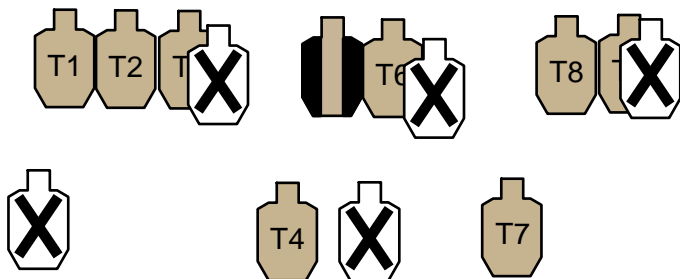


General Guidelines:

- 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.

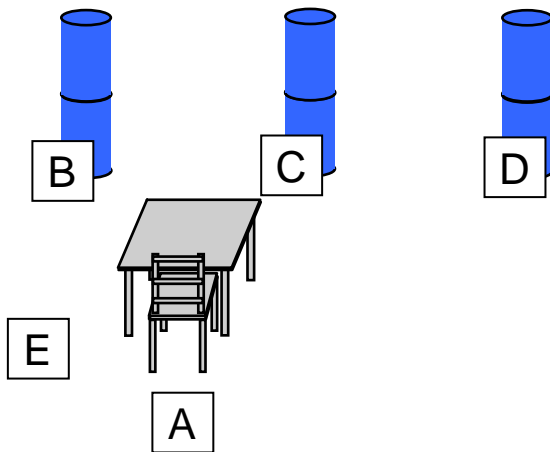
Stage Setups: 9 hostiles, 5 no-shoots, 1 chairs, 1 table, 6 barrels (48 round CoF)



T1-T3, T5, T6, T8, & T9 are on backstop. All groups are tight with overlapping No Shoot on top. No Shoot obscures 25-50% of single target as shown.

T4 and T7 are 4-6 yards from backstop. Two No Shoots are at the same distance.

T2 and T4 have threat designations. T5 has hard cover as shown



'A' Table and chair is 15 yards from backstop
'B', 'C' and 'D' barrels are 11 yards from backstop
'E' spot is 13 yards from backstop on left wall

Cones are to be placed between T3's NS and T4 to indicate a wall.

Cones are to be placed between T6's NS and T7 to indicate a wall.

**Stage 1: Remember proper orders (Using targets T1-T6)
(6 hostiles, 4 no-shoots, 12 rounds)**

CoF Description: After loading and making ready, the competitor begins at the starting point (A) with concealment, sitting downrange and with hands on the table. On the buzzer, from the starting position, the competitor will engage all visible targets that are visible between the closest barrels. Targets are to be engaged in Tactical Sequence! When finished the competitor will stand, unload and show clear.

**Stage 2: Use Cover, Move Left, Use Cover... (Using T4-T9 targets)
(6 hostiles, 3 no-shoots, 12 rounds)**

CoF Description: After loading and making ready, the competitor begins at the starting point (D) with concealment, with hands on the high cover. On the buzzer, from the starting cover, the competitor will engage all visible targets that are to the right of the cones. Competitor will then move left to next group of high cover (C) and engage all visible targets that are to the between both rows of cones. Targets are to be engaged in Tactical Sequence! When finished the competitor will unload and show clear.

**Stage 3: Weak Handed Cover! (Using T1-T3 targets)
(3 hostiles, 2 no-shoots, 6 rounds)**

CoF Description: After loading and making ready, the competitor begins at the starting point (B) with concealment, with hands on the high cover. On the buzzer, from the starting cover, the competitor will engage all visible targets that are to the left of the cones. Targets are to be engaged in Tactical Sequence, using WEAK HAND ONLY! When finished the competitor will unload and show clear.

**Stage 4: Run & Gun & Reload... (Using all targets)
(9 hostiles, 5 no-shoots, 18 rounds)**

CoF Description: After loading and making ready, the competitor begins at the starting point (E) with concealment, with hands on the wall. On the buzzer, the competitor will turn, draw, then move to closest barrels and engage targets up to the cone barrier. Competitor is to then move to next set of cover. Before engaging targets between cone walls, competitor is to perform a mandatory reload! Competitor is to then move to next set of cover. Before engaging targets between cone walls, competitor is to perform a mandatory reload! Targets are to be engaged in Tactical Sequence. When finished the competitor will stand, unload and show clear. NOTE: Barrels at (D) are to be made low cover.