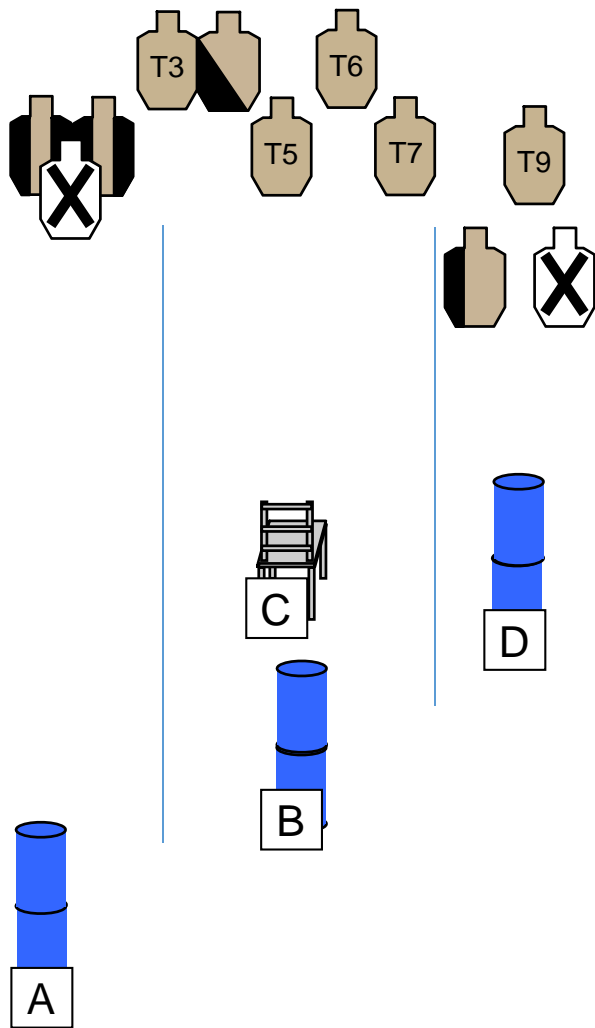


General Guidelines:

- 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. For today’s match Tactical Sequence is to be used at all times! 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: (9 hostiles, 2 no-shoot, 1 chair, 6 barrels, “Abbigail”)



T3, T4, T6 are at the backstop. T3 has gun threat image

T1, T2, T5, T7, T9 and NS are 4-5 yards from backstop. T7 has gun threat image

T8 and NS are 8 yards from backstop.

'A' barrel is 17-18 yards from backstop
'B' barrel is 13 yards from backstop
'C' chair and 'D' barrel are 10-11 yards from backstop

Cones are to be placed in line between T2-T3, and T7-T8.

Stage 1: Threading the needles (Using targets of left side of range)
(2 hostiles, 1 no-shoots, 8 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing downrange and with hands on the barrel. On the buzzer, the competitor engages the targets left of the cones (T1 & T2) from the left side of cover, and then re-engages the same targets from right side of cover. Because of the additional shots, an accuracy score of -9 points or more = FTN. When finished the competitor will unload and show clear.

Stage 2: And stay DOWN! (Using T3-T7 targets)
(5 hostiles, 15 rounds)

CoF Description: Competitor begins at the starting point (**B**) behind cover with concealment, facing downrange. On the buzzer, the competitor will engage targets between the cones (T3-T7) from the Weak side of cover. The competitor will then move to chair (**C**), transition gun to the weak hand and retrieve Abbigail. From the chair (**C**) the competitor will re-engage targets with ONE shot each, WEAK HAND ONLY. When finished the competitor shall stand and will unload and show clear.

Stage 3: More Protection! (Using targets on left side of range)
(2 hostiles, 4 rounds)

CoF Description: Competitor begins at the starting point (**C**) with concealment facing downrange with Abbigail in their Strong hand. On the buzzer, the competitor will draw and engage the targets ahead to the right of cones (T8-T9) using STRONG HAND ONLY. Abbigail must not touch the floor during the CoF (FTDR). When finished the competitor will unload and show clear.

Stage 4: Once it was High, now it is Low, Cover that is... (Using all targets)
(9 hostiles, 2 no-shoots, 18 rounds)

CoF Description: All upper barrels are to be placed to the right side of the lower barrels. Competitor begins at the starting point (**A**) with concealment facing down range. On the buzzer, the competitor will engage targets T1-T2 from behind cover. Shooter will then move to next set of low cover (**C**) and engage T3-T7, Shooter will then move to final position (**D**) engage remaining targets. When finished the competitor will unload and show clear.