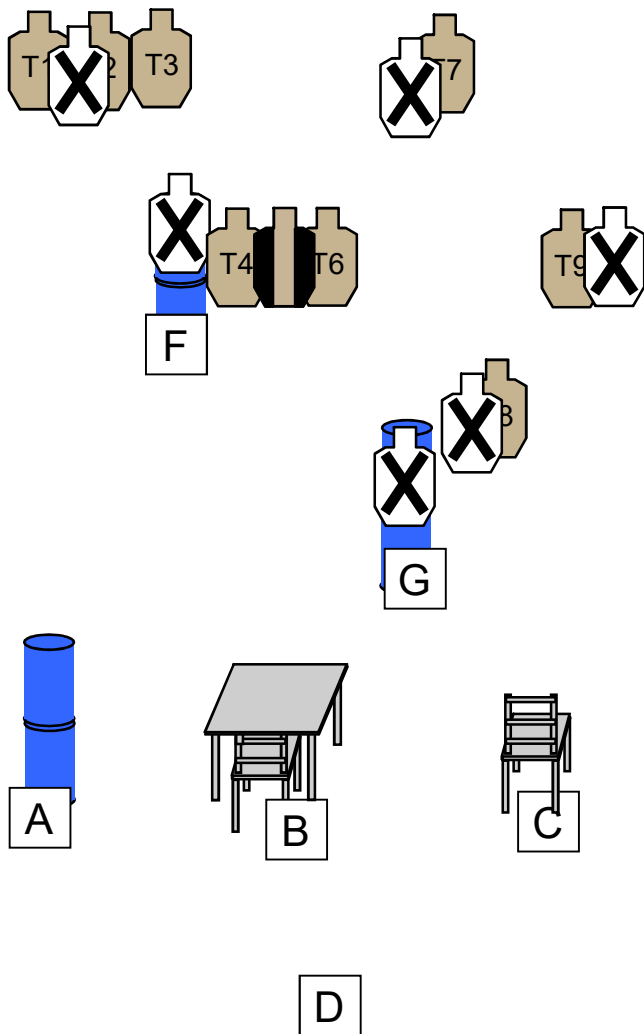


General Guidelines:

- 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)
- Unless otherwise told in the stage, all stages are to be shot with 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, 6 no-shoots, 2 chairs, 1 table, 6 barrels (40 round CoF)



T1-T3, and T7 are on backstop. T1-T3 are tight with overlapping No Shoot on top. No Shoot obscures 25-33% of T7.

T4, T5, T6 & T9 are 4-6 yards from backstop. T4 has threat images. T5 has hard cover as indicated. No Shoot obscures 25-33% of T9

T8 is 7-8 yards from backstop. No Shoot is directly mounted to targets and should obscure roughly 50-60% of threat target. T8 has threat designation. Second No Shoot is free standing in line with back No Shoot on T8.

No Shoot is placed at 10 yds from backstop in line as shown

'A' barrels are 15 yards from backstop in front of T1.

'F' barrels are 5-7 yards from backstop in front of T3 with No Shoot directly affixed.

'G' barrels are 5-7 yards from backstop in front of T7 with No Shoot directly affixed.

'A', 'B' & 'C' barrels, table and chairs are 14-15 yards from backstop. 'C' faces uprange 'D' is 17-18 yards from backstop

Cones are to be placed between T3/'F' barrels to indicate a wall.

Cones are to be placed behind 'G' barrels to indicate a wall.

Stage 1: Step to the left, then Step to the right (Using targets T1-T3)
(3 hostiles, 1 no-shoots, 12 rounds)

CoF Description: After loading and making ready, the competitor begins at the starting point (A) with concealment, facing downrange and with hands on the barrel. On the buzzer, the competitor will engage targets that are to the left of the cones from the left side of high cover. Competitor will then reengage the same targets from the right side of high cover. When finished the competitor will stand, unload and show clear. NOTE: recording 4 hits per target, -9 or worst = FTN

Stage 2: I just finished cleaning it... (Using T4-T7 targets)
(4 hostiles, 1 no-shoots, 8 rounds)

CoF Description: Competitor is to stage his firearm on the table, action open, pointing downrange. Loaded magazines on their belt/person. The competitor begins seated at the chair (B) facing downrange with hands on their legs. On the buzzer, the competitor will load and engage targets between the barrels from the seated position. When finished the competitor will stand, unload and show clear.

Stage 3: Sitting, Standing, Spinning, Shooting... Using T8 & T9 targets)
(2 hostiles, 2 NS, 8 rounds)

CoF Description: After loading and making ready, the competitor begins at the starting point (C) on chair sitting uprange with hands on head. On the buzzer, the competitor will stand, draw, then engage the targets from the cover of the chair with **WEAK HAND ONLY**. Perform a mandatory reload! The competitor will then reengage targets from the same cover position with **STRONG HAND ONLY**. When finished the competitor will stand, unload and show clear. NOTE: recording 4 hits per target, -9 or worst = FTN

Stage 4: What do you mean I forgot to carry my spares? (Using all targets)
(9 hostiles, 6 no-shoots, 18 rounds)

CoF Description: Competitor begins with unloaded, safety engaged, holstered firearm. All competitor's magazines are on the table (C). The competitor begins at the starting point (D) with concealment facing down range. On the buzzer, the competitor will grab their magazines, load and move to engage targets T1-T3 from the first barrels, move to the table and engage T4-T7, and then move to the chair to engage the final targets. When finished the competitor will unload and show clear. NOTE: once you grab any ammunition, you must reload, or you will be assessed a PE for moving with an empty gun outside of cover.