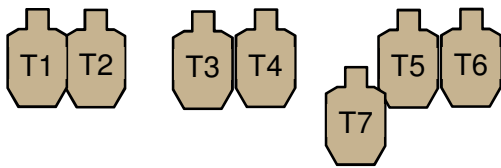


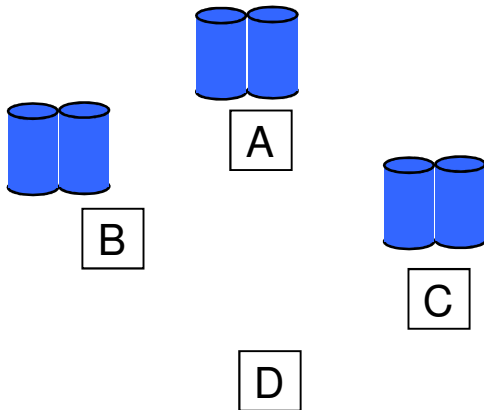
General Guidelines:

- 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 Setup: (7 hostiles, 3 NS, 6 barrels)



T1-T6 are at backstop.
T7 is 3 yards from backstop and has threat image
NS are to be placed later...



“A” position, w/ 2 barrels is 10 yds from backstop and is directly in front of T3 & T4

“B” position, w/ 2 barrels is 13 yds from backstop and is directly in front of T1 & T2

“C” position, w/ 2 barrels is 16 yds from backstop near right wall and is directly in front of T5 & T6

“D” position, is 20 yds from backstop, centered and marked with a chair/tape etc...

Stage 1: Nice and close.... (7 hostiles, 14 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing uprange. On the buzzer, the competitor is to turn and engage from starting position cover, all targets. When finished the competitor will unload and show clear.

Stage 2: Not quite as close.... (7 hostiles, 14 rounds)

CoF Description: Competitor begins at the starting point (**B**) with concealment, facing downrange. On the buzzer, the competitor is to engage all targets from starting position cover. When finished the competitor will unload and show clear.

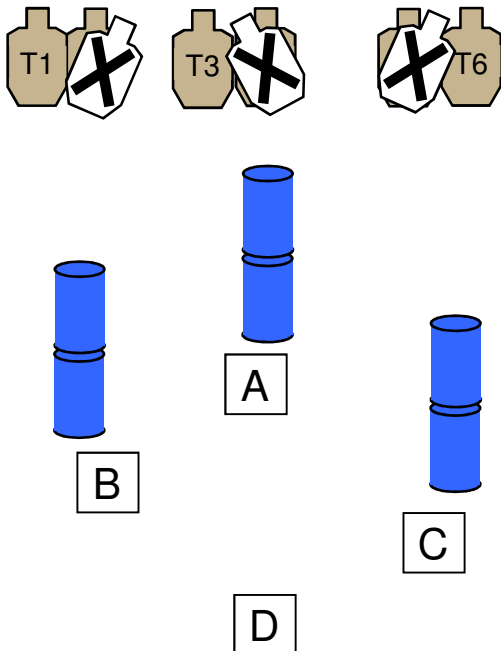
Stage 3: Actually, it is kind of far... (7 hostiles, 14 rounds)

CoF Description: Competitor begins at the starting point (**C**) with concealment, facing right side wall, with hands on wall. On the buzzer, the competitor is to turn and engage all targets from starting position cover. When finished the competitor will unload and show clear.

Stage 4: Almost as painful as clays. Almost... (6 hostiles, 3 NS, 12 rounds)

Setup Changes: Remove T7, NS are on top of T2, T4, and T5 and expose head and minimal amounts of hostile targets. Stack barrels, cones are to be placed between T2 & T3 and T4 & T5)

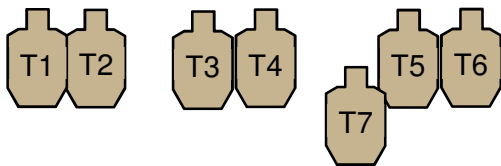
CoF Description: Competitor begins at the starting point (**D**) with concealment, facing downrange. On the buzzer, the competitor to proceed to a set of barrels and engage the targets directly ahead of that position using high cover. Competitor will then move to a second set of barrels and engage the targets ahead of that position using high cover. Competitor will then move to the last remaining set of barrels and engage the targets ahead of that position using high cover. When finished the competitor will unload and show clear.



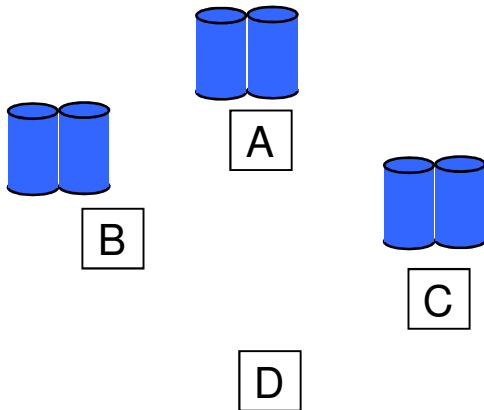
General Guidelines:

- 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 Setup: (7 hostiles, 3 NS, 6 barrels)



T1-T6 are at backstop.
T7 is 3 yards from backstop and has threat image
NS are to be placed later...



“A” position, w/ 2 barrels is 10 yds from backstop and is directly in front of T3 & T4

“B” position, w/ 2 barrels is 13 yds from backstop and is directly in front of T1 & T2

“C” position, w/ 2 barrels is 16 yds from backstop near right wall and is directly in front of T5 & T6

“D” position, is 20 yds from backstop, centered and marked with a chair/tape etc...

Stage 1: Nice and close.... (7 hostiles, 14 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing uprange. On the buzzer, the competitor is to turn and engage from starting position cover, all targets. When finished the competitor will unload and show clear.

Stage 2: Not quite as close.... (7 hostiles, 14 rounds)

CoF Description: Competitor begins at the starting point (**B**) with concealment, facing downrange. On the buzzer, the competitor is to engage all targets from starting position cover. When finished the competitor will unload and show clear.

Stage 3: Actually, it is kind of far... (7 hostiles, 14 rounds)

CoF Description: Competitor begins at the starting point (**C**) with concealment, facing right side wall, with hands on wall. On the buzzer, the competitor is to turn and engage all targets from starting position cover. When finished the competitor will unload and show clear.

Stage 4: Almost as painful as clays. Almost... (6 hostiles, 3 NS, 12 rounds)

Setup Changes: Remove T7, NS are on top of T2, T4, and T5 and expose head and minimal amounts of hostile targets. Stack barrels, cones are to be placed between T2 & T3 and T4 & T5)

CoF Description: Competitor begins at the starting point (**D**) with concealment, facing downrange. On the buzzer, the competitor to proceed to a set of barrels and engage the targets directly ahead of that position using high cover. Competitor will then move to a second set of barrels and engage the targets ahead of that position using high cover. Competitor will then move to the last remaining set of barrels and engage the targets ahead of that position using high cover. When finished the competitor will unload and show clear.

