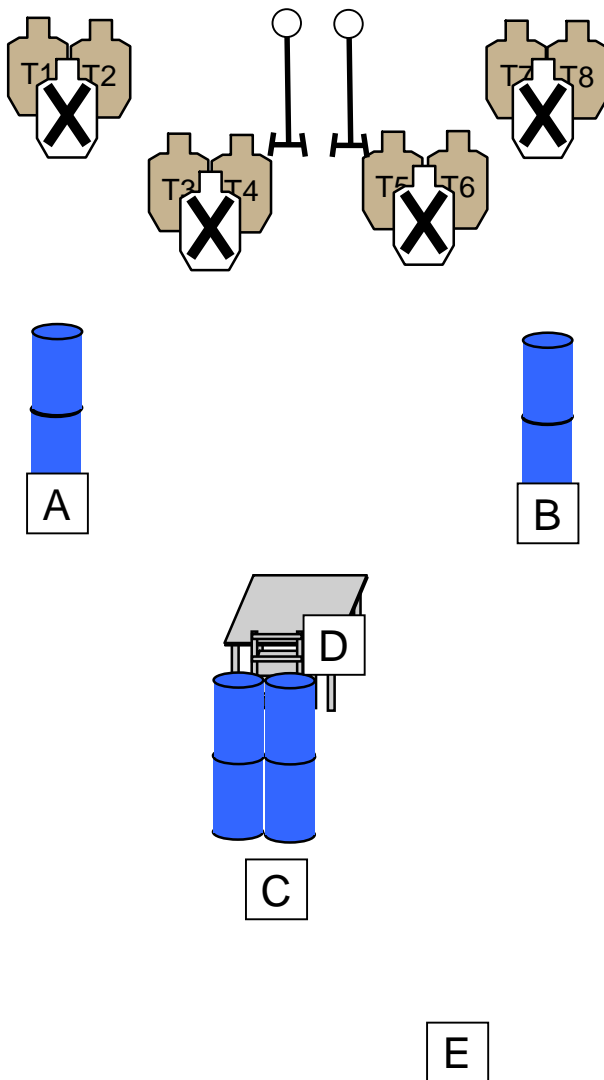


General Guidelines:

- 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, 4 no-shoot, 1 chair, 4 barrels)



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

T3-T6 are 3-4 yards from backstop.

Double barrel @ 'A' & 'B' are 11 yards from backstop.

No-shoots are mounted directly onto T1-2, T3-4, T5-6, and T7-8. Should obscure roughly 1/3 of total threats.

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

'D', chair and table are 13 yards from backstop

'C' and Quad barrel/wall are 15 yards from backstop

'E' is 18 yards from backstop

Clays are Stage 5. Only One shooter at a time in range.

Stage 1: This and that way (Using targets on left side of range)
(4 hostiles, 2 no-shoots, 8 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing Downrange. On the buzzer, the competitor engage, from cover @ '**A**', the left targets from the left side (T1 & T2), and then engage the right targets from the right side (T3 & T4). Competitors may engage right side first then left side if they choose. When finished the competitor will unload and show clear.

Stage 2: Your practice needs more practice! (Using targets on right side of range)
(4 hostiles, 2 no-shoot, 8 rounds)

CoF Description: Competitor begins at the starting point (**B**) with concealment, facing downrange. On the buzzer, the competitor will engage, **WEAK HAND ONLY**, from cover @ '**B**', the left targets from the left side (T5 & T6), and then engage the right targets from the right side (T7 & T8). Competitors may engage right side first then left side if they choose. When finished the competitor will unload and show clear.

Stage 3: Make it clear from here! (Using ALL targets)
(8 hostiles, 4 no-shoots, 16 rounds)

CoF Description: Competitor begins at the starting point (**C**) with concealment, facing downrange. On the buzzer, the competitor engage the targets to the right of the barrier @ '**C**' using cover. Shooter will then move to opposite side of cover @ '**C**' and engage the targets to the left of the barrier. When finished the competitor unload and show clear.

Stage 4: Cleaning your gun or cleaning house (Using ALL targets)
(8 hostiles, 4 no-shoots, 16 rounds)

CoF Description: Competitor begins at the starting point (**D**) with concealment, sitting on the chair and facing down range. Gun is cleared safe and placed on the table, muzzle downrange and action open. Magazines on belt must be used first for loading and reloading. On the buzzer, the competitor will load and engage all targets from the seated position. When finished the competitor will stand, unload and show clear.

Stage 5: How well you listen... (Using clay targets to be put up at stage 5)
(2 hostiles, 2 rounds)

CoF Description: Competitor begins at the starting point (**E**) with concealment facing down range. On the buzzer, the competitor must neutralize the clays threat targets by shooting them from a safe shooting position using all relevant ODPL rules. When finished the competitor will unload and show clear. (RSO Note: Shooters may move and shoot at clays from anywhere in the range as long as legal and safe, aka up to the shooting line limits, using existing props, etc...)