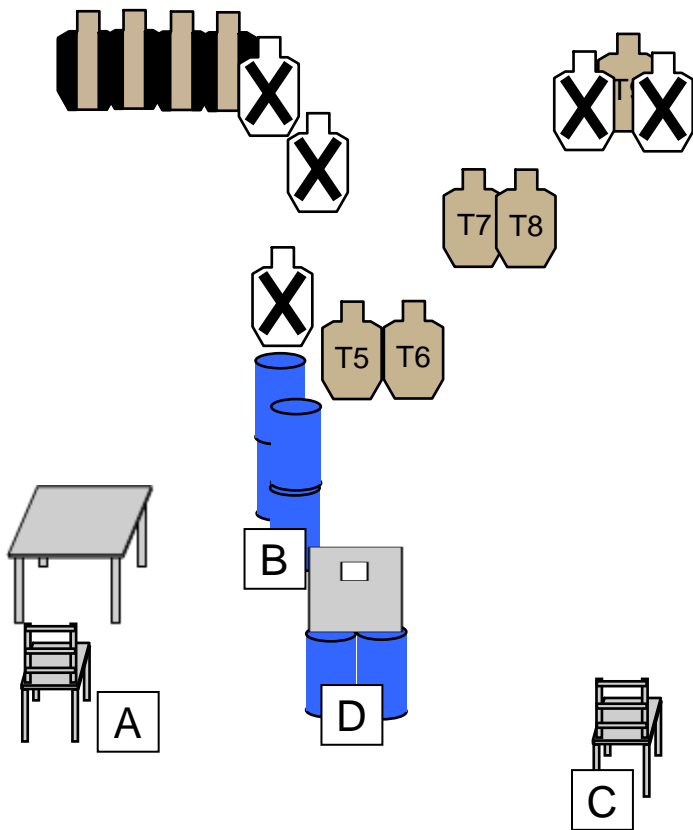


General Guidelines:

- 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.

Stage Setups: 9 hostiles, 5 no-shoot, 2 chairs, 1 table, 1 breadbox, 1 bucket, 6 barrels, “Abbigale”)



T1-T4 are at the backstop and are tight with overlapping hard cover

T5-T6 is 7-8 yards from backstop.

T7-T8 are 4 yards from backstop. T7 has threat image.

T9 is at the backstop. 2x No Shoot are directly mounted to target and should obscure roughly all but center & head of T9.

‘A’ chair and table and bread box/bucket are 13 yards from backstop

‘B’ barrels are 10 yards from backstop and prevent LOS to T5-T9 from ‘A’

‘C’ chair is 15 yards from backstop, 1 yard from wall.

‘D’ barrels are 13 yards from backstop and have a window mounted on them.

Stage 1: Guard! Turn! Parry! Dodge! Spin! Thrust! (Using targets of right side of range)
(1 hostiles, 2 no-shoots, 2 rounds)

CoF Description: Chair 'C' is positioned facing up range. Competitor begins at the starting point (C) with concealment, sitting on chair. On the buzzer, the competitor is to use the chair as cover and engage the single target against the right side wall (T9). When finished the competitor will stand up, unload and show clear.

Stage 2: Look Mom! One hand! (Using T5-T9 targets)
(5 hostiles, 2 no-shoots, 10 rounds)

CoF Description: Competitor begins at the starting point (D) behind cover with concealment, facing downrange. On the buzzer, the competitor will engage all targets on the right side of the barrels 'B' through the window, using **STRONG HAND ONLY**. When finished the competitor will unload and show clear.

Stage 3: Where did I put my bread... (Using targets on left side of range)
(4 hostiles, 8 rounds)

CoF Description: Competitor's handgun is placed unloaded, action open in box. Box is closed. Competitor's magazines are in a bin on table. Competitor begins at the starting point (A) with concealment, sitting in chair, facing downrange. On the buzzer, the competitor retrieve and load his firearm, then engage targets directly ahead (T1-T4) from the seated position. When finished the competitor will stand up, unload and show clear.

Stage 4: Abby complicates things... (Using all targets)
(9 hostiles, 5 no-shoots, 18 rounds)

CoF Description: Competitor begins at the starting point (D) with concealment facing down range, retaining "Abbigale". On the buzzer, the competitor will engage targets T5-T9 from right side of cover. Shooter will then move to left barrel high cover (B) engage remaining targets from the left side of barrels. The competitor must retain "Abbigale" throughout the stage. Any part of "Abbigale" touching the floor" will earn a PE per shooting position. When finished the competitor will deposit "Abbigale", unload and show clear.