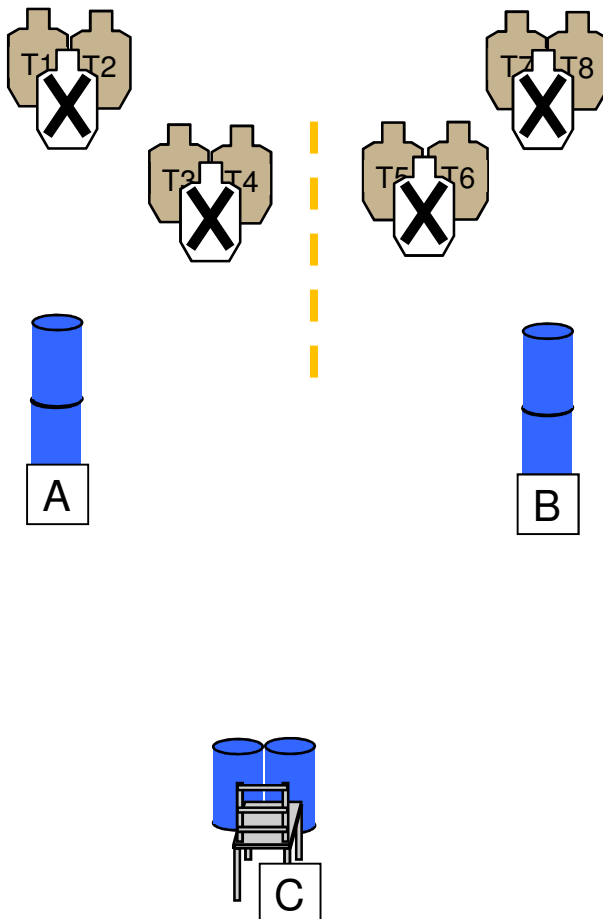


**General Guidelines:**

- 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)
- 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: Advancing (8 hostiles, 4 no-shoot, 1 chair, 4 barrels, wall markers)**



T1, T2, T7, and T8 are at the backstop

T3-T6 are 3-4 yards from backstop.

Double barrel @ 'A' & 'B' are 11 yards from backstop.

No-shoots are mounted directly onto T1-2, T3-4, T5-6, and T7-8. Should obscure roughly 1/3 of total threats.

'A' and 'B' are 11 yards from backstop

'C' and Chair are 16 yards from backstop

### **Stage 1: From the Outside!**

**(8 hostiles, 4 no-shoots, 16 rounds)**

CoF Description: Competitor begins at the starting point (**A**) with concealment, facing Downrange, hands touching barrels. On the buzzer, the competitor is to engage left side targets (T1-T4) from left side of cover @ '**A**'. Competitor will then move to opposite barrel stack (**B**) and engage the right targets (T5-T8) from the right side of cover @ '**B**'. When finished the competitor will unload and show clear.

### **Stage 2: From the Inside!**

**(8 hostiles, 4 no-shoot, 16 rounds)**

CoF Description: Competitor begins at the starting point (**B**) with concealment, facing Downrange, hands touching barrels. On the buzzer, the competitor is to engage right side targets (T5-T8) from left side of cover @ '**B**'. Competitor will then move to opposite barrel stack (**A**) and engage the left targets (T1-T4) from the right side of cover @ '**A**'. When finished the competitor will unload and show clear.

### **Stage 3: Make it clear from here!**

**(8 hostiles, 4 no-shoots, 16 rounds)**

CoF Description: Competitor begins at the starting point (**C**) with concealment, facing downrange. On the buzzer, the competitor engage the targets to the right of the barrier @ '**C**' using cover. Shooter will then move to opposite side of cover @ '**C**' and engage the targets to the left of the barrier. When finished the competitor will stand, unload and show clear.