

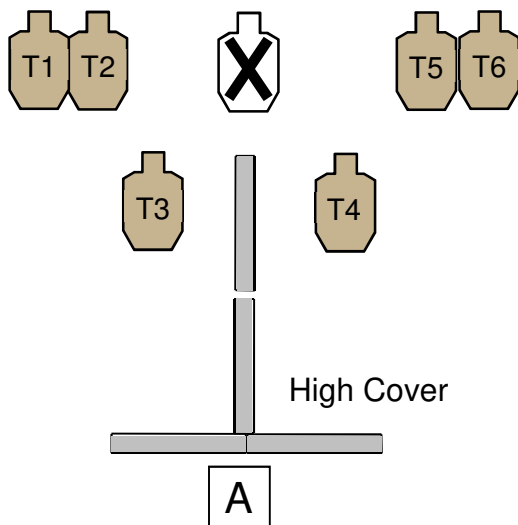
General Guidelines:

- 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.
- 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: Which is stronger? Your left or your right?

(6 hostiles, 1 NS, 12 rounds, 4 high walls) – located right side @ 25yds

CoF Description: Competitor begins at the starting point (A) with concealment, facing downrange. On the buzzer, the competitor is to engage either left or right side paper targets first then engage remaining targets on opposite side. When finished the competitor will unload and show clear.



T1, T2, T5 & T6 are in the backstop and hidden from view from "A", No sits right in middle of stage at backstop

T3 & T4 are 6-8 yds from backstop.

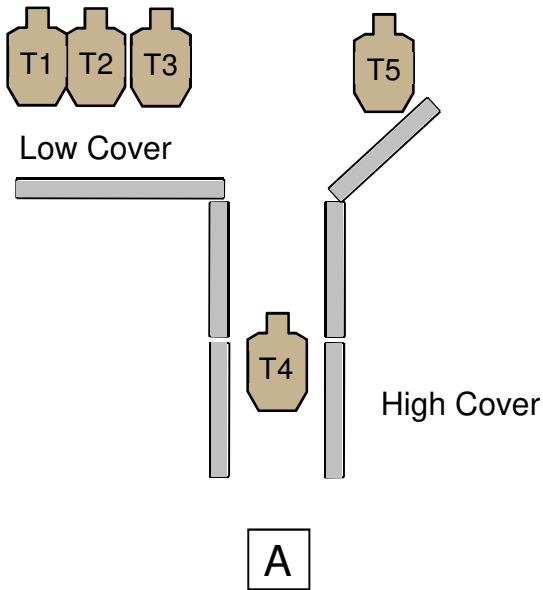
T2 & T5 have a threat designation

"A" position is approximately 13-15yds from backstop

Stage 2: To shoot on the move or not?

(5 hostiles, 10 rounds, 4 high walls, 1 folder, 1 low wall) – located left side @ 25yds

CoF Description: Competitor begins at the starting point (A) with concealment, facing downrange. On the buzzer, the competitor is to engage from their start position the target directly ahead. Competitor is then to engage all remaining targets. Shooting on the move is allowed after engagement of the initial target. When finished the competitor will unload and show clear.



T1-T3, T5 are in the backstop and T5 is hidden from view from "A".

T4 is 7-10 yds from backstop.

T5 has a threat designation

"A" position is approximately 17-20 yds from backstop

Stage 3: Accuracy? Who needs accuracy?

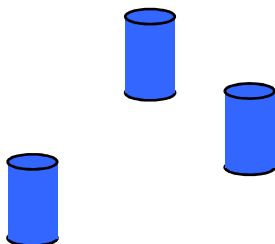
(4 reactive targets, 3 no shoots, 6 barrels) – located left side @ 50yds

CoF Description: Competitor begins at the starting point (A) with concealment, facing downrange. On the buzzer, the competitor is to a set of barrels and engage the reactive target directly in front of the barrel. Once eliminated, competitor moves to another set of barrels and engages the reactive target in front of those barrels. Competitor repeats for the last barrel set. target directly ahead. When finished the competitor will unload and show clear.



All targets/NSs are in backstop. Clay reactive targets are on shoulder mounts on No Shoots. Center NS has clay on each shoulder

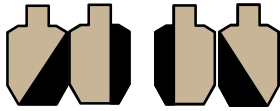
"A" position is approximately 17-20 yds from backstop



Barrel sets (2 each stacked) are 15 yds, 6 yards, and 10 yds (left to right) from backstop

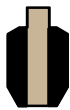
Stage 4: Cool hand Luke
(5 hostiles, 1 table) – located Right side @ 50yds

CoF Description: Competitor begins at the starting point (A) with concealment, facing downrange, hands on table edge. On the buzzer, the competitor is to engage all visible targets from cover of table using ONE hand. When finished the competitor will stand up, unload and show clear.

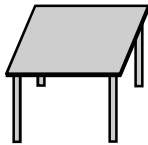


T1, T2, T4, and T5 are in backstop.

T3 is 7 yds from backstop



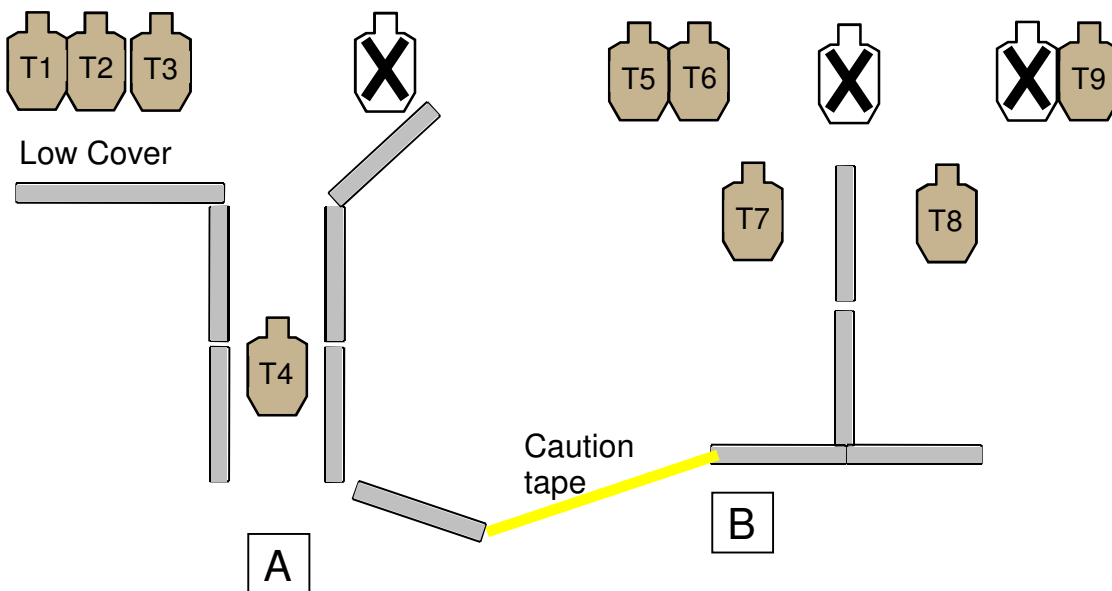
“A” position is approximately 17-20 yds from backstop



A

Stage 1: Who was who again?
(9 hostiles, 3 NS, 18 rounds, existing stages w/ changed threats) – @ 25yds

CoF Description: On the buzzer, the competitor is to engage from, starting point (A), the target directly ahead. Competitor is then to engage all remaining targets. Shooting on the move is allowed after engagement of the initial target. When finished the competitor will unload and show clear.



Stage 5 uses all of the existing stages at the 25 yd range. With some exceptions... The Stage 1 T5 and Stage 2 T5 gets a NS symbol instead of a Threat Designation.

T1-T3, T5, T6 & T9 3 NS are in the backstop. Left most NS is hidden from view from point "A".

T4 is 7-10 yds from backstop.

T7 & T8 are 6-8 yds from backstop.

T6 has a threat designation

"A" position is approximately 17-20 yds from backstop