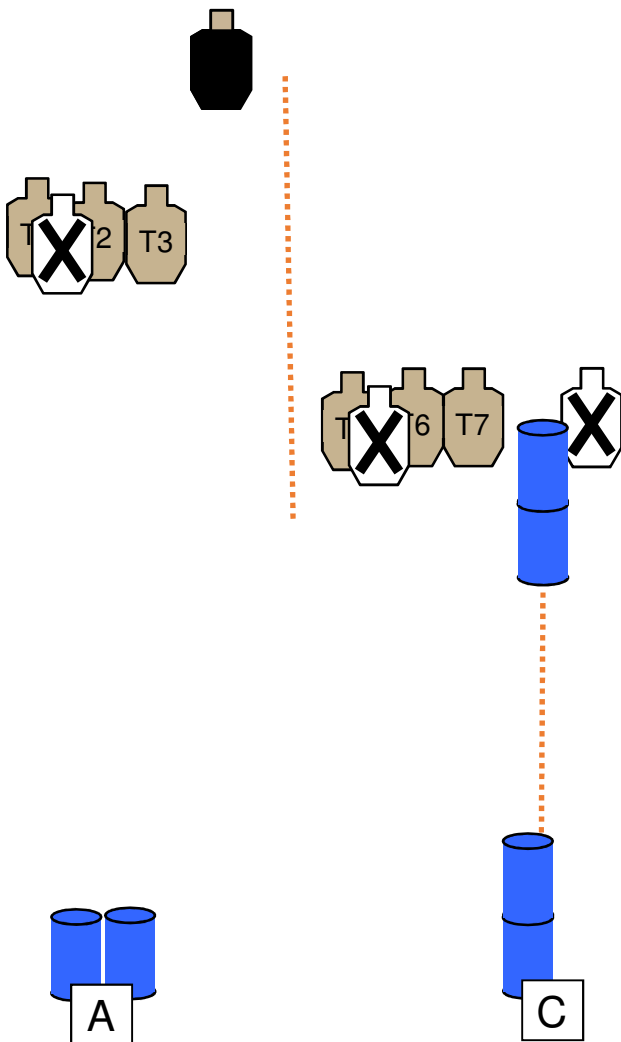


**General Guidelines:**

- 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: 10 hostiles, 4 NS, 6 barrels, 1 chair, cone walls (as shown)**



T1-T3 are 2-3yds from backstop  
T4 in on backstop  
T5-T7 is 3-4yds from backstop  
T8-T10 is 1-2yds from backstop

T3 & T8 have a threat image

“A” & “C” barrel sets are 10-11yds from backstop

“C” is positioned to be able to safely shoot T5-T10

“B” is 15 yards on right wall, marked by a chair.

Additional pair of barrels ar in line with T5-T7

NS covers at least 1/3 of T1 &T2

NS covers at least 1/3 of T5 &T6

NS to right of barrels

NS covers hard cover of T8

B

**Stage 1: A simple start... (14 rounds)**

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing downrange, fingers touching the barrels. On the buzzer, the competitor, from cover available at the starting position, is to engage all visible targets left of the barrels. When finished the competitor will stand, unload and show clear.

**Stage 2: Using the wall... (6 rounds)**

CoF Description: Competitor begins at the starting point (**B**) with cover garment, facing the right-side wall, hands pressed flat on the wall, next to the wall support outhang. On the buzzer, the competitor is to use the outhang as cover as much as possible and engage all visible targets to the right of the cone markers. When finished the competitor will unload and show clear.

**Stage 3: Left then Right! (12 rounds)**

CoF Description: Competitor begins at the starting point (**C**) with cover garment, facing uprange. On the buzzer, the competitor is to turn and engage the targets from between the cone markers from left side of cover, then are to engage right most targets from right side of cover. When finished the competitor will unload and show clear.

**Stage 4: A simple end... (8 rounds) (Stack barrels on top of each other)**

CoF Description: Competitor begins at the starting point (**A**) with cover garment, facing downrange, fingers touching the barrels. On the buzzer, the competitor, from cover available at the starting position, is to engage all visible targets left of the cone markers. When finished the competitor will unload and show clear.

(RO Notes: Make sure that from left or right side, all angles lead into bullet trap.)