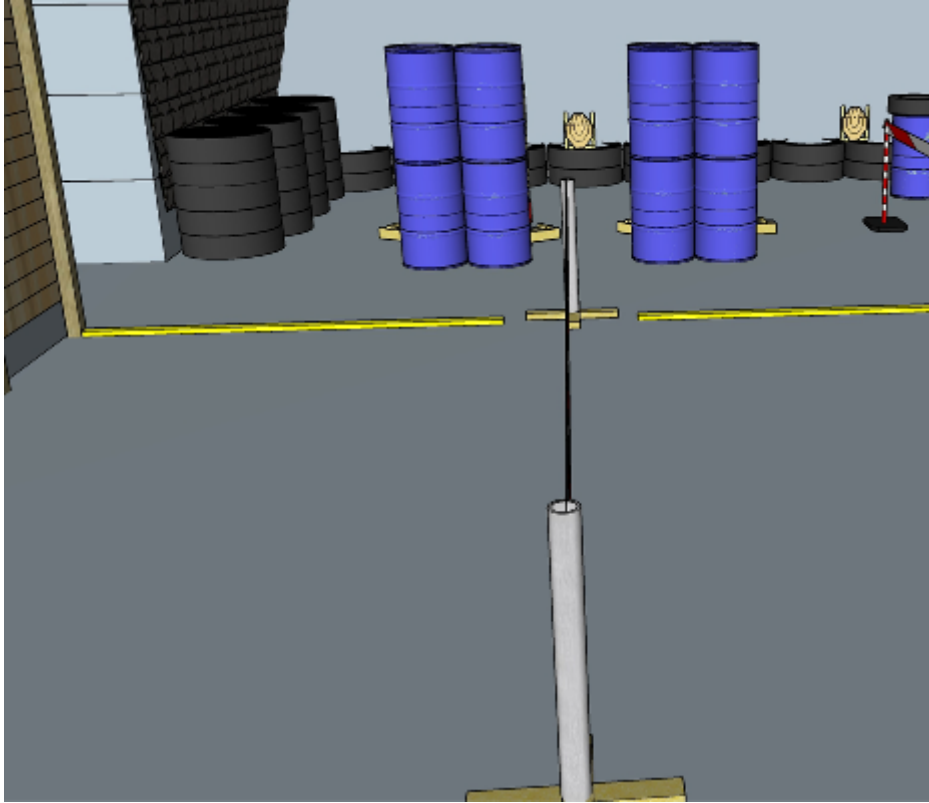


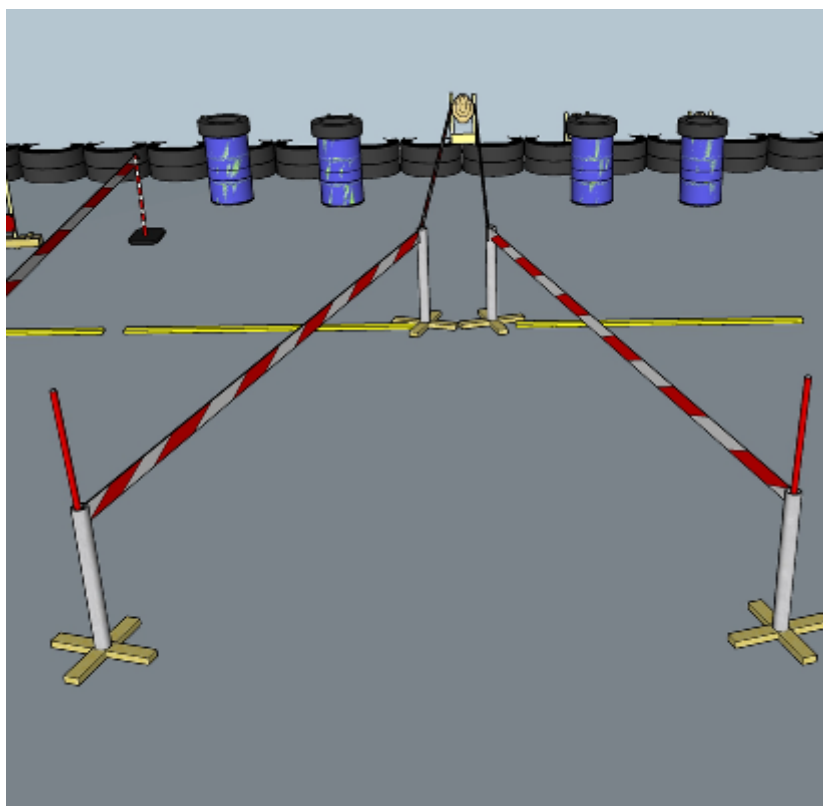
1. Right down the middle



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	33.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	Behind grey-tapeholder as demoed by RO
Firearm ready condition	Loaded, held at 45 degree angle
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm
Setup notes	

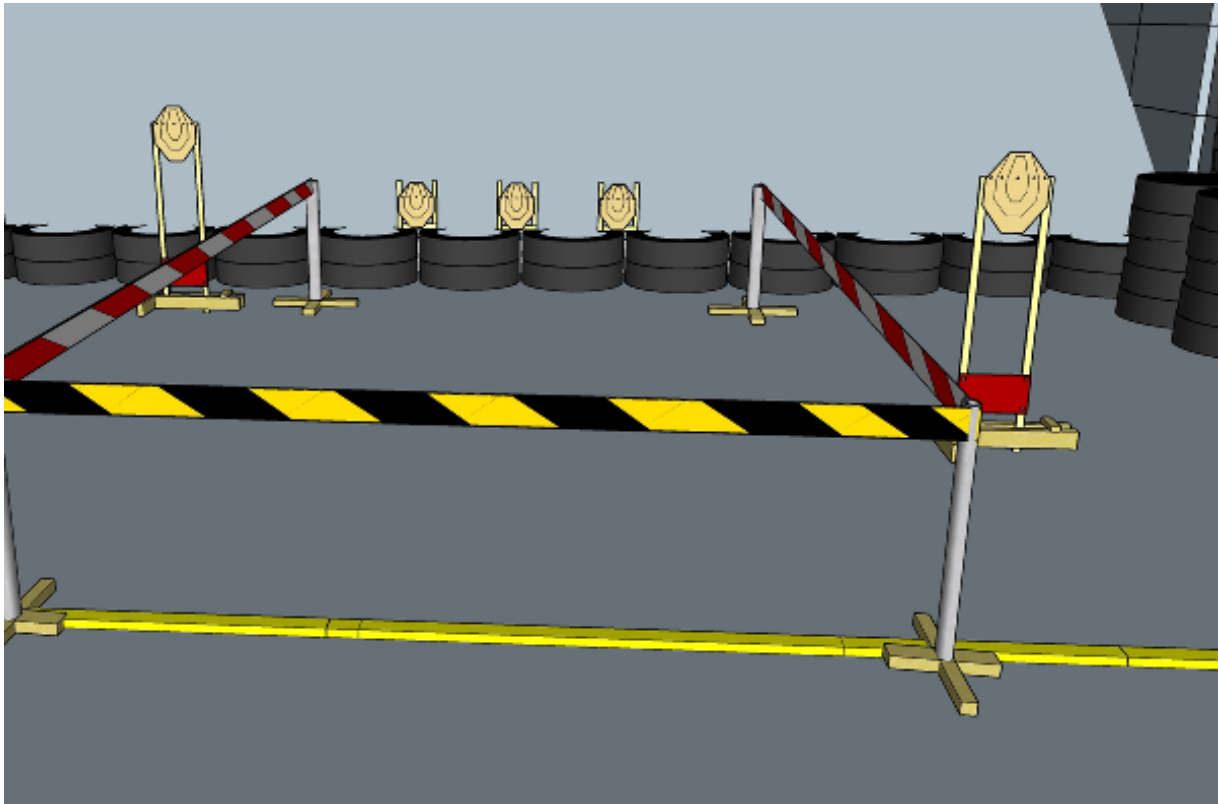
2. V for Run



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	33.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	In center of V (choose close to front or all the way in the back)
Firearm ready condition	Loaded and held at 45 degrees
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm
Setup notes	

3. Sides and under



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	33.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Anywhere in demarcated area
Firearm ready condition	Loaded and held in 45 degree angle
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm
Setup notes	