

**General Guidelines:**

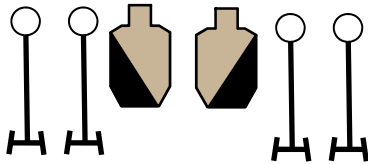
- Galt’s outdoor range has a 90° rule for action shooting. However! The muzzle direction must remain inside the top of the berm unless due to recoil. (aka no pointing at the sky for reloading)
- Unlimited Vickars – Unless otherwise stated in the CoF, there are no shot limitations. Any reactive targets must be engaged with at least one shot.
- 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.
- Shooting on the move is not allowed unless specifically stated in the CoF.
- 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: Caring for “Andy”**

**(2 hostiles, 4 clays, 8 rounds) – located left bay @ 25yds**

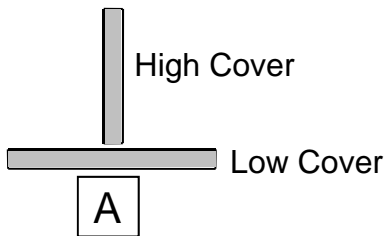
CoF Description: Competitor begins at the starting point (**A**) with concealment, facing downrange. “Andy” is to be retained throughout the stage. On the buzzer, the competitor is to engage left side paper targets, then right side paper targets. Then engage left side reactive targets, then right side reactive targets. This stage is to be shot Strong hand only. When finished the competitor will unload and show clear.

Additional Notes: Dropping “Andy” will incur 5 sec penalty (Scored as NHS).

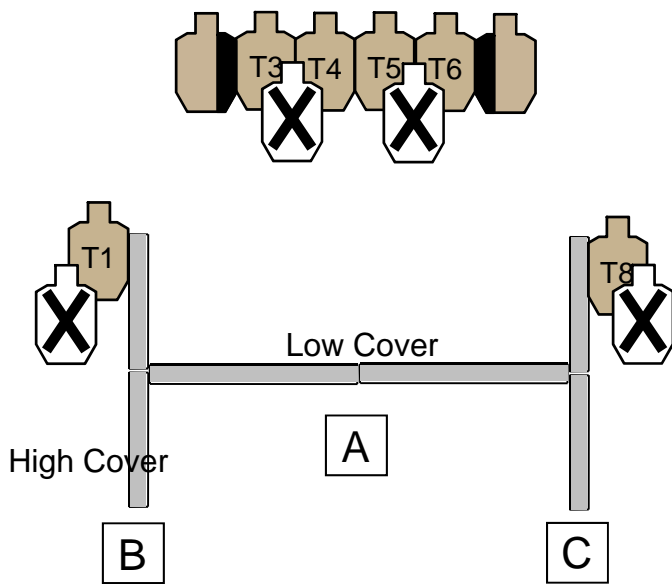


All targets are to be at the backstop.

“A” is approximately 10yards from backstop.



**Stages 2-4 Setup: 10 hostiles, 6 no-shoot, 2 chair, 4 high cover, 2 low cover)**



T1, T8 are 5-7yds from backstop and hidden from view from "A", No Shoots are mounted directly to targets and should obscure roughly 1/3 of total threat target

T2-T7 are at the backstop. No Shoots are directly mounted to targets and should obscure roughly 1/2 of total threat targets.

T1-T3, T6, T7 are Heads, with T2 having hard cover and T6 having a threat designation

T4,T5, T7, T8 are Tails, with T4 having a threat designation and T7 having hard cover

"A" position is approximately 8-11yds from backstop

"B" & "C" are at 10-13 yds from backstop

**Stage 2: Bratva or Yakuza (Russian or Japanese Mafia)**

**(8 hostiles, 4 no-shoots, 8 rounds) –located center and right bay @ 25yds**

CoF Description: Competitor will flip a coin. On heads, the "Bratva" (red) targets are to be engaged and "Yakuza" (Blue) targets are considered No-Shoots. For Tails visa versa. Competitor begins at the starting point (A) with concealment, facing downrange. On the buzzer, the competitor engage, all threat targets From "A", "B" or "C". When finished the competitor will unload and show clear.

**Stage 3: Bratva or Yakuza Part II (Russian or Japanese Mafia)**

**(8 hostiles, 4 no-shoots, 8 rounds) –located center and right bay @ 25yds**

CoF Description: Competitor will now engage the opposite targets. On heads, the "Bratva" (red) targets are to be engaged and "Yakuza" (Blue) targets are considered No-Shoots. For Tails visa versa. Competitor begins at the starting point (A) with concealment, facing downrange. On the buzzer, the competitor engage, all threat targets From "A", "B" or "C". When finished the competitor will unload and show clear.

**Stage 4: Getting through church**

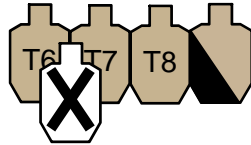
**(8 hostiles, 4 no-shoots, 16 rounds) –located center and right bay @ 25yds**

CoF Description: Competitor begins at the starting point (C) with concealment, facing downrange. On the buzzer, the competitor engage, all threat targets From "B" or "C". When finished the competitor will unload and show clear.

**Stage 5: The last of the henchmen!**

**(7 hostiles, 4 no-shoots, 2 plates, 16 rounds) –located right bay @ 50yds & left @ 75yds**

CoF Description: Competitor begins at the starting point (A) with concealment, facing downrange. On the buzzer, the competitor is to engage all paper targets from “A”, then proceed to high cover “B” and engage pepper poppers. Competitor will then proceed to next set of barrels “B” and engage remaining hostiles at the 75yd range. When finished the competitor will unload and show clear.



T1-T3 are 2-3 yards from the backstop @ 50yds. No-Shoot should obscure roughly 1/3 of hostile profiles.

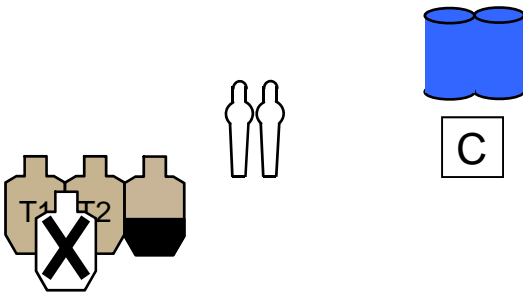
T4-T5 are in the backstop at 50yards.

T6-T9 are 6-8yds from the backstop at 75yds. No-Shoot should obscure roughly 1/3 of hostile profiles.

“A” position and two barrels are 17-20 yds from the backstop @ 50yds.

“B” position and two barrels are 12yds from the backstop @ 50 yds.

“C” position and two barrels (or low cover) are 23-25yds from the backstop @ 75 yds.



**Stage 6: The end of Losef! Aka "This is for Andy!" –located left @ 50 yds  
(1 hostiles, 4 rounds)**

CoF Description: Competitor begins at the starting point (**A**) with concealment facing up range. On the buzzer, the competitor will turn engage the hostile with a minimum of 4 hits. Best 4 hits will score. Failure to hit the target with at least 4 hits earns a **FTDR** (because he killed your dog!) When finished the competitor will unload and show clear.



T1 is in the backstop @ 50yds.

"A" position is 6-8 yds from the backstop @ 50yds.

