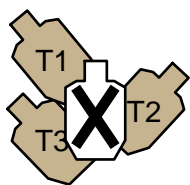


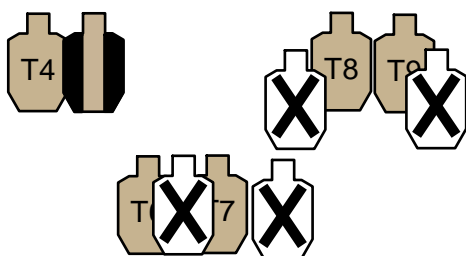
**General Guidelines:**

- 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)
- Unless otherwise told in the stage, all stages are to be shot with 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: 9 hostiles, 6 no-shoots, 2 chairs, 7 barrels (40 round CoF)**



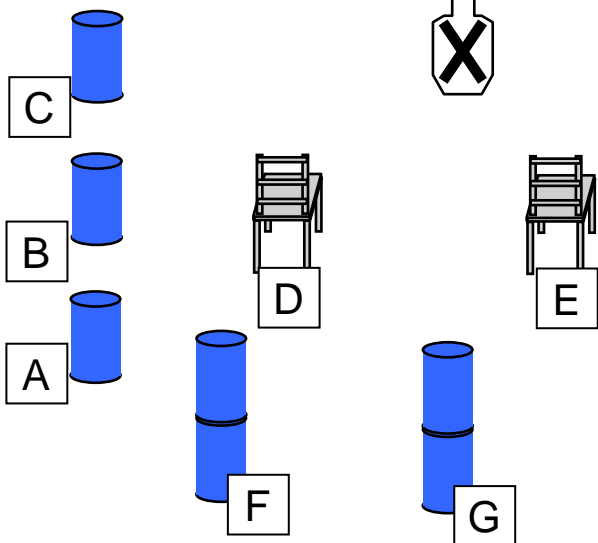
T1-T3 are on backstop and are tight with overlapping No Shoot on top. No threat images.



T4, T5, T8 & T9 are 3-4 yards from backstop. T4 & T8 have threat images. T5 has hard cover as indicated. No Shoots obscure 25-33% of targets

T6, T7 are 7 yards from backstop. No Shoot is directly mounted to targets and should obscure roughly 25/33% of each threat targets. Second No Shoot is free standing in line with back No Shoot on T8.

No Shoot is placed at 10 yds from backstop in line as shown



'C' barrel is 10 yards from backstop  
'B' barrel is 12-13 yards from backstop  
'D' and 'E' chairs are 13-14 yards from backstop  
'A' barrel is 14-15 yards from backstop  
'F' and 'G' double barrel are 17-18 yards from backstop

Cones are to be placed between T2/T4 to indicate a wall for Stage 2.  
Cones are to be placed between T7/T8 to indicate a wall for Stage 3.

**Stage 1: The three, no banks, into the side pocket (Using targets T1-T3)**  
**(3 hostiles, 1 no-shoots, 6 rounds)**

CoF Description: This stage is a Limited Vickers stage to be shot in three strings. After loading and making ready, the competitor begins at the starting point **(A)** with concealment, facing downrange and with hands on the barrel. On the buzzer, the competitor will engage one of the three targets ahead of him with **ONLY 2** shots. When done they will holster. String one ends. Move to **(B)** barrel and competitor will start with concealment, facing downrange and with hands on the barrel. On the buzzer, the competitor will engage a different target from the three targets ahead of him with **ONLY 2** shots. When done they will holster. String two ends. Move to **(C)** barrel and competitor will start with concealment, facing downrange and with hands on the barrel. On the buzzer, the competitor will engage final target from the three targets ahead of him with **ONLY 2** shots. When finished the competitor will stand, unload and show clear. Only 2 shots are allowed per string. Each additional shot per string will impose a procedural penalty and remove the highest scoring hit on the target. Competitor is to 'Call' which target they are aiming for each string...

**Stage 2: I can see you through Cover... (Using T4-T7 targets)**  
**(4 hostiles, 1 no-shoots, 8 rounds)**

CoF Description: After loading and making ready, the competitor begins at the starting point **(D)** seated on the chair with hands on head. On the buzzer, the competitor will draw and maneuver to use the chair as cover and engage targets. When finished the competitor will stand, unload and show clear.

**Stage 3: Sitting and transitioning... (Using T8 & T9 targets)**  
**(2 hostiles, 2 NS, 8 rounds)**

CoF Description: After loading and making ready, the competitor begins at the starting point **(D)** on chair with hands on head. On the buzzer, the competitor will draw engage the targets from the sitting position with **WEAK HAND ONLY**. Perform a mandatory reload! The competitor will then reengage targets from sitting position with **STRONG HAND ONLY**. When finished the competitor will stand, unload and show clear. (Competitor may draw from standing position (aka get up at buzzer, draw, and re-seat themselves)

**Stage 4: A lot on the left, and a couple on the right (Using all targets)**  
**(9 hostiles, 6 no-shoots, 18 rounds)**

CoF Description: After loading and making ready, the competitor begins at the starting point **(F)** with concealment facing down range and both hands up near the top of the double barrel. On the buzzer, the competitor will engage targets T1-T7 from behind the double barrel cover. Shooter will then move to **(G)** behind the next double barrel and engage remaining targets from cover. When finished the competitor will unload and show clear.