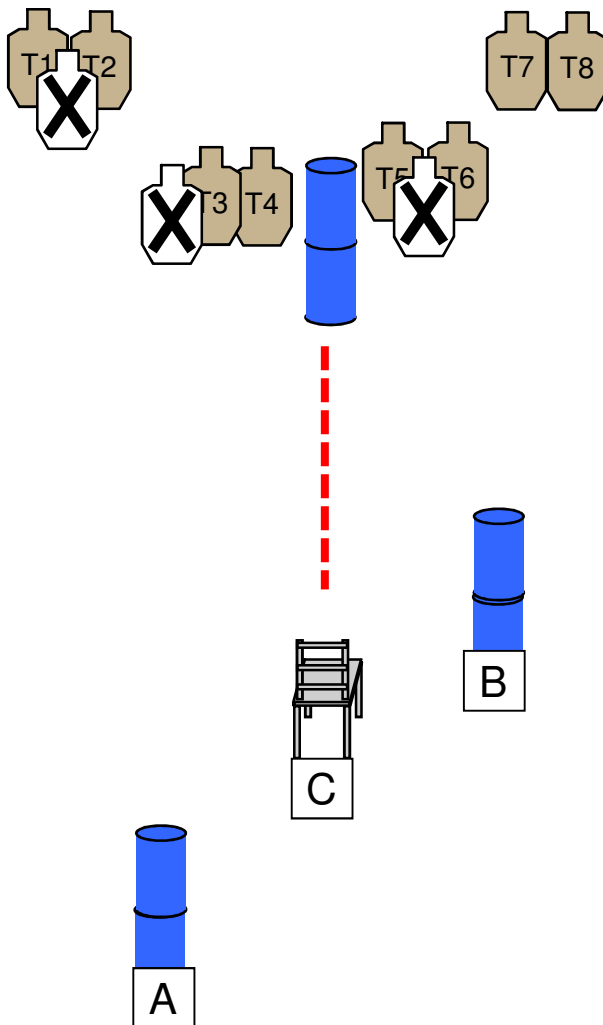


General Guidelines:

- 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, 3 no-shoot, 1 chair, 6 barrels, cones)



T1, T2, T4, T7, and T8 are at the backstop

T3-T6 are 3-4 yards from backstop.

Double barrel is 6 yards from backstop.

No-shoots in front of T1-2, T3, T5-6

T1, T3 and T7 have visible threat designations (Equal level).

'A' is 18 yards from backstop

'B' is 13 yards from backstop

'C' is 11 yards from backstop

Cones from Double barrel @ 6yds to 10m line. In front of chair.

Stage 1: Long Range Basics (Using targets on left side of double barrels)
(4 hostiles, 2 no-shoots, 8 rounds)

CoF Description: Competitor begins at the starting point (A) with concealment, facing up range. On the buzzer, the competitor will turn and engage the targets to the left of the double barrel from cover. When finished the competitor will unload and show clear.

Stage 2: Strong Short Range Basics (Using targets on right side of double barrels)
(4 hostiles, 1 no-shoot, 8 rounds)

CoF Description: Competitor begins at the starting point (B) with concealment, facing downrange, hands on barrel. On the buzzer, the competitor is to engage the targets to the right of the double barrel from cover, Strong Hand Only. When finished the competitor will unload and show clear.

Stage 3: How weak is your weak? Let us check. (Using ALL targets)
(8 hostiles, 3 no-shoots, 16 rounds)

CoF Description: Competitor begins at the starting point (C) with concealment, sitting on the chair and facing down range. On the buzzer, the competitor will stand, draw, and move behind chair and engage all targets Weak Hand Only using the chair as cover. Competitor will reload, then re-engage all targets with a single shot each, weak hand only. When finished the competitor will stand, unload and show clear.

Stage 4: Lateral pass for the win! (Using ALL targets)
(8 hostiles, 3 no-shoots, 16 rounds)

CoF Description: Competitor begins at the starting point (C) with concealment, starting in the seated position. On the buzzer, the competitor will stand, draw and proceed behind the right set of high cover (B) barrels and engage all targets which on the right side of the double barrels. Competitor will then move to left set of high cover (A) and engage all remaining targets. When finished the competitor will stand, unload and show clear.