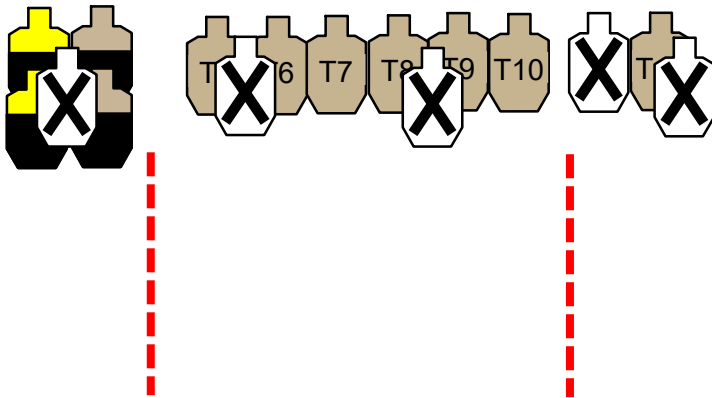


General Guidelines:

- When at Galt’s indoor range, muzzle direction must remain inside the backstop area.
- 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 1-2 Setup @ 25-yard range
(11 hostiles, 5 NS, table, 2 chairs, 6 barrels)**



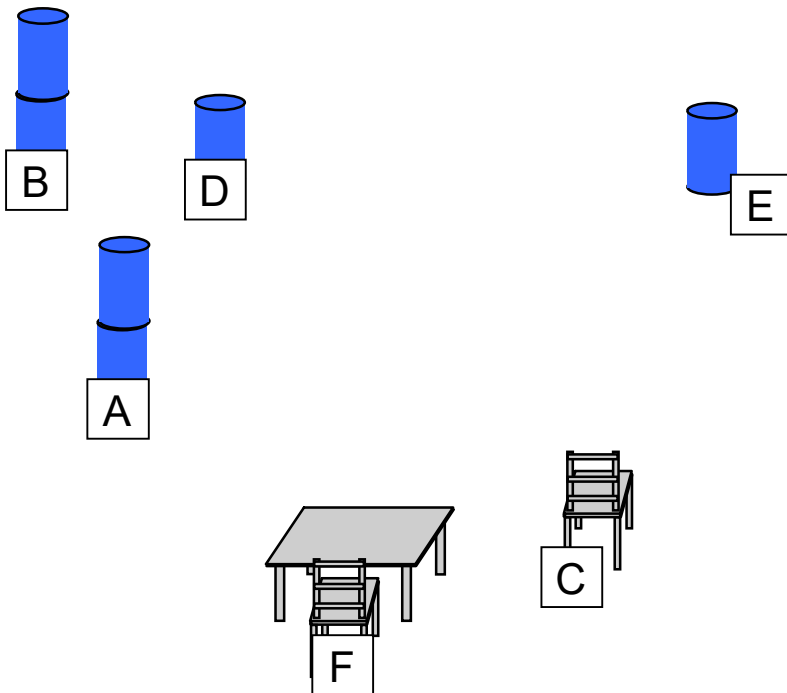
All targets are on the minimum distance marker

T9 and T10 have threat designations

‘T1 & T2 (yellow highlights) are on a single stand. Lower target top just below edge of hard cover of top target.

‘T3 & T4 are on a single stand. Setup similar to T1 & T2.

No Shoot is attached to T3/T4, T5, T8, T11. No Shoot on it’s own stand between T10 & T11.



‘A’ and its barrels are at 15 yards

‘B’ and its barrels are at 10 yards

‘C’ and its chair are at 20 yards, centered between T10 & NS.

‘D’ and its barrels are at 10 yards

‘E’ and its barrels are at 10 yards

‘F’ and its table and chair are at 20 yards. Chair is centered in the room in line with ‘C’

Red lines denote array of cones.

Stage 1: Double Advance! (16 rounds) Targets T1-T4

CoF Description: Competitor begins at the starting point (**A**) with hands touching the barrels. On the buzzer, the competitor is to draw and engage all targets directly ahead from left side of cover at the starting position. Competitor will then advance to next set of barrels (**B**) and re-engage all targets directly ahead. When finished the competitor will unload and show clear. RO NOTE: As targets must have 4 rounds in each, FTN threshold is on 9+.

Stage 2: Shoot on the MOVE! (12 rounds) Targets T5-T10

CoF Description: Competitor begins at the starting point (**C**). Hands on the back of the chair. On the buzzer, the competitor is draw and while shooting on the move towards the barrel (**D**), engage all targets between the cones. If the competitor reaches the barrel, they will stop shooting as they are at the end of the range of movement. When finished the competitor will unload and show clear.

RO NOTE: Failure to stop shooting when arriving at the barrel will earn a PE.

Stage 3: A weakly staged gun! (2 rounds) T11

CoF Description: Competitor is to show clear and stage their firearm on the barrel. All magazines are to be stored on their person. Competitor begins at the starting point (**E**), facing and hands flat on the wall. On the buzzer, the competitor is to retrieve their firearm, load, and engage the target directly ahead WEAK HAND ONLY from cover. When finished the competitor will stand-up, unload and show clear.

Stage 4: All this shooting hurts my feet! (18 rounds) T3-T11

CoF Description: Competitor begins at the starting point (**F**). Hands on the table. On the buzzer, the competitor is draw, engage all visible targets from the seated position. When finished the competitor will stand, unload and show clear.

RO NOTE: T1&T2 (indicated in yellow) are to be moved aside for this stage. Ensure not a possible target.