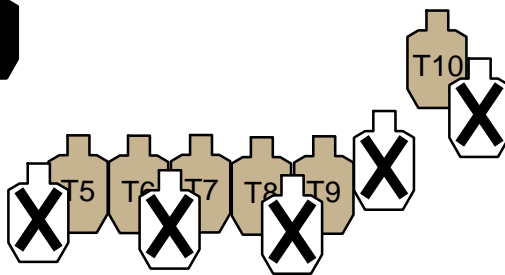


**General Guidelines:**

- 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: 10 hostiles, 6 no-shoot, 2 chair, 7 barrels)**



T1-T4 are at the backstop and are tight with overlapping hard cover

T5 is 10-11 yards from backstop.

T5-T9 are 7 yards from backstop. No Shoot is directly mounted to targets and should obscure roughly 1/2 of total threat targets.

T10 is at the backstop

Two No Shots are placed to prevent LoS on T10 from side views (only straight on shots)

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

'C' barrel is 13 yards from backstop

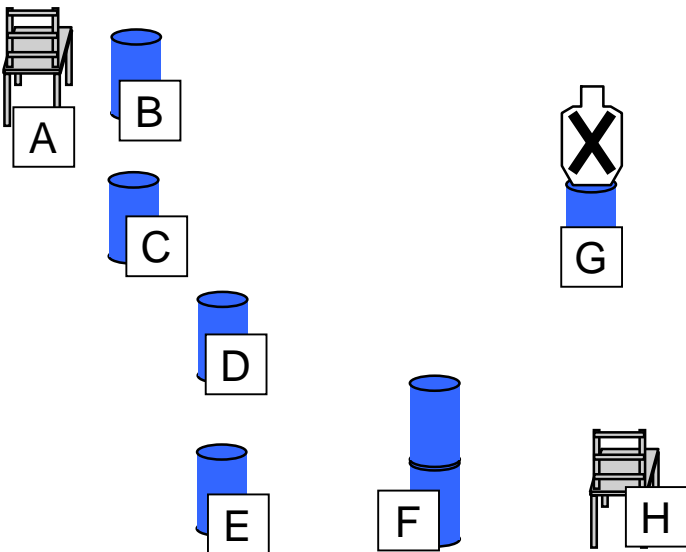
'D' barrel is 17 yards from backstop

'E' barrel and 'F' double barrel is 20 yards from backstop

'G' barrel is at 12 yards from backstop

and has a No Shoot mounted on top of it  
'H' Chair is against the wall, 20 yards from backstop.

Cones are to be placed in line with the no shoot targets between T4-T5, and T9-T10.



**Stage 1: The simple corridor shot (Using targets of right side of range)**  
**(1 hostiles, 2 no-shoots, 2 rounds)**

CoF Description: Competitor begins at the starting point (**H**) with concealment, facing and with hands on the wall. On the buzzer, the competitor engage, from '**H**', the single target against the right side wall (T10). Target is to be engaged "Mozambique" with three rounds and at least one must be a headshot. -8 points or no headshot = FTN. When finished the competitor will unload and show clear.

**Stage 2: Strong and Weak with a reload thrown in to boot! (Using T5-T9 targets)**  
**(5 hostiles, 5 no-shoots, 10 rounds)**

CoF Description: Competitor begins at the starting point (**F**) behind cover with concealment, facing downrange. On the buzzer, the competitor will engage two or three targets from the strong side of cover, **STRONG HAND ONLY**. Mandatory reload! The competitor will then engage remaining targets from weak side of cover, **WEAK HAND ONLY**. When finished the competitor will unload and show clear.

**Stage 3: Further and further! (Using targets on left side of range)**  
**(4 hostiles, 8 rounds)**

CoF Description: Competitor begins at the starting point (**A**) with concealment, sitting in chair, (**B**) facing downrange. On the buzzer, the competitor will draw and move to behind the nearby barrel and engage only one of the four targets ahead (T1-T4). Competitor will then move back behind the next barrel (**C**), engage a different target from the targets ahead. Repeat again from (**D**), and finally (**E**). When finished the competitor will unload and show clear.

**Stage 4: Wrapping it up (Using all targets, except T10)**  
**(9 hostiles, 5 no-shoots, 18 rounds)**

CoF Description: Competitor begins at the starting point (**G**) with concealment facing down range. On the buzzer, the competitor will move to (**F**) and engage targets T5-T9 from behind cover. Shooter will then move to front most cover (**B**) circling around the intervening barrels (**C**, **D**, **E**) and engage remaining targets. Failure to circle around is an **FTDR**. When finished the competitor will unload and show clear.