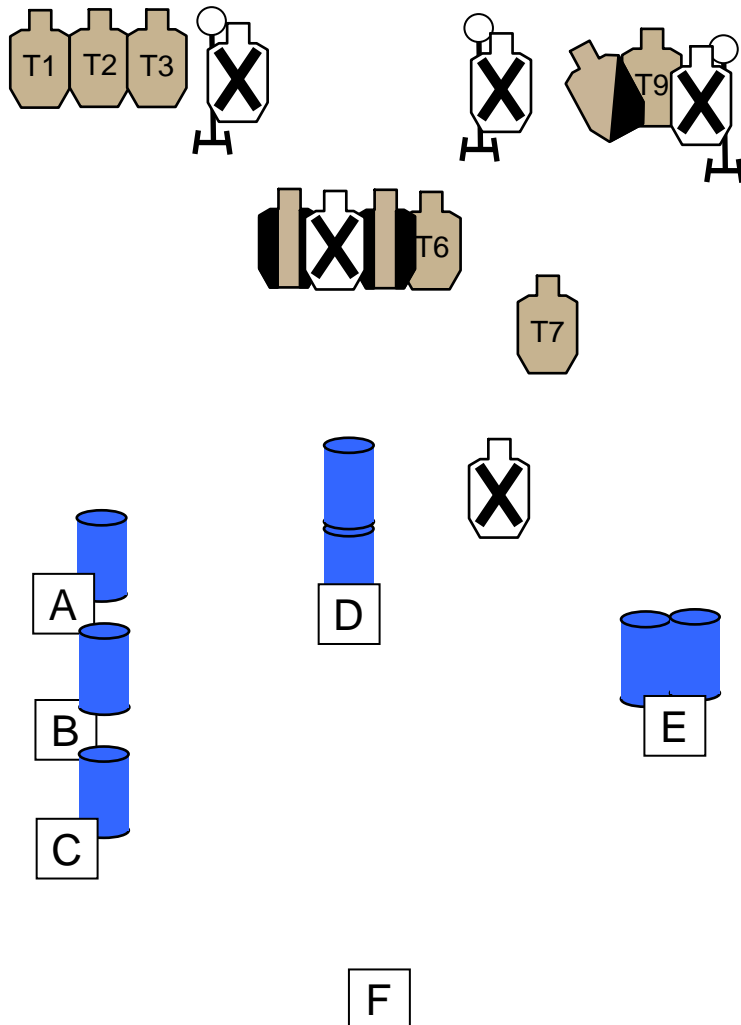


General Guidelines:

- 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.
- Additional Notes: Any part of “Abbigail” touching the ground during the stage will incur a 5 sec penalty (Scored as HNS) PER STRING. Dropping “Abbigail” incurs a FTDR penalty.

Course of Fire Name: The weak is strong with this one?

Stage Setups: 9 hostiles, 5 no-shoot, 7 barrels)



T1-T3 are ON the backstop and are tight together. Clay 1 mounted so beside head of No Shoot ON Backstop

T4-T6 are 5 yards from backstop and overlapping. No Shoot in front of T4 & T5, T6 partially covered by Hard Cover of T5.

Clay 2 mounted so it is beside head of No Shoot ON Backstop

T7 is 10 yards from backstop

T8-T9 are just in front of backstop and are tight together. Clay 3 mounted so it is beside head of No Shoot ON Backstop

Barrels 'A', 'B', & 'C' are 10, 12.5, 15 yards from backstop. Barrel at 'A' is to be placed on top of 'B' for Stage 4 & 5. 2nd Barrel at 'E' is placed on top at 'E' for Stage 4.

'D' double barrels are 10 yards from backstop

'E' double barrels are 13 yards from backstop and on right edge of range

'F' starting point is 15 yards from backstop.

**Stage 1: Two for you, two for you, and two for you! (Using T1-T3)
(3 hostiles, 6 rounds), 3 Strings of fire.**

CoF Description: Competitor begins at the starting point (A) with concealment, facing Downrange. Competitor will be holding "Abbigail". On the buzzer, the competitor engages only a single target from T1, T2 or T3. When finished, and upon command, "Holster". Competitor proceeds to repeat from the next point (B) and upon the buzzer will engage a different target from T1, T2, and T3. When finished, and upon command, "Holster". Competitor proceeds to repeat from the final point (C) and upon the buzzer will engage the last remaining target. "Abbigail" is to be retained throughout the stage. When finished the competitor will unload and show clear.

**Stage 2: Strong protecting the weak (Using T4-T6 targets)
(3 hostiles, 1 no-shoots, 6 rounds)**

CoF Description: Competitor begins at the starting point (D) behind cover with concealment, facing up range. Competitor will be holding "Abbigail". On the buzzer, the competitor will engage all targets from cover, **STRONG HAND ONLY**. "Abbigail" is to be retained throughout the stage. When finished the competitor will unload and show clear.

**Stage 3: Weak protecting the Strong! (Using T7-T9 targets)
(3 hostiles, 1 no-shoots, 6 rounds)**

CoF Description: Competitor begins at the starting point (E) with concealment, facing the right wall with strong hand on wall at shoulder height. Competitor will be holding "Abbigail". On the buzzer, the competitor will engage all targets from cover, **WEAK HAND ONLY**. "Abbigail" is to be retained throughout the stage. When finished the competitor will stand, unload and show clear.

**Stage 4: Clay hell for the weak, weak hand... (Using Clay 1-3 targets)
(3 reactive targets, 3 no-shoots, 3 rounds)**

CoF Description: Competitor begins at the starting point (B) with concealment, facing downrange. Competitor will be holding "Abbigail". On the buzzer, the competitor will engage the first clay target (Clay 1) from cover at 'A'. Competitor must successfully engage the reactive target AND perform, or have performed, a reload before progressing. Move to next point 'D' and engage the clay directly ahead (Clay 2). Competitor must successfully engage the reactive target AND perform, or have performed, a reload before progressing. Move to last barrels at 'E' and engage remaining clay (Clay 3). "Abbigail" is to be retained throughout the stage. The entire stage is to be shot using **WEAK HAND ONLY**. Maximum stage time is 75 seconds. When finished the competitor will unload and show clear.

**Stage 5: Weak and strong, it matters not. (Using T1-T9 targets)
(9 hostiles, 3 no-shoots, 18 rounds)**

CoF Description: Competitor begins at the starting point (F) with concealment, facing downrange. Competitor will be holding "Abbigail". On the buzzer, the competitor will engage targets direct ahead (T1-T3) from weak side cover at 'A'. Move to next point 'D' and engage those targets directly ahead (T4-T6) from weak side cover, Then move to last barrels at 'E' and engage remaining targets (T7-T9) from weak side cover. "Abbigail" is to be retained throughout the stage. When finished the competitor will unload and show clear.