

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.

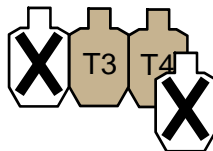
Stage 1: Saving Abigail!

(4 hostiles, 3 no-shoots, 16 rounds) – located bay 1 & 2 @ 25yds

Props: 2 Barrels, chair, “Window”

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing downrange. On the buzzer, the competitor is to retrieve Abigail from her chair and engage all targets through the “window”. Competitor will then retreat back to behind the barrels (**B**). Competitor then will re-engage all targets from the left side of the barrels, one handed, unsupported. “Abigail” is to be retained throughout the stage. When finished the competitor will unload and show clear.

Additional Notes: Any part of “Abigail” touching the ground will incur 5 sec penalty (Scored as HNS), Leaving Abigail behind earns an FTDR. Target accuracy score of -9 or worse will incur an FTN.

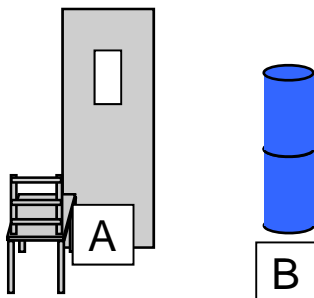


“A” is approximately 10 yards from backstop. There is a Chair and a Window/wall with opening.

“B” is approximately 15 yards from backstop.

T1 & T2 are in backstop, T2 has threat designation.

T3 & T4 are 3 yards from backstop. T3 has threat designation. One no shoot has a threat with “Police” stencil on it

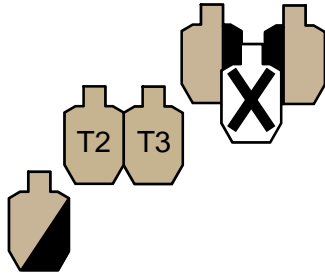


Stage 2: Through the slot!!

(5 hostiles, 1 no-shoots, 10 rounds) – located bay 3 @ 25yds

Props: 2 Barrels, Table, “Slot” on Table

CoF Description: Competitor begins at the starting point (C) with concealment, facing downrange. On the buzzer, the competitor is to assume a prone position on the table and engage all targets from within the “slot”. When finished the competitor will stand, unload and show clear.

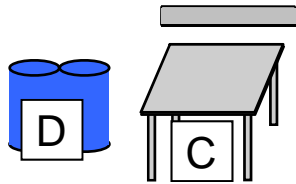


“C” is approximately 20 yards from backstop. Table and engagement slot.

T1 is 7 yards from backstop

T2 & T3 are 4 yards from backstop, T3 has threat designation.

T4 & T5 are in backstop, NS is overlaid.



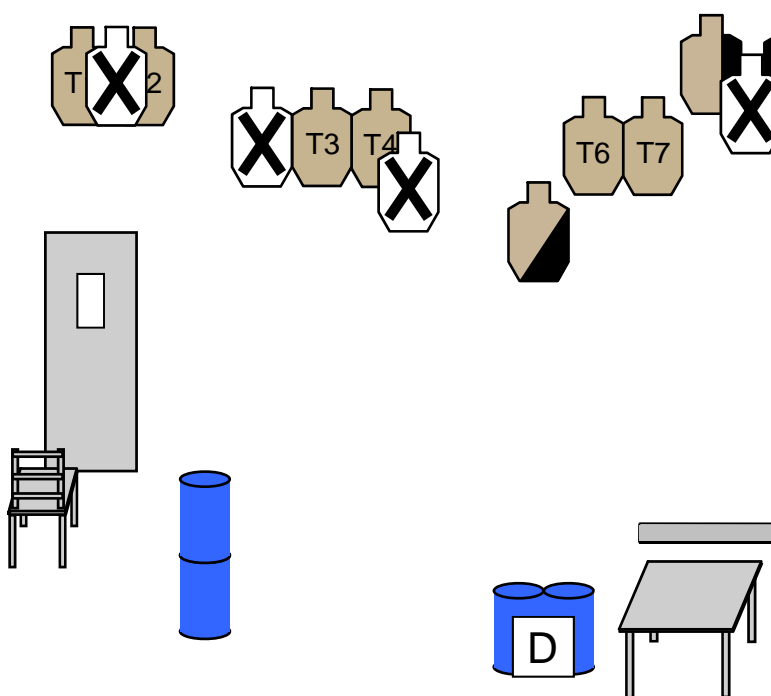
“D” is a pair of barrels, 3-5 Yds to the left of the table. (For stage 3.)

Stage 3: The field... There are too many threats.

(9 hostiles, 4 no-shoots, 18 rounds) – uses all targets @ 25yds

Props: See stages 1 & 2

CoF Description: Competitor begins at the starting point (D) with concealment, facing downrange. On the buzzer, the competitor is engage all targets on the 25 yard range from low cover provided by barrels. When finished the competitor will stand, unload and show clear.

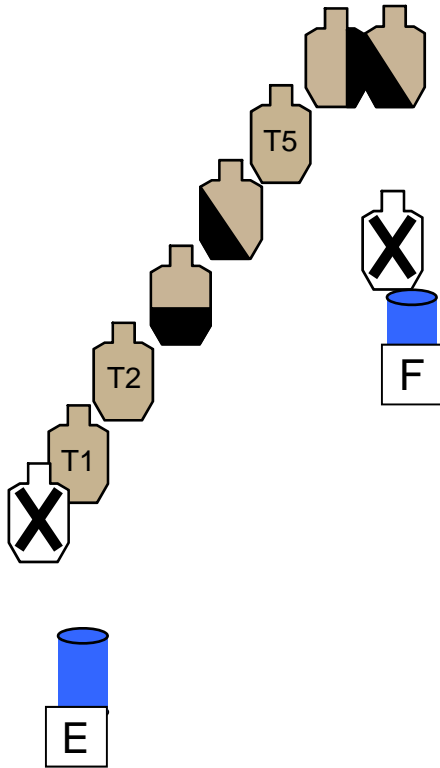


Use previous targets. If required, put stacked barrels side by side to allow LoS to targets T1 & T2.

Stage 4: Walking with a big gun!

(7 hostiles, 2 no-shoots, 14 rounds) – uses all targets @ 50yds

CoF Description: Competitor begins at the starting point (E) with concealment, facing downrange. On the buzzer, the competitor is engage all targets while shooting on the move. No exceptions. When finished the competitor will unload and show clear.



T6 & T7 are in the backstop. T1-5 are separated by 2 yards staggered from backstop. NS obscures 1/3 of T1

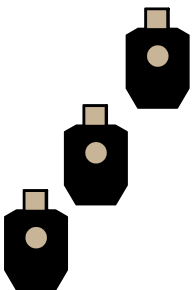
“E” position is approximately 25 yards from backstop

“F” position is 7 yards from backstop. NS blocks direct LoS from “F”

Stage 5: Accuracy counts...

(3 hostiles, 6 rounds) – located left bay @ 75yds

CoF Description: Competitor begins at the starting point (F) with concealment, facing uprange. On the buzzer, the competitor will turn and engage all threat targets using high cover. When finished the competitor will unload and show clear.



T1-T3 are staggered 3-4 yards from the backstop @ 75yds with T3 being in the backstop

“F” position is 15 yards from backstop.