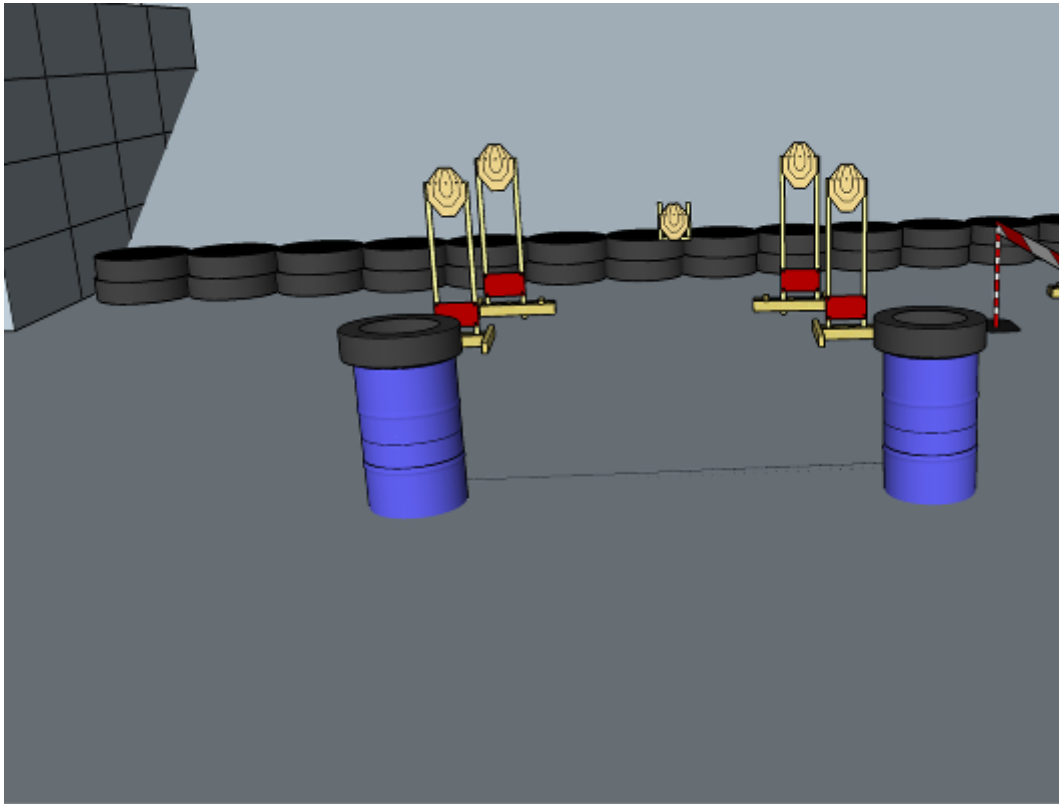


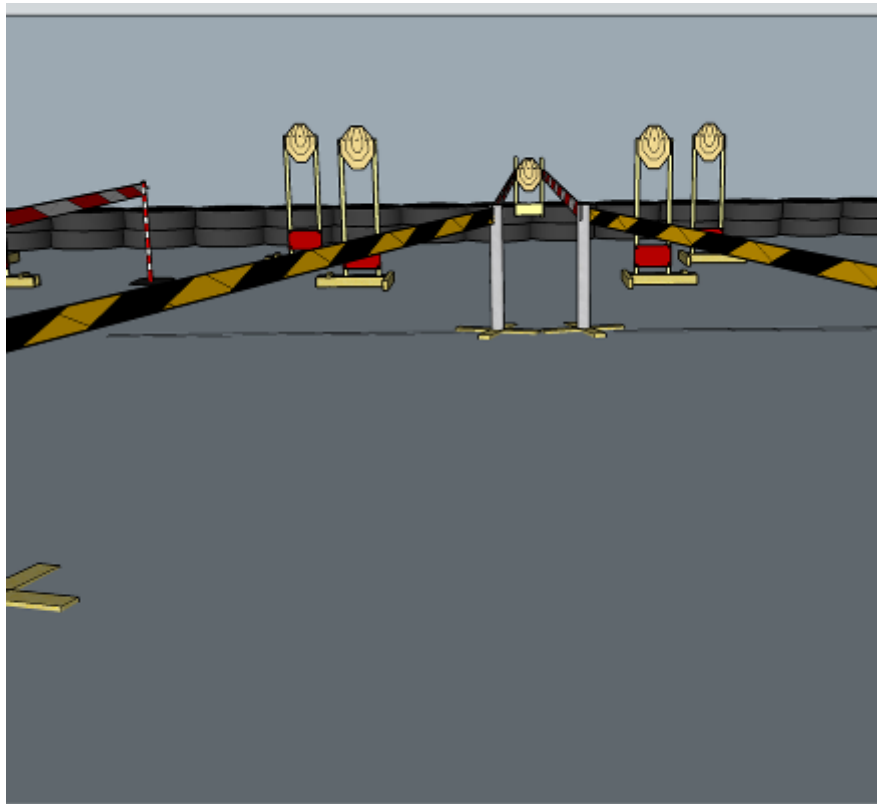
# 1. Grab it



|         |                          |            |        |
|---------|--------------------------|------------|--------|
| 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. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Left targets shot from left, right targets from right, center from anywhere. Shooter MUST HOLD TIRE with one hand when shooting |  |  |
| Starting position       | Anywhere   |  |  |
| Firearm ready condition | 1, 45 degree angle   |  |  |
| Start on                | Audible signal   |  |  |
| Stop on                 | Last shot  |  |  |
| Penalties               | As per current edition of rules  |  |  |
| Safety angles           | Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading   |  |  |
| Setup notes             |  |  |  |

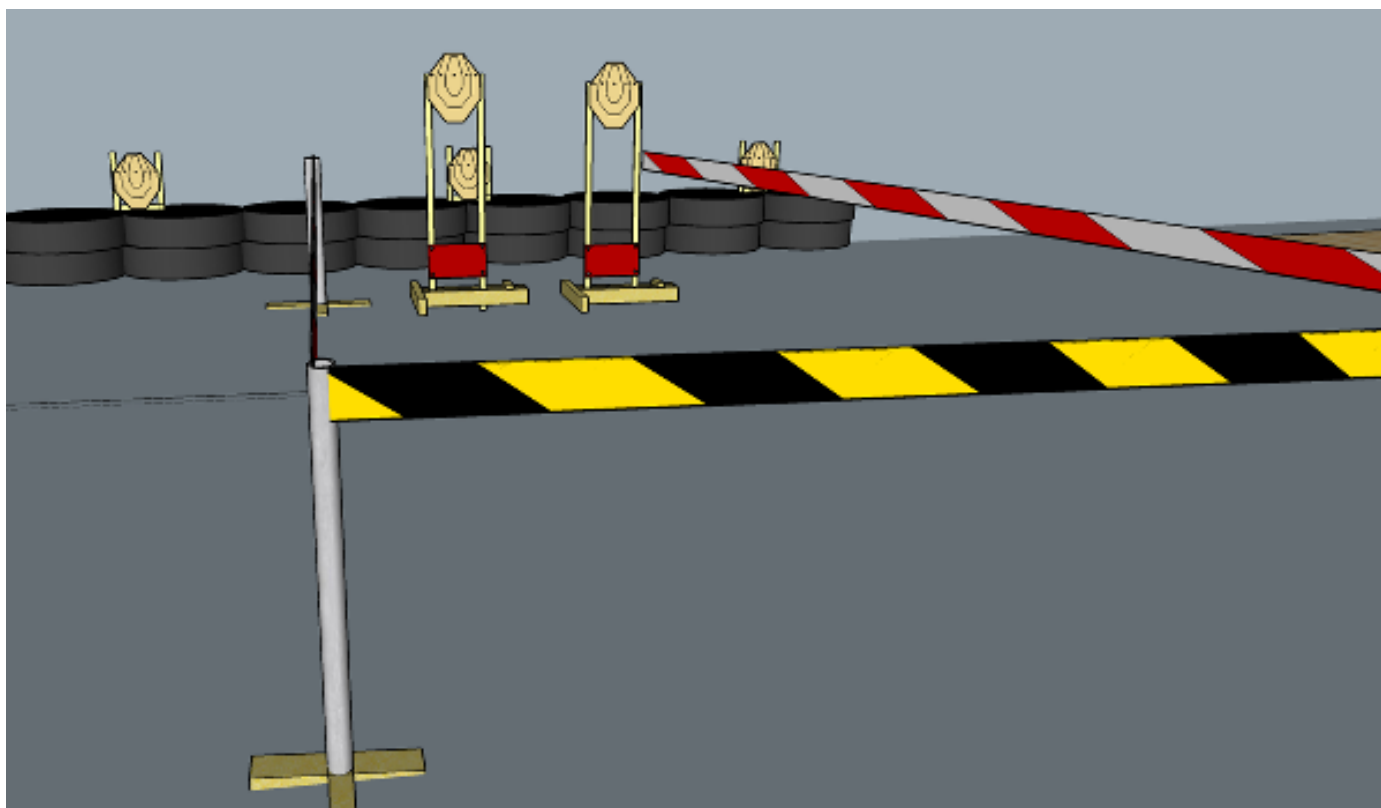
## 2. Under or round



|         |                          |            |        |
|---------|--------------------------|------------|--------|
| 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. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape |  |  |
| Starting position       | Anywhere   |  |  |
| Firearm ready condition | 1, 45 deg. angle   |  |  |
| Start on                | Audible signal   |  |  |
| Stop on                 | Last shot  |  |  |
| Penalties               | As per current edition of rules  |  |  |
| Safety angles           | Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading   |  |  |
| Setup notes             |  |  |  |

### 3. Either side



|         |                          |            |        |
|---------|--------------------------|------------|--------|
| 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. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape |  |  |
| Starting position       | Center of black/yellow line, as demonstrated by RO   |  |  |
| Firearm ready condition | 1, 45 deg. angle   |  |  |
| Start on                | Audible signal   |  |  |
| Stop on                 | Last shot  |  |  |
| Penalties               | As per current edition of rules  |  |  |
| Safety angles           | L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm   |  |  |
| Setup notes             |  |  |  |