

**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 (8 rounds)  
(4 hostiles, 1 NS, 1 Shield)**



T1-T4 are in the backstop

T2 has threat images

“A” is 20 yds from backstop

Move limit is 7 yards from backstop



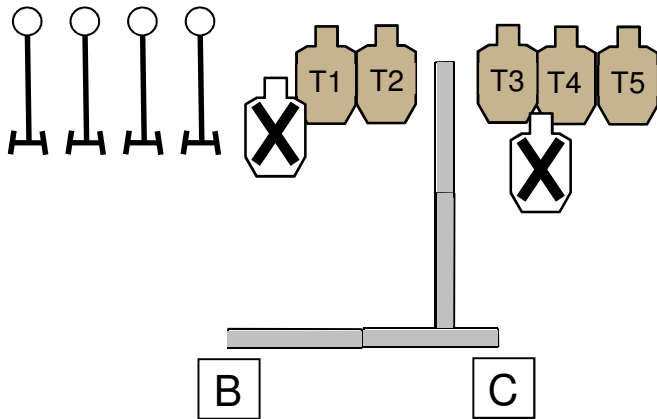
**Stage 1: Advancing with shield!**

CoF Description: Competitor begins at the starting point (**A**) with facing downrange, firearm holstered, and riot shield mounted on arm standing. On the buzzer, the competitor is to draw and while using the shield as cover and shooting on the move, engage all visible targets directly ahead. Do not progress ahead of the movement limit marker (backtrack if you need to; but shoot on the move).

NOTE: Competitor must use the shield as high cover (50% of upper body covered) and may use the vision slit for viewing. Competitor is deemed to see ALL targets at once.

When finished the competitor will put the shield down, unload and show clear.

**Stage 2 Setup @ right side of the 25-yard range (14 rounds)**  
**(4 clays on hangers, 5 hostiles, 2 NS, 4+ high walls, 1 Shield)**



All targets are in Backstop  
T1 & T3 have threat designations

NS is obscuring 75% of T5

T2 has a threat designation

"A" is approximately 15yds from backstop

A

**Stage 2: Captain America! Only bigger!**

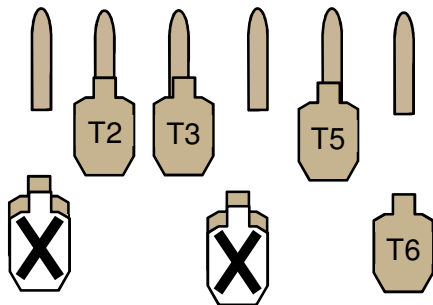
CoF Description: Competitor begins at the starting point (A) with cover garment, facing downrange, with riot shield on arm standing. On the buzzer, the competitor is to draw and engage clays from starting point using the shield as high cover. Targets are Hit OR Miss. Competitor is then to proceed to left most wall of high cover, discard shield, and engage paper targets. Competitor will then proceed to right side of wall and engage remaining paper targets. When finished the competitor will unload and show clear.

NOTE: Hit OR Miss, Competitor must take at least one shot at each reactive target and may move on to next targets. Missed targets get -5 point down plus FTN penalty

RSO NOTE: Watch for sweeping during shield discarding.

**Stage 3 Setup @ 50-yard range (18 rounds)**

**(3 Large Popper/Target lifters, 2 LP/Clamshell lifters, 1LP/Twister, 6 Hostiles, 2 No Shoots, Two Large Tables)**



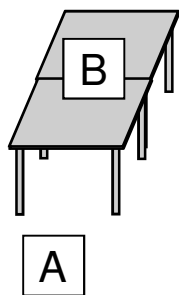
All large poppers are located in/near the backstop

T1 & T4 are on clamshell at 3-4yds from backstop.

T2, T3, T5 are on LP lifters

T6 swivel is at 3-4 yards from backstop

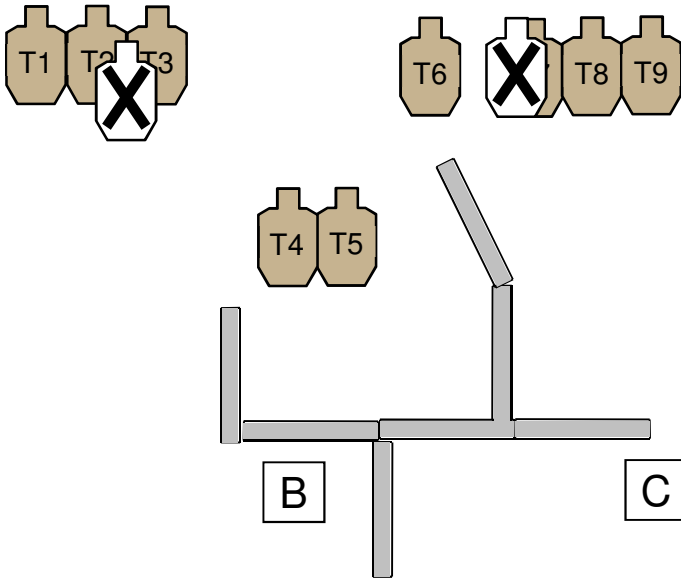
Pair of tables are minimum 15 yards from backstop "A".



**Stage 3: That's a lot of steel!**

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing up-range. On the buzzer, the competitor will draw and go prone on the table. Competitor must engage ALL targets. When finished the competitor will stand up, unload and show clear.

**Stage 4 Setup @ 75-yard range (18 rounds)  
(9 Targets, 6+ High Walls, 1 window)**



Dual Pepper Popper, T1, T2 are in backstop

“A” is 35 yds from backstop

T1-T3, T6-T9 are in backstop  
T4, T5 are 3-5 yds from backstop

T1, T8 have threat images

NS covers 1/3 of designated targets.

A

**Stage 4: And back to basics!**

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing downrange. On the buzzer, the competitor is to engage all visible targets from the starting position. Then the competitor is to proceed to the window and engage all visible targets. Competitor is then to maneuver to the right most edge and engage all remaining targets from cover.

When finished the competitor will unload and show clear.