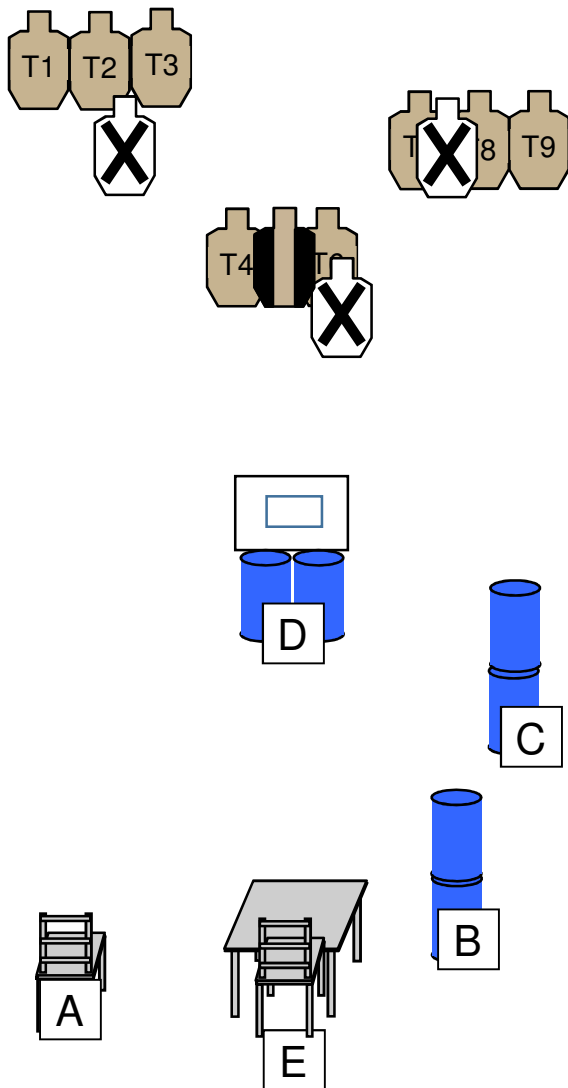


**General Guidelines:**

- 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, 3 no-shoots, 2 chairs, 1 table, 6 barrels (54 round CoF)**



T1-T3 are at backstop.  
T4-T6 are 5 yds from backstop  
T7-T9 are 2.5 yards from backstop

T1& T9 have threat images.  
T5 has Hard Cover on left and right sides and covers 1/3 of T4 and T6

NS is 2.5 yds in front of T2/T3  
NS covers 1/2 of remaining T6  
NS covers 1/2 of T7 & T8

'A' Chair is 16 yards from backstop  
'B' barrels are 15 yards from backstop in front of T7.  
'C' barrels are 11 yards from backstop in front of T9.  
'D' barrels are 11 yards from backstop with removable window  
'E' Chair and Table are 15 yards from backstop

Cones are to be placed between barrels at D and T4-T6. Left and right sides.