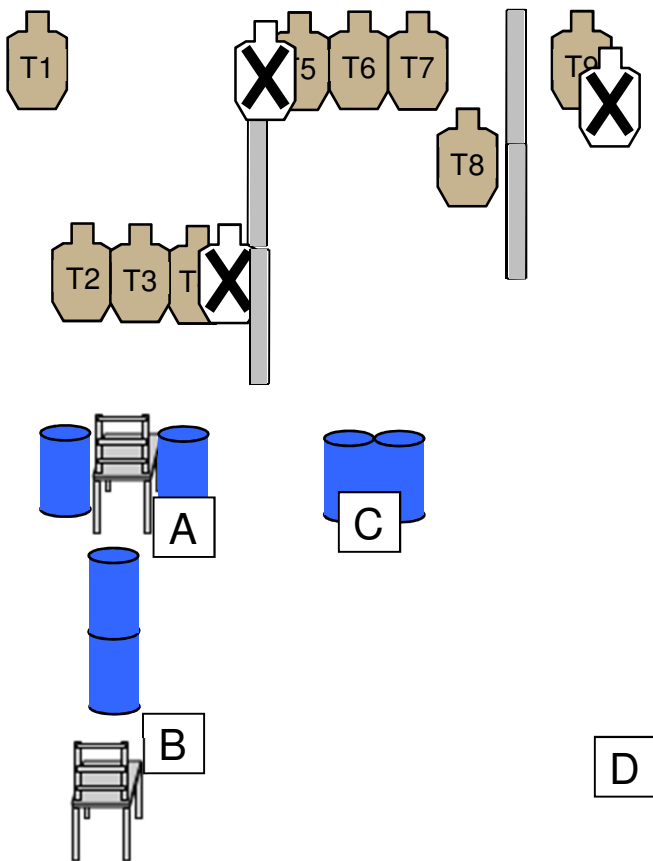


General Guidelines:

- 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 Vickers – 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.

Setup @ 25-yard range.

(9 hostiles, 3 NS, 4+ high walls, 6 barrels, 2-3 chairs, ‘Abbigail’)



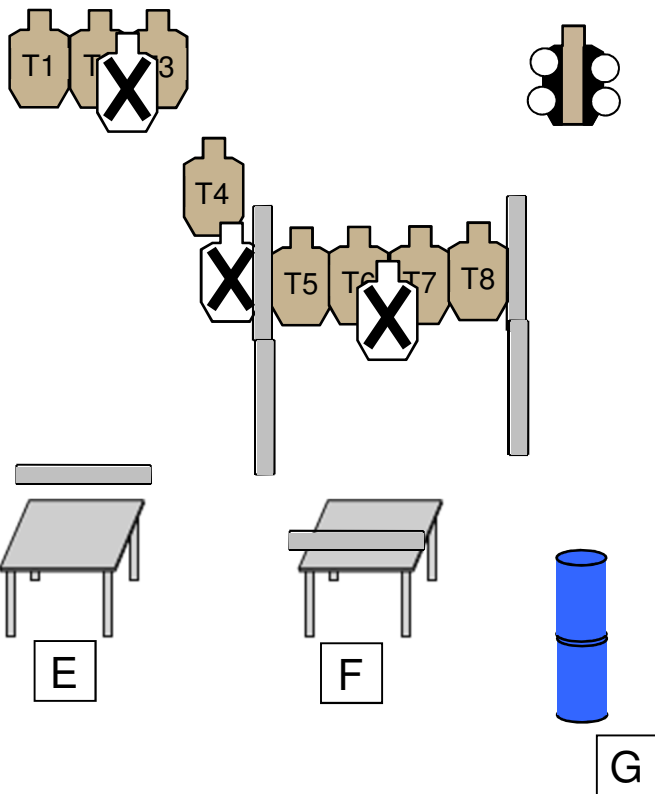
T1, T5-7, T9 are in the backstop
T8 is 3 yds from backstop
T2-T4 are 8 yds from backstop

T2, T6 & T8 have a threat designation

“A” chair faces downrange and is approximately 13yds from backstop
“B” double high barrels are approximately 15-17yds from the backstop, chair is 2yds further away from
“C” double low barrels are approximately 13 yds from backstop
“D” starting point is 15 yds from backstop

Setup @ 50-yard range.

(9 hostiles, 3 NS, Box of clays, 4+ high walls, 2 barrels, 2 tables)



T1-3, and T9 are in the backstop
T4 is 3 yds from backstop
T5-T8 are 6 yds from backstop

T2, T6 & T8 have threat designations

"E" Urban Prone is approximately 13yds from backstop

"F" Kneeling Slot is approximately 13yds from the backstop

"G" double high barrels are approximately 13 yds from backstop

NS are mounted directly to T2/T3, T6/T7

NS is 1-2 yds ahead of T4

4 Clays (NS) are attached to T9

Stage 1: Defending Abbigail!

(4 hostiles, 1 NS, 16 rounds) – located right side @ 25yds

CoF Description: Competitor begins at the starting point (**A**) sitting in a chair facing uprange with “Abbigail” on lap. On the buzzer, the competitor is turn and engage all targets to the left side of the barrier using ONE HAND ONLY while retaining Abbigail. Competitor is to then proceed to behind the high cover, putting “Abbigail” on the chair and re-engaging the targets once again using high cover. When finished the competitor will unload and show clear.

(RSO NOTE: As targets will have 4 hits on them. An FTN is marked if accuracy score is down 9 or worse)

Stage 2: Abbigail Part 2!

(4 hostiles, 1 NS, 8 rounds) – located centre @ 25yds

CoF Description: Competitor begins at the starting point (**A**) sitting in a chair facing uprange with “Abbigail” on lap. On the buzzer, the competitor proceeds to “**C**” and engages all targets to the between the barriers. When finished the competitor will unload and show clear.

Stage 3: Just one shot, left. Then right...

(1 hostile, 1 NS, 2 rounds) – located right side @ 25yds

CoF Description: This is a two string, Limited Vickers stage. Competitor begins at the starting point (**D**) with concealment, facing to the left side of the range. On the buzzer, the competitor is to engage target to the right of the barrier with only ONE shot. The Competitor will re-holster when finished. Competitor will then once again begin at the starting point (**D**) with concealment, facing to the right side of the range. On the buzzer, the competitor is to engage target to the right of the barrier with only ONE shot. When finished the competitor will unload and show clear.

Stage 4: Prone, Kneeling, Standing. Oh My!

(9 hostiles, 3NS, 4 reactive targets, 18 rounds) – located @ 50yds

CoF Description: There are three shooting corridors in this stage. Urban prone, where you will engage targets from an elevated platform. Kneeling, where you will engage targets through a limited slot size. Lastly. Standing, where you will have to engage the sole bomb laden target. Competitor begins at the behind the starting point of their choice (**E, F or G**) with concealment, facing downrange. On the buzzer, the competitor is to engage all visible hostiles in their corridor of shooting. Once neutralized, the competitor will move to a second engagement point and engage hostiles from that point. And then to a third and final corridor. Breaking the reactive targets from the standing position earns a 5 second penalty per “Hit”. When finished the competitor will stand up if needed, unload and show clear.

Stage 1: Lets clear the 25 yard line!

(9 hostiles, 3 NS, 18 rounds, existing stages) – @ 25yds (Move Chair from “A” to “D”)

CoF Description: Competitor begins at the behind the starting point (**D**) with concealment, facing uprange. On the buzzer, the competitor is to engage from the target directly ahead to the right of the barriers. Then move to behind, and use, low cover (**C**) and engage the targets between the barriers. Competitor is then to move to, and use high cover (**B**) engage all remaining targets to the left of the barriers. When finished the competitor will unload and show clear.