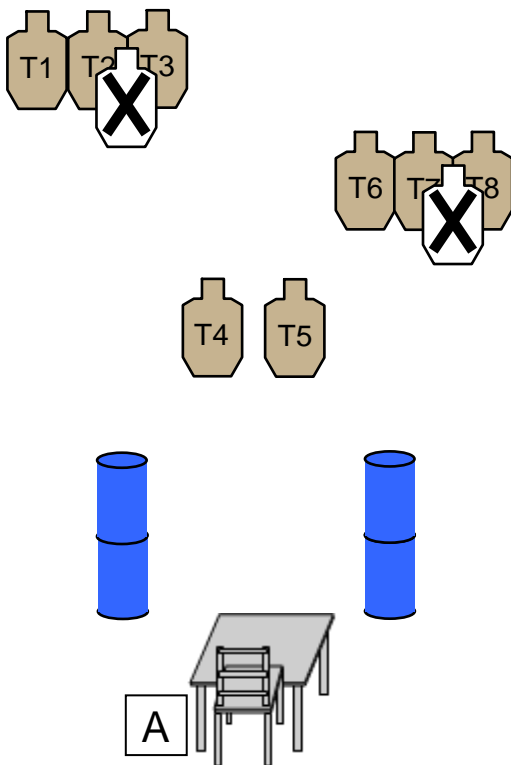


General Guidelines:

- 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.

**Stage 1 Setup @ left side of the 25-yard range (16 rounds)
(8 hostiles, 2 NS, 4 barrels, 1 chair, 1 table)**



T1-T3 are in the backstop
T6-T8 are 3 yds from backstop
T4 & T5 are 8 yds from backstop

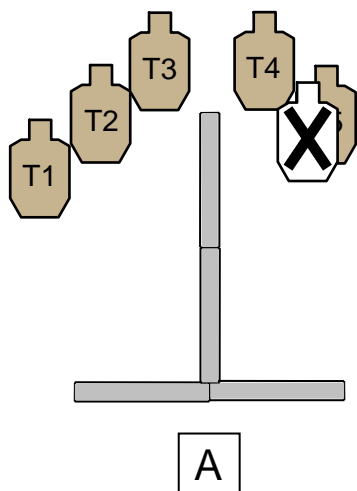
T1 & T6 have threat images

“A” chair faces downrange behind table and is approximately 13yds from backstop
Double high barrels are approximately 12-13yds from the backstop, and are

Stage 1: Disrupt my dinner will you!

CoF Description: Competitor begins at the starting point (**A**) with cover garment, sitting in a chair facing downrange with hands on table. On the buzzer, the competitor is to engage all visible targets between the barrels from the seated position. When finished the competitor will stand up, unload and show clear.

Stage 2 Setup @ left side of the 25-yard range (10 rounds)
(5 hostiles, 1 NS, 4+ high walls)



T3, T4 are 1 yrd from backstop
T2, T5 are 3 yds from backstop
T1 is 5 yds from backstop
NS is obscuring 75% of T5

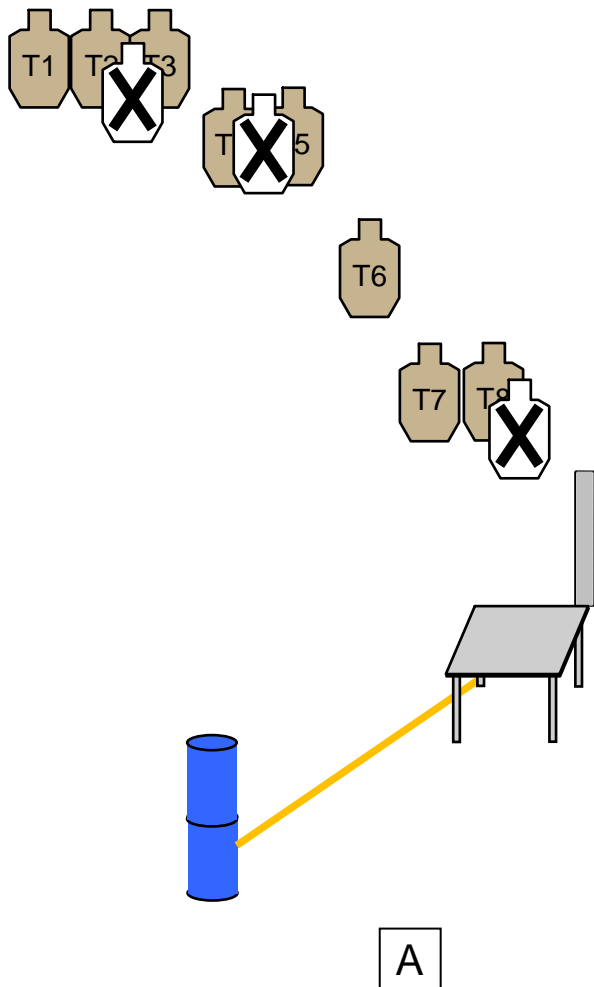
T2 has a threat designation

"A" is approximately 13yds from backstop

Stage 2: Around the left and the right!

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing downrange, with hands on the barrier. On the buzzer, the competitor is to draw and proceed to either the left or right edge of high cover and engage targets. Competitor is then to proceed to opposite edge of high cover and engage remaining targets. When finished the competitor will unload and show clear.

**Stage 3 Setup @ 50-yard range (16 rounds)
(8 hostiles, 3 NS, 2 barrels, 1 table)**



T1-3, and T9 are in the backstop
T4, T5 are 1-2 yds from backstop
T6 is 4-5 yds from backstop
T7, T8 are 7-8 yds from backstop

T1 and T6 have threat designations

NS are mounted directly to T2/T3, T4, T8

Barrels are high cover and are positioned 11-12 yds from backstop and 18-20 yds from backstop.

Left barrels shall be placed to ensure that shooting T8 from cover will strike bullet trap

High walls are attached to barrels

Table is placed someplace between barrels
Safety rope is placed on barrels/table/barrels at 24-30" above ground

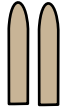
"A" is in front of T6/T7, 25 yards from backstop

Stage 3: How well do you listen!

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing up-range, with hands on their head. On the buzzer, the competitor is to turn, draw and engage all targets at this stage using all available rules while being safe. The competitor shall not go beyond the safety rope, nor past the wooden walls. When finished the competitor will unload and show clear.

RSO NOTE: Watch tactical priority engagement if not using high cover!

**Stage 4 Setup @ left side of 75-yard range (2 rounds)
(1 Dual Pepper popper)**



Dual Pepper Popper, T1,T2 are in backstop

“A” is 35 yds from backstop

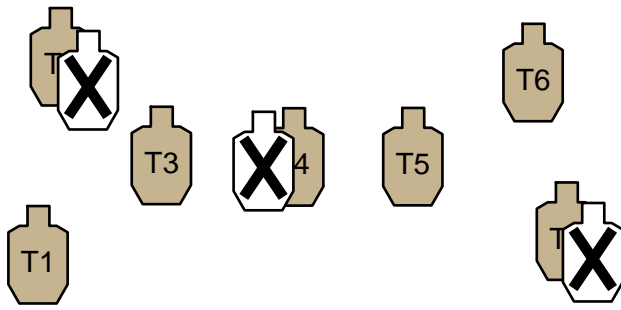


Stage 4: Not just one needle but two!

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing downrange. On the buzzer, the competitor is to engage reactive targets from the starting position. Reactive targets are a must hit. When finished the competitor will stand up, unload and show clear. This stage has a 40 second time limit. If you have not completed the stage by then you will be told to stop and cleared. You will be assessed any remaining penalties.

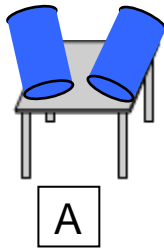
Stage 5 Setup @ 75-yard range

(7 hostiles, 3 NS, 1 table, 2 barrels (cutout) 14 rounds)



T2, T6 are in the backstop
T3-T5 are 3 yds from backstop
T4 is 6-7 yds from backstop

NS are mounted directly to T1, T4, T7
"A" is 15-17 yards from backstop, barrels are
screwed down to table/wood supports on
table.



Stage 5: Tunnels!

CoF Description: Competitor begins at the starting point (**A**) with cover garment, firearm staged on the table, and hands on each barrel. On the buzzer, the competitor proceeds to engage targets through one barrel, and then to engage targets through the other barrel. The competitor will then engage the remaining target directly ahead. When finished the competitor will unload and show clear.