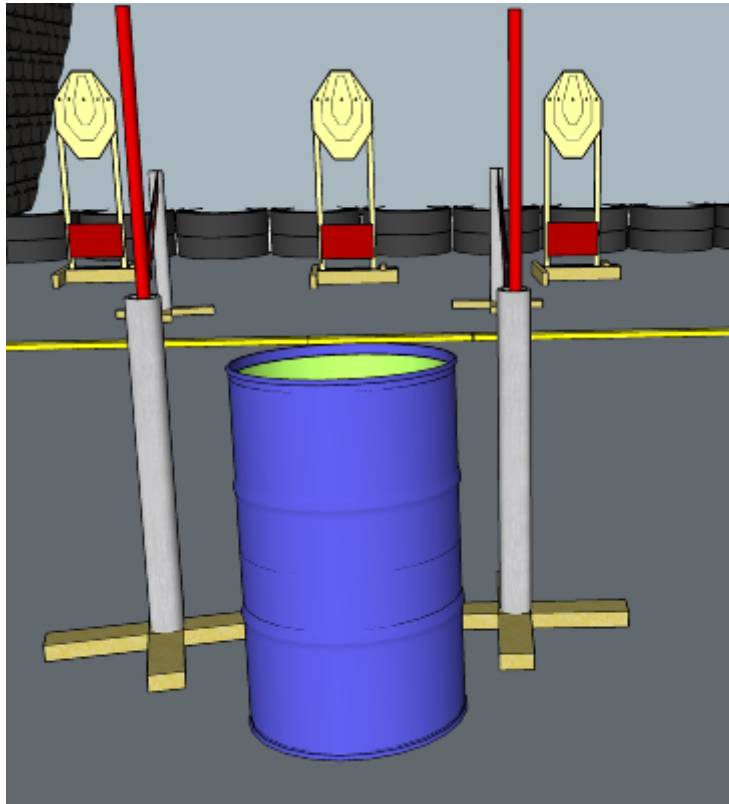


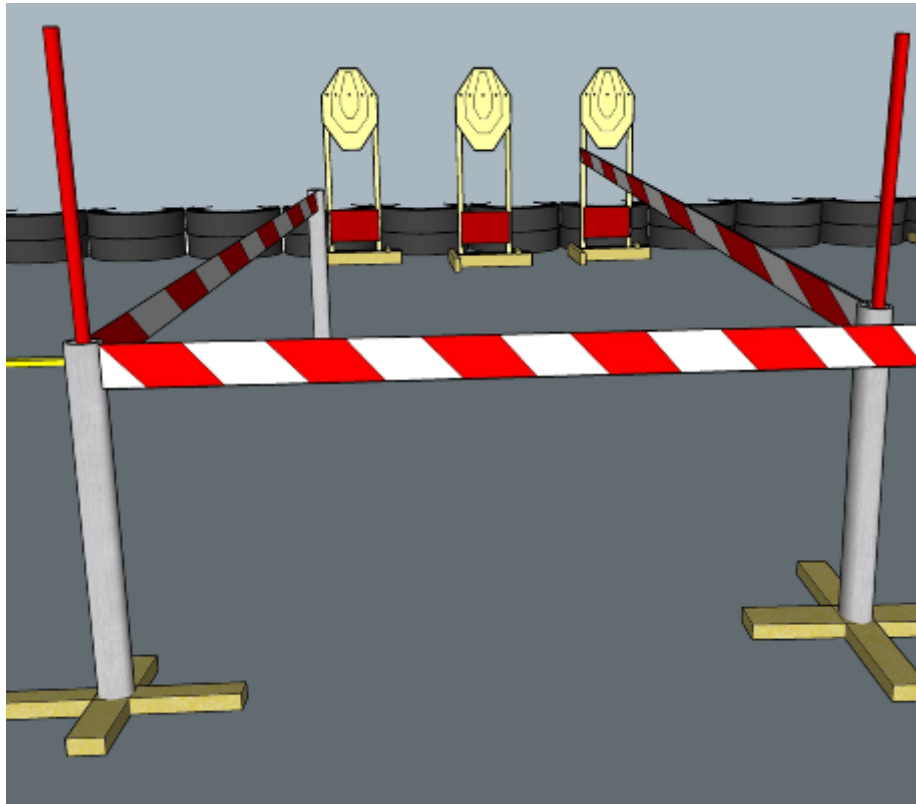
1. Left and right



CoF	Sivil-pistol - Short	Points	100 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	25.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area
Starting position	As demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

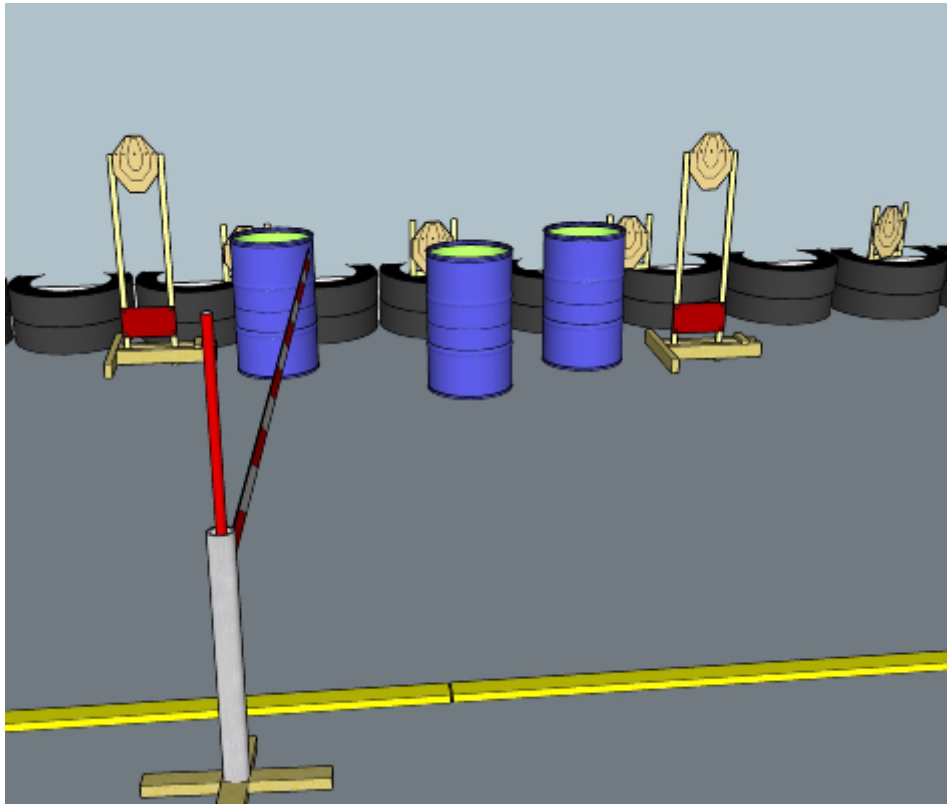
2. Forward and backward



CoF	Sivil-pistol - Short	Points	100 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	25.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area
Starting position	As demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

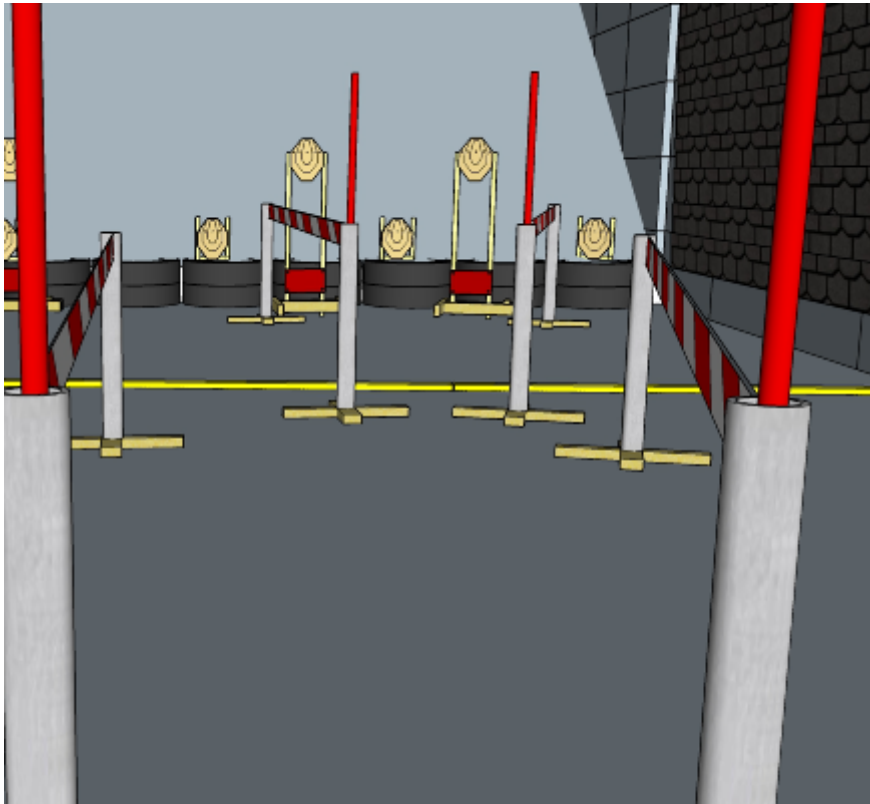
3. Which option



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	25.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area
Starting position	As demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

4. The end



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	25.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area
Starting position	As demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	