

1.

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Standing behind table.
Firearm ready condition	Firearm condition one, on table, pointing downrange.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

2.

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Standing behind table.
Firearm ready condition	Firearm condition one, on table, pointing downrange.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

3.

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 1 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Standing behind table.
Firearm ready condition	Firearm condition one, on table, pointing downrange.
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.

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 5 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Standing behind table.
Firearm ready condition	Firearm condition one, on table, pointing downrange.
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	

5.

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. BOTTLE MUST BE GRASPED AND HELD WITH THE FINGERS OF THE NON-SHOOTING HAND WHILE FIRING GUN. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Standing behind table, bottle on table.
Firearm ready condition	Firearm condition one, on table, pointing downrange.
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	

6.

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	16.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. If not wood, tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Standing behind table.
Firearm ready condition	Firearm condition one, on table, pointing downrange.
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	