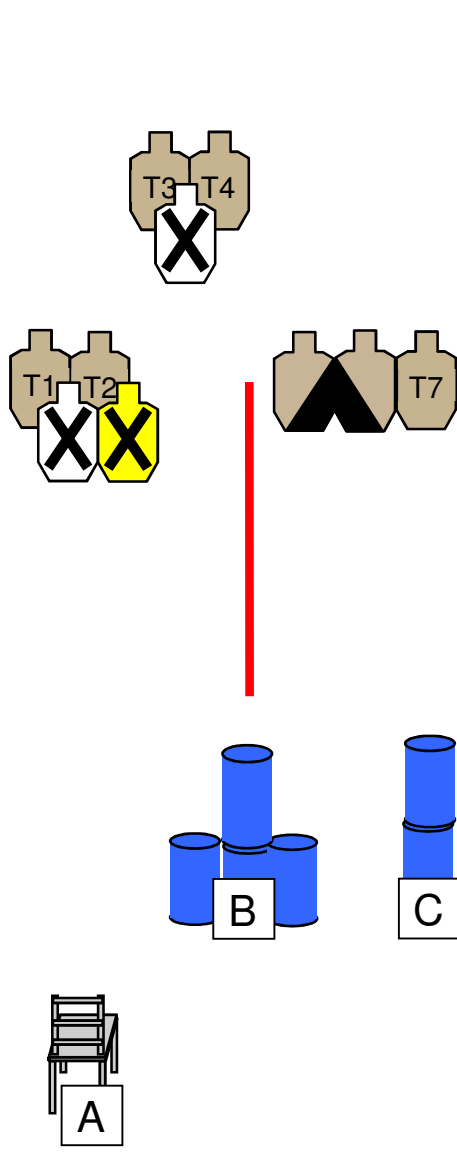


General Guidelines:

- 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.
- For 2019, ODPL now uses CSSA CLAS(H) competition rules. CLSA(H) 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.
- IMPORTANT: In today’s scenario, the clowns are the biggest threat, denoted by threat imagery, and then non-clown threats.

Stage Set-up: A man walked into a bar that had clowns, thugs and no-shoots (9 hostiles, 3/2 no-shoots, 6 barrels, line of Cones)



T1-T2 & T5-T7 are 4-6 yards from backstop
 T3-T4 are 2-3 yards from backstop
 T8-T9 are 1 yards from backstop

T5 & T6 have partial hard cover (1/3)

T4, T7 & T8 have threat images
 T1, T3, T6 & T8 have clown markings

NS at T1-T2 have 2 stands and can be +1 No Shoot
 NS at T8-T9 have 2 stands and can be +1 No Shoot

‘A’ Chair is 15-16 yards from backstop
 ‘B’ & ‘C’ are 11 yards from backstop.
 Barrels arranged as shown. “C” in front of T7.

‘D’ is along right side wall just behind pillar.

‘A’ should have no LoS to T5

Stage 1: I hate the circus... (4 hostiles, 2 no-shoots, 8 rounds)

(Only one centered NS in front of T1-T2, T8-T9 dual NS)

CoF Description: Competitor begins at the starting point (**A**) behind the chair with cover garment, facing down range. On the buzzer, the competitor will engage the all visible targets left of the barrels from the starting position. When finished the competitor will stand, unload and show clear.

(Target order should be T1, T3, T4, T2)

Stage 2: And in centre stage... (5 hostiles, 1 no-shoot, 10 rounds)

(Add and shift added NS in front of T1-T2 & T8-T9)

CoF Description: Competitor begins at the starting point (**B**) with concealment, hands on the centre barrel. On the buzzer, the competitor will use high cover and engage left targets from left side and right targets from the right side. When finished the competitor will unload and show clear.

(Left side target order should be T3, T4; right side target order should be T7, T6, T5)

Stage 3: Lefties Rule this one (5 hostiles, 5 no-shoot, 10 rounds)

(Only one centered NS in front of T8-T9)

CoF Description: Competitor begins at the starting point (**D**) with concealment, hands pressed chest high on the wall. On the buzzer, the competitor will turn and while using the column as best they can for cover, engage the far right most targets, Competitors will then proceed behind barrels (**C**) and engage remaining targets right of the cones from left side of cover. When finished the competitor will unload and show clear.

(Target order should be T8, T9, move, T5, T6, T7)

Stage 4: Final Act (9 hostiles, 3 no-shoot, 18 rounds)

(Only one centered NS in front of T1-T2& T8-T9)

CoF Description: Competitor begins with concealment, sitting on chair (**A**). On the buzzer, the competitor will draw from the sitting position, engage all targets left of barrels. Competitor will then move behind barrels (**B**)and engage all remaining targets. When finished the competitor will unload and show clear.

(Target order should be T1, T3, T4, T2, move, T9, T8, T7, T6, T5)