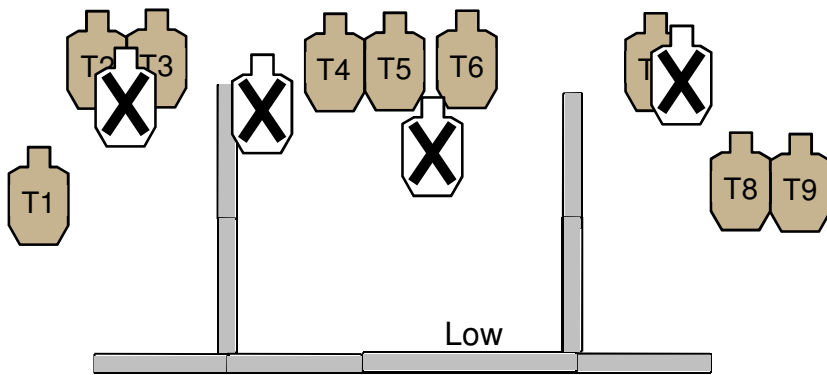


General Guidelines:

- 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.
- In today’s match all reactive targets are Must Hits.

**Stage 1 & 2 Setup @ all of the 25-yard range (18 rounds, each)
(9 hostiles, 4 NS, 7-8 High Walls, 1 Low Wall)**



T2-T7 are in the backstop
T1, T8 & T9 are 3 yds from backstop

T2, T5 & T8 have threat images

“A” & “B” are 12-15yds from backstop

You can only see T1-T3 from “A”
You can only see T4-T6 from “B”

A

B

Stage 1: Clearing the 25...

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 his starting position. Competitor will then proceed to engage all remaining targets at the 25yard range. When finished the competitor will unload and show clear.

Stage 2: Clearing the 25 again!

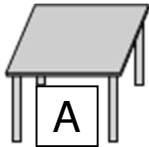
CoF Description: Competitor begins at the starting point (B) with cover garment, Sitting UPRANGE... On the buzzer, the competitor is to engage all visible targets from his starting position using the chair as cover. Competitor will then proceed to engage all remaining targets at the 25yard range. When finished the competitor will unload and show clear.

Stage 3 Setup @ left side of 75-yard range (8 rounds)
(1 Dual Pepper popper, 3 Clay Holders, 2 hostile, 2NS, 1 Table)



All targets are in backstop

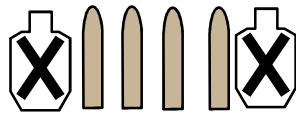
Table is 12 yds from backstop and is on its side.



Stage 3: The mix!

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing downrange. On the buzzer, the competitor is to engage all targets from the starting position. (left side of 50yd range). Reactive targets are a must hit. When finished the competitor will stand up, unload and show clear.

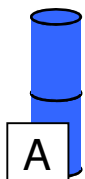
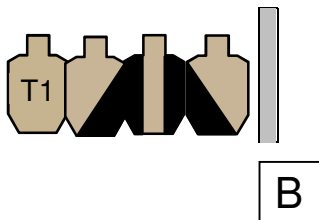
Stage 4 Setup @ Right side of the 50-yard range & 75 yds range (12 rounds)
(4 hostiles, 2 NS, 4 Lrg Pepper Poppers)



T1-T4 are in the 50yd backstop
 NS and Poppers are in 75yd backstop

"A" is approximately 8 yds from 50 yd backstop.

"B" is at corner of 50 yd backstop.



Stage 4: SPEED Round!

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing downrange, with hands on the barrels. On the buzzer, the competitor is to engage paper targets from the barrels. Competitor is then to proceed to corner of 50yd range engage remaining targets from cover. When finished the competitor will unload and show clear.