

General Guidelines:

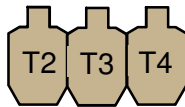
- Galt’s outdoor range has a 90° rule for action shooting. However! The muzzle direction must remain inside the top of the berm unless due to recoil.
- Unlimited Vickers – Unless otherwise stated in the CoF, there are no shot limitations. Any reactive targets must be engaged with at least one shot.
- CLAS(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.
- Shooting on the move is not allowed unless specifically stated in the CoF.
- 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 1 Setup @ 25-yard range, Left
(4 hostiles, 1 NS, table)**

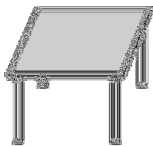


T1 is in the backstop
T2-T4 are 3 yds from backstop

T3 & T4 have threat designations



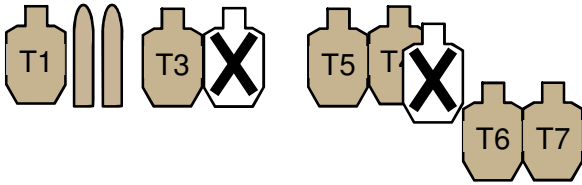
“A” table is 12 yards from backstop and on its long edge (legs facing downrange)



Stage 1: A small warm up! (8 rounds)

CoF Description: Competitor begins at the starting point (A). Hands on upper edge of table. On the buzzer, the competitor is draw and engage all targets while using the table as cover. When finished the competitor will stand up, unload and show clear.

Stage 2 Setup @ 25-yard range, Centre & Right
(6 hostiles, Dual Popper, 2 NS, table w/ chair)

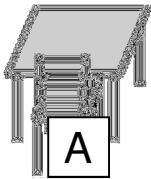


T1-5 are in the backstop
T6-T7 are 1 yds from backstop

T3 & T6 have threat designations

“A” table is 15 yards from backstop with chair
down range facing down range.

Notes: All No-Shoots are on separate stands



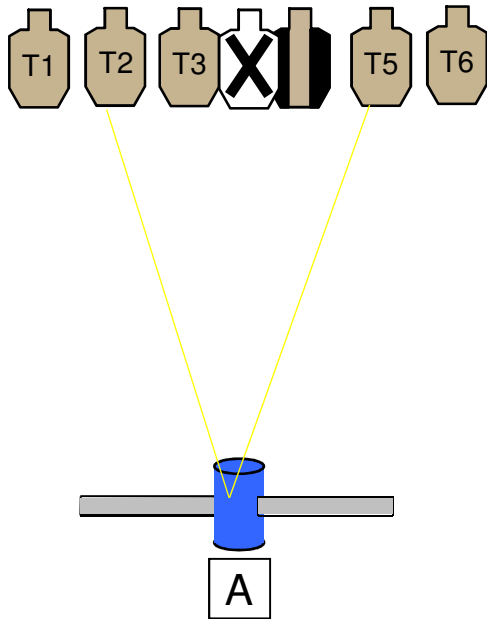
Stage 2: Cleaning Interrupted! (14 rounds)

CoF Description: Competitor’s handgun is staged clear and placed on the table. Competitor begins seated on chair facing downrange at the starting point (A), hands on table. On the buzzer, the competitor is to load and then engage targets from seated position. When finished the competitor will stand up, unload and show clear.

NOTE: All targets are consider equal distance for purposes of target priority.

Stage 3 Setup @ 50-yard range

(6 hostiles - 2 on drop turners, 1 NS 2 high walls, barrel, rope & length of chain)



All targets are in the backstop.

T2 and T5 are on drop turners

"A" barrel and attached walls are 10-13 yds from backstop

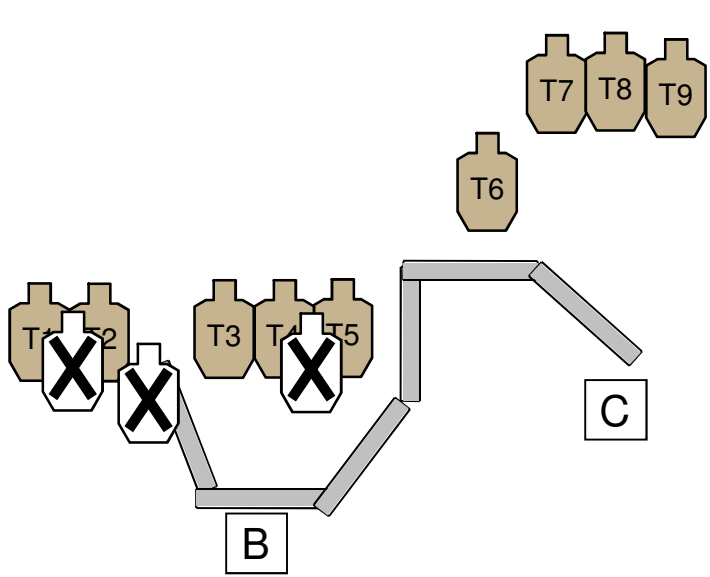
1/4" nylon rope runs from drop turner "pins" and is attached to a length of chain on Barrel @ "A"

Stage 3: Blame Chris for this! (12 rounds)

CoF Description: Competitor begins at the starting point (A) with cover garment, hands touching the corner of the barrier. On the buzzer, the competitor is to draw and engage all targets from between the walls. To activate the drop turners, pull the chain. Failure to pull the chain equates to a FTDR and 2 missed targets. When finished the competitor will unload and show clear.

Stage 4 Setup @ 75-yard range

(9 hostiles, 3 NS, 1 High wall with window, 5+ high walls)



T1-T5 are 5 yards from backstop

T6

T7-T9 are 1-2 yds from backstop

T6, T7 & T9 have a threat designations

"A" is 13-16 yds from backstop.

"B" is at window

"C" is at end of barrier

A

Stage 4: I see everything! (18 rounds)

CoF Description: Competitor begins at the starting point (A) with cover garment. On the buzzer, the competitor is to draw and engage visible targets from their starting position. Competitor will proceed to window (B) and engage visible targets. Competitor will then proceed to corner (C) and engage remaining targets. When finished the competitor will unload and show clear.