0. Go Left.... or Right

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

Procedure	On signal engage all target as they become visible
Starting position	Standing relaxed heals touching marks on Left or Right side
Firearm ready condition	gun loaded laying flat on barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left 90* Right Marker
Setup notes	

1. Bankjob

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

Procedure	On signal engage all target as they become visible, Laptop bag can not touch ground when engaging targets
Starting position	Standing relaxed Holding gun inside Laptop bag pointing at mark on wall
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/Right Marker
Setup notes	

2. Le Shithouse

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

Procedure	On signal engage all target as they become visible
Starting position	Sitting relaxed holding "paper" in both hands door closed
Firearm ready condition	Loaded laying flat on mark
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/Right 90*
Setup notes	

3. Tombstone

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

Procedure	On signal engage all target as they become visible
Starting position	Standing relaxed toes touching marks on barrel
Firearm ready condition	Loaded laying flat on barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left Marker Right 90*
Setup notes	