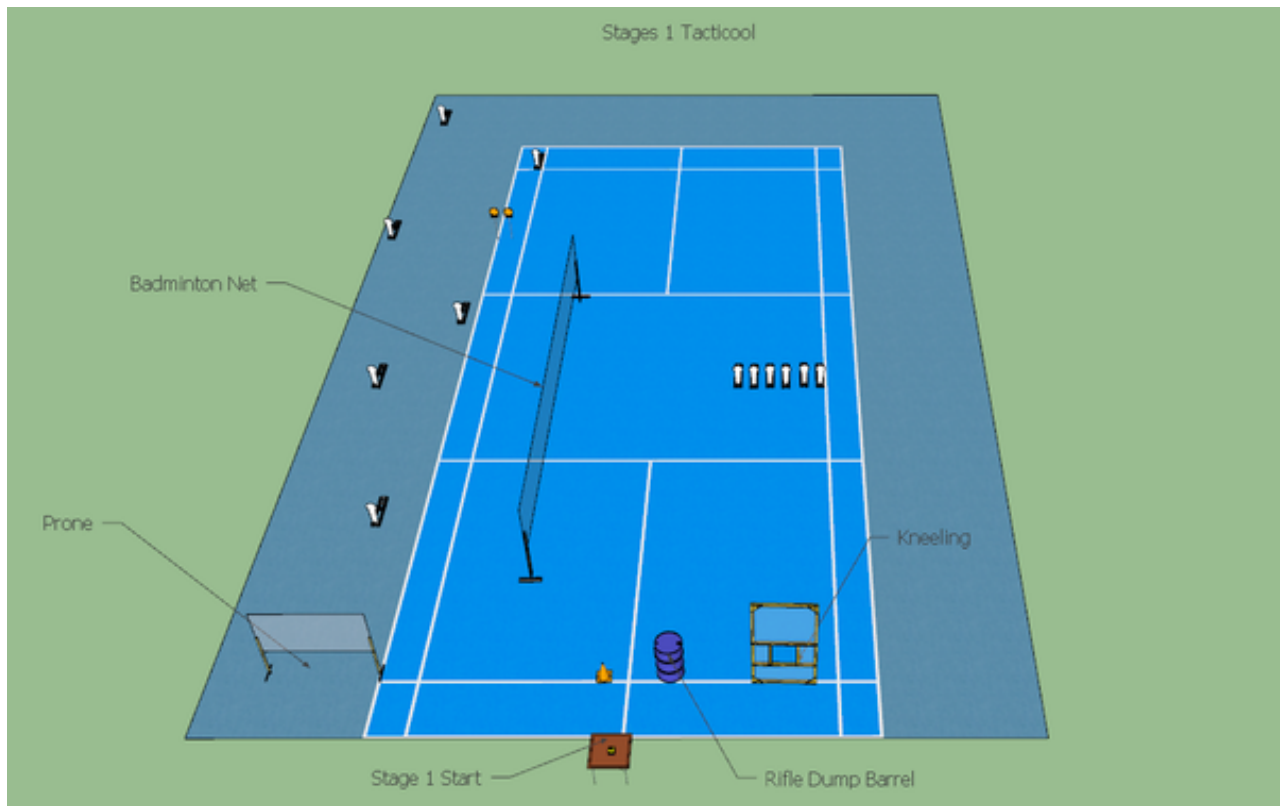


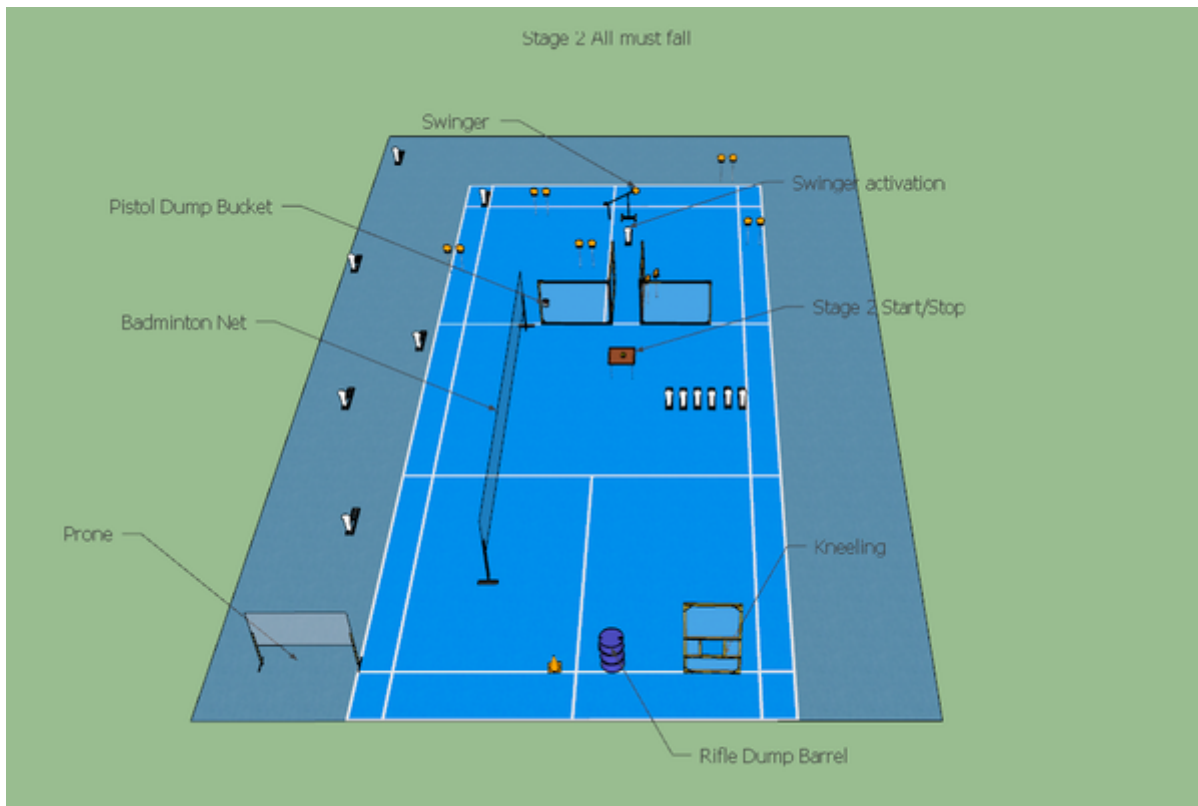
1. Tacticool



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	13 popper, Total 13 targets	Min rounds	13
Firearm	Rifle	Match-%	12.50%

Procedure	Start Position Stanging facing down range Rifle Condition 1 Low Port Arms. RO to Activate Timer when Shooter is ready. On audible Signal Engage all Targets Freestyle. RH Targets must be engaed through the Barricade Aperture from the Kneeling Position (one or both knees) LH Targets must be Engaged from the Prone position from behing the Barricade in 'Tactical' order nearest first then the next Nearest. Targets that fall out of order will incurr a +5 Sec Penalty per target. The rifle must be Grounded Safely before stopping the Timer in the Dump Barrell		
Starting position	Gun loaded & holstered		
Firearm ready condition	Condition 1 Low Port Arms		
Start on	Audible signal		
Stop on	Timer Button		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			

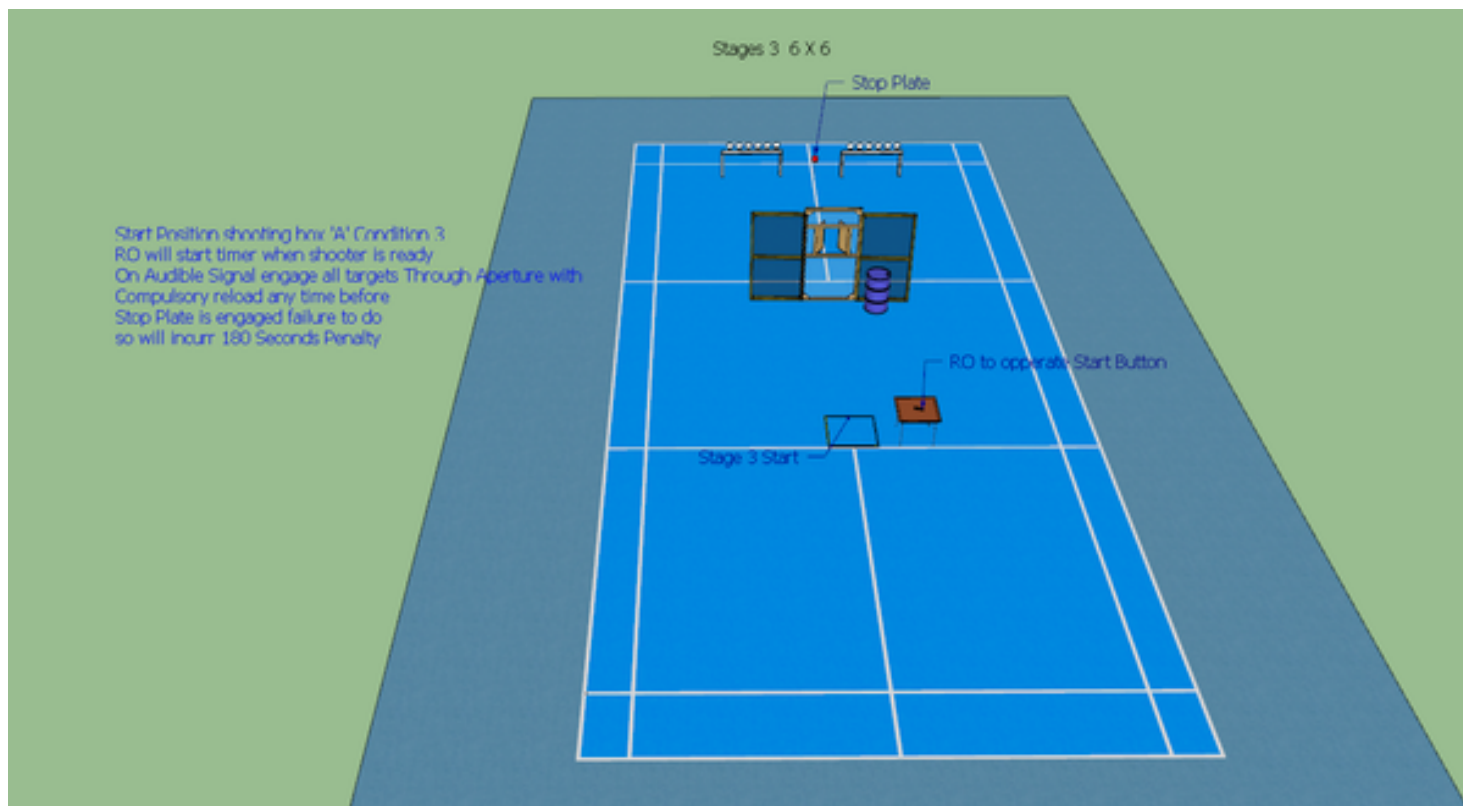
2.



CoF	Time-Plus penalties - Long	Points	100 p
Targets	13 popper, 13 plates, Total 26 targets	Min rounds	26
Firearm	Handgun, Rifle	Match-%	12.50%

Procedure	Start Position Pistol Holstered Condition 1 Facing UPRANGE. Rifle in Dump Barrel Cond 1 When ready Activate Timer and engage the Popper to activate the Swinger. Swinger must be successfully engaged before engaging the Remaining Pistol targets as they become visible, freestyle unsupported You may not re engage the Swinger once you have engaged another Target. Ground Pistol safely in Dump Bucket and move up range. You must go around the Cone to retrieve the Rifle. Targets must be engaged Kneeling through RH Barricade aperture and Prone from Behind LH Barricade in ANY order. Rifle must be Grounded safely in the Dump Barrel before stopping the Timer.		
Starting position	Facing Uprange in front of Table		
Firearm ready condition	Rifle and Pistol Condition 1		
Start on	Timer Button		
Stop on	Timer Button		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			

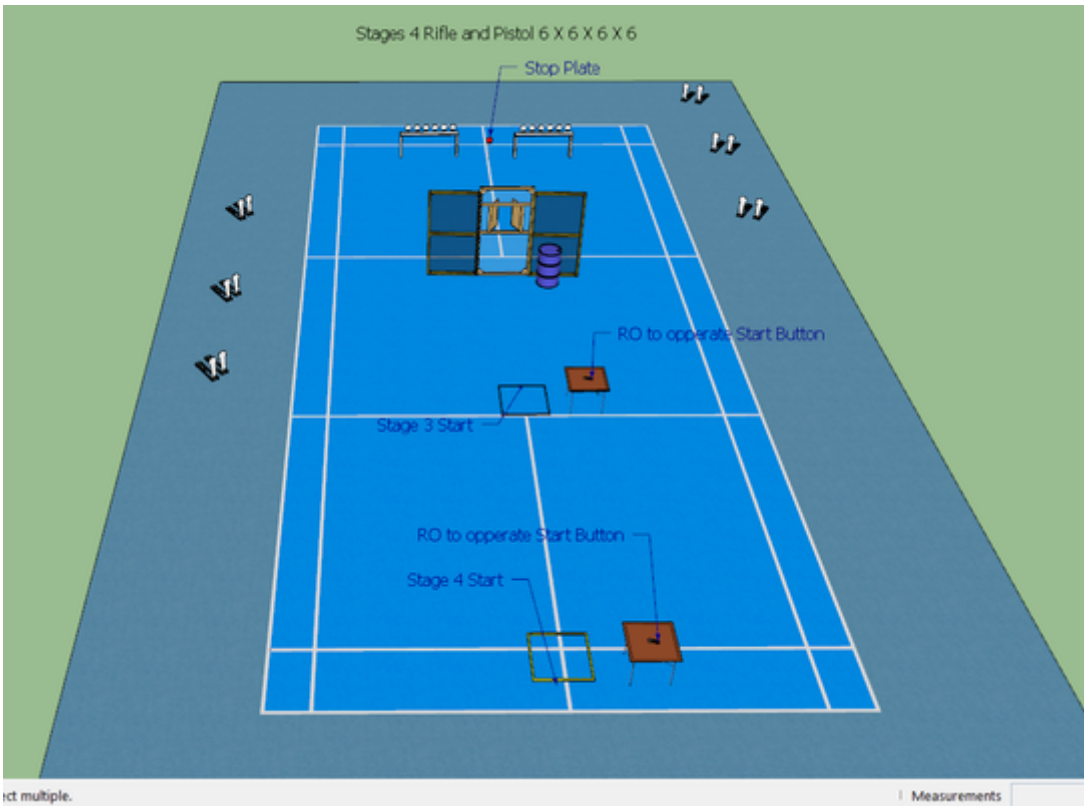
3. Stage 3- 6 X 6



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	13 plates, Total 13 targets	Min rounds	13
Firearm	Handgun	Match-%	12.50%

Procedure	Start Position shooting box 'A' Condition 3 RO will start timer when shooter is ready On Audible Signal engage all targets Through Aperture with Compulsory reload any time before Stop Plate is engaged failure to do so will incur 180 Seconds Penalty
Starting position	Designated shooting Box
Firearm ready condition	Condition 3 Holstered
Start on	Audible signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

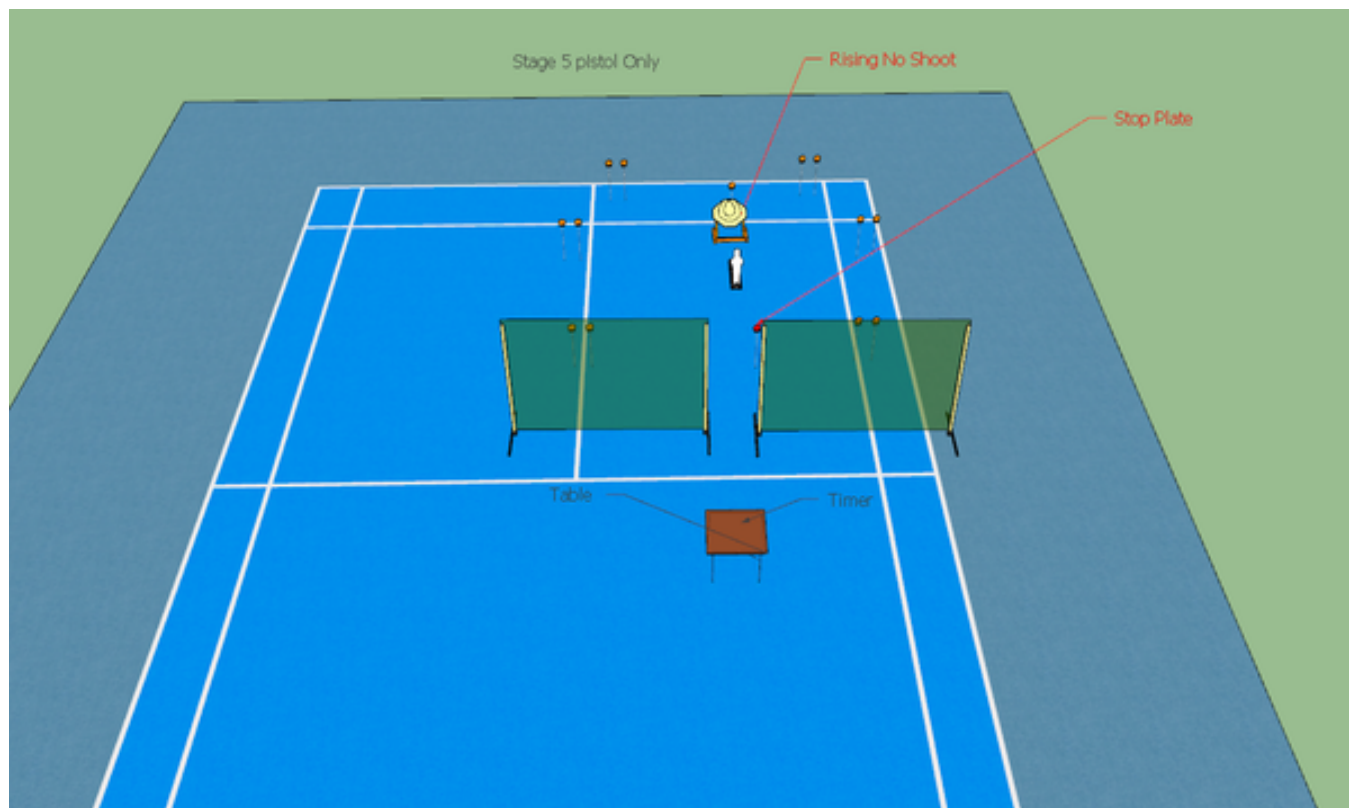
4. Stage 4: 6 x 6 x 6 x 6



CoF	Time-Plus penalties - Long	Points	100 p
Targets	12 popper, 13 plates, Total 25 targets	Min rounds	27
Firearm	Handgun	Match-%	12.50%

Procedure	On Audible signal Engage all Poppers Freestyle in any order. Groud Rifle safely in Dump Barrel. Engage all Pistol Plates through the aperture freestyle unsupported Finish on stop Plate. All Targets must fall to Count
Starting position	Standing in designated shooting Box
Firearm ready condition	Pistol Condition1 Holstered/ Rifle Condition 1 Low Port Arms
Start on	Audible signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

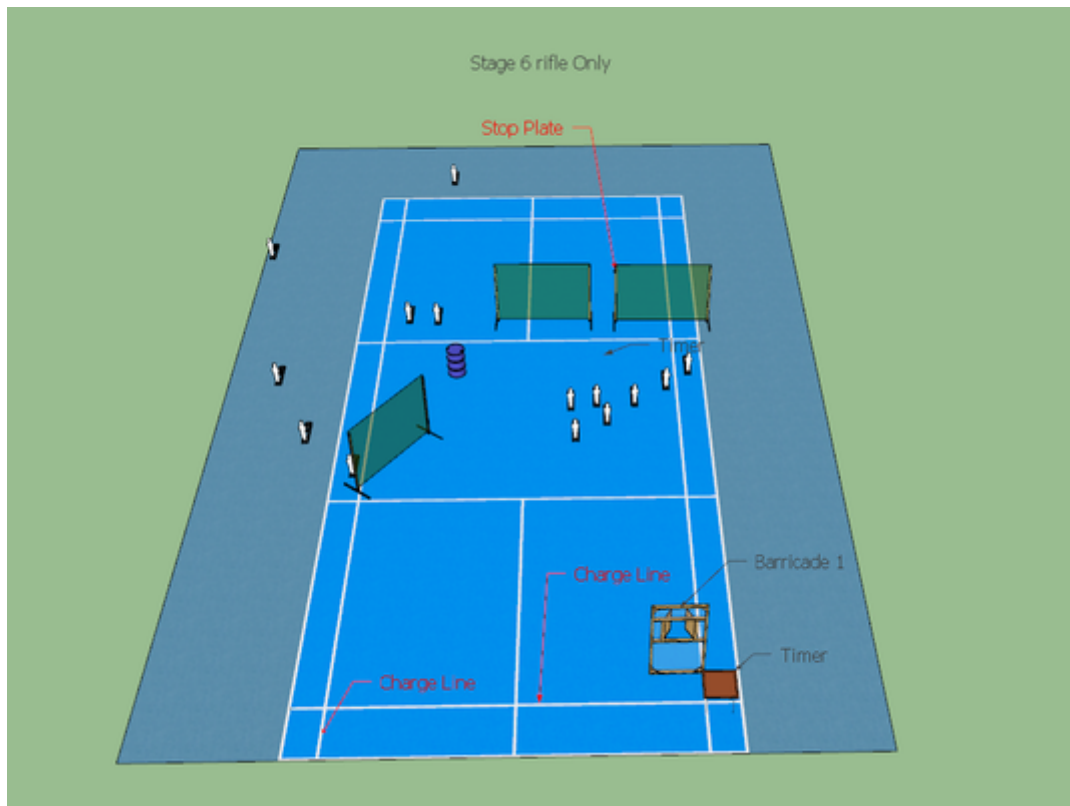
5. Now you se me ..now you don't



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	1 popper, 13 plates, 1 no-shoot, Total 14 targets	Min rounds	14
Firearm	Handgun	Match-%	12.50%

Procedure	Shooter to Activate Timer when ready On activation turn and engage all pistol Targets in any order freestyle unsupported. Popper wil activate Rising no shoot target that willl cover the Plate. Failure to successfully engage the plate will incur a +5 second penalty. No shoot will incur +5 Seconds per hit. Finally engae Stop Plate. If stop plate is knocked down early the RO will stop the shooter Remaining Targets will incur +10 Second Penalty per Target (Scored as Failure to engage and Miss for each)		
Starting position	Facing Uprange in front of talble.		
Firearm ready condition	Pistol Condition 1 Holstered		
Start on	Timer Activation		
Stop on	Stop Plate		
Penalties	As per current edition of rules		
Safety angles	L/R/v 90/90/90		
Setup notes			

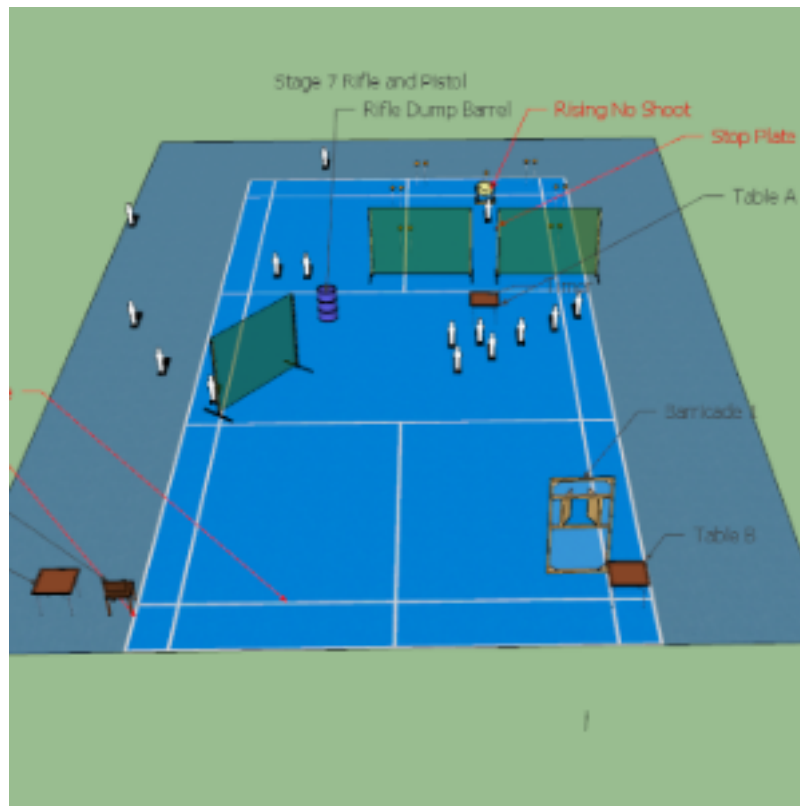
6. A Stage with no Name



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	14 popper, 1 plates, Total 15 targets	Min rounds	15
Firearm	Rifle	Match-%	12.50%

Procedure	RO will start timer When shooter is ready Rifle Condition 1 Low port arms. Hatch doors must be opened with either hand. All Poppers Directly in front MUST be engaged through the Hatch Freestyle as they become visible. Other visible Targets may also be engaged through the Hatch but is not mandatory. Engage Remaining Targets Freestyle from behind the Charge Lines as they become visible. Finishing on the Stop Plate.		
Starting position	Start Position Behind Barricade 1 Doors will be Closed.		
Firearm ready condition	Rifle Condition 1 Low port arms.		
Start on	Audible signal		
Stop on	Stop Plate		
Penalties	As per current edition of rules		
Safety angles	L/R/v 90/90/90		
Setup notes			

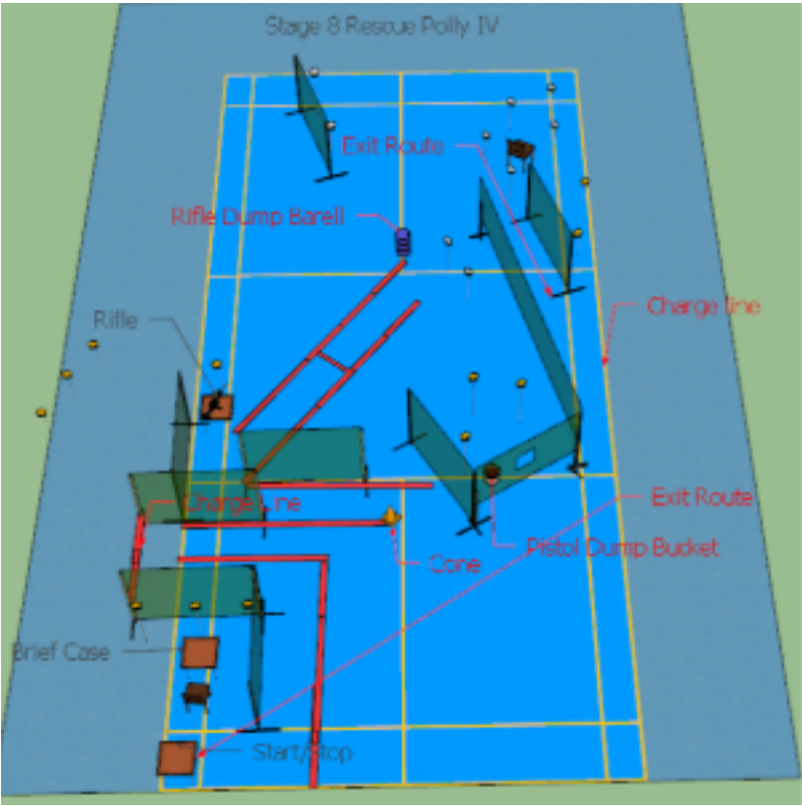
7. All Must Fall



CoF	Time-Plus penalties - Long	Points	100 p
Targets	14 popper, 13 plates, Total 27 targets	Min rounds	28
Firearm	Handgun, Rifle	Match-%	12.50%

Procedure	Pistol on Table A Condition 1 RO to activate Timer. On audibleSignal engage all Rifle Targets in any order Freestyle from behind Charge Lines. Note: The Popper that activates the rising No shoot is a Pistol Target Ground Rifel safely in Dump Barrel. Engage remainig Pistol Targets through the gap between the Barricades in any order freestlye Unsupported. Finishon the Stop Plate. Activating the Stopplate early will result RO Stopping shooter. Any remaining Targets stil standing will incur +10 seconds per target penalty (Failure to engage and a Miss)		
Starting position	Start Position Seated in chair Hands on Knees		
Firearm ready condition	Rifle On Table B.Condition 3, Pistol on Table A Condition 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

8. Rescue Polly IV



CoF	Time-Plus penalties - Long	Points	100 p
Targets	21 plates, Total 21 targets	Min rounds	21
Firearm	Handgun, Rifle	Match-%	12.50%

Procedure	Start Position seated behind Table Pistol is in Brief Case Condition 1 Case will be closed.All Magazines are to be carried on yourPerson. Start/Stop Timer is Activated by the RO On Audible Startsignal engage 3 Pistol targets directly in front from the seated position. Engage remaining Pistol Targets free style from within shooting area as they become visible Re holster Pistol /Transitionin to Rifle. Engage all Rifle targets that are visible from behind the charge Line before crossing the charge line. Engage remaining Rifle targets as they become visible within the designated Shooting area. Ground Rifle in the Dump Barrel. Retrieve 'Polly' and follow the Exit route out. Engage remaining Pistol Targets as the become visible. 'Polly' must be carried in one arm as if carrying a child at all times Ground Pistol in the Dump Bucket before continuing on to Stop the Timer.
Starting position	Start Position seated behind Table
Firearm ready condition	Pistol is in Brief Case Condition 1. Case will be closed.
Start on	Audible signal
Stop on	Timer Button
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	