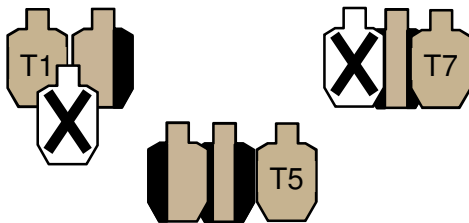


General Guidelines:

- 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, 2 NS, chair, table, 4 barrels) 3 Stages, 42 Rounds.



T1, T2, T6, & T7 are at backstop.
T3-T5 are 3 yards from backstop
T5 has threat image
T1, T5, and T7 have blue dots on them.

T2, T4, and T6 are marked as Blue targets
T1, T5, and T7 are marked as red targets

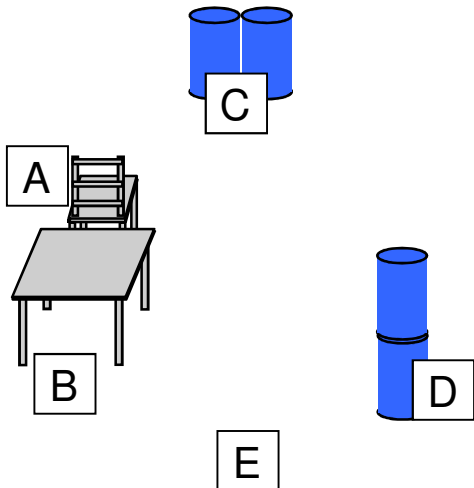
“A” Chair is 13 yds from backstop and is directly in front of T1 & T2

“B” Table is uprange of “A”

“C” position, w/ 2 barrels is 10 yds from backstop and is directly in front of T4. Create a removable window on top of barrels.

“D” position, w/ 2 barrels is 15 yds from backstop, directly in front of T6

“E” position, is 17 yds from backstop, directly in front of T4



Stage 1: They are behind me aren't they..... (7 hostiles, 14 rounds)

CoF Description: Competitor begins at the starting point (**A**) with concealment, sitting in chair facing uprange. He will turn over a coloured token. Blue or red. This is important for later. On the buzzer, the competitor is to proceed to other side of table (**B**) and engage all hostile targets from low cover. When finished the competitor will stand, unload and show clear.

Stage 2: It's all about the sequence.... (7 hostiles, 14 rounds)

CoF Description: Window Placed on Barrels. Competitor begins at the starting point (**C**) with concealment, facing uprange. On the buzzer, the competitor is to engage all hostile targets from starting position window in Tactical Sequence. When finished the competitor will unload and show clear. When stage complete, window is removed.

Stage 3: Left and Right... (6 hostiles, 12 rounds)

CoF Description: Competitor begins at the starting point (**D**) with concealment, facing uprange. On the buzzer, the competitor is to turn and engage all targets with the colour turned over in stage one from one side of high cover. The shooter is to then engage all targets with the other colour from the opposite side of cover. When finished the competitor will unload and show clear. RSO Note: Non-coloured target is NOT scored and is NOT classed as a NS.

Stage 4: Opposite colours... (7 hostiles, 14 rounds)

CoF Description: Blue and Red tokens are placed at each starting point (Table, Window, Barrels). Competitor begins at the starting point (**E**) with concealment, facing uprange. On the buzzer, the competitor is to proceed to one of the three starting points and reveal a token colour. Competitor is to engages the other colour marked hostile targets from that position. Then they are to proceed to a second start point and engage the non-coloured hostile target. Then they will proceed to the third and final start point and engage the remaining hostiles (Colour of revealed token). When finished the competitor will unload and show clear.