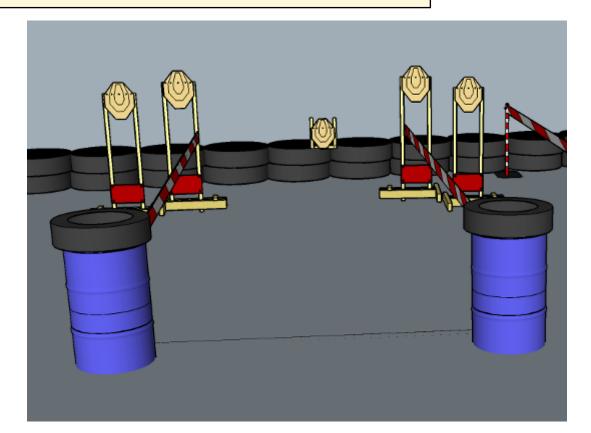
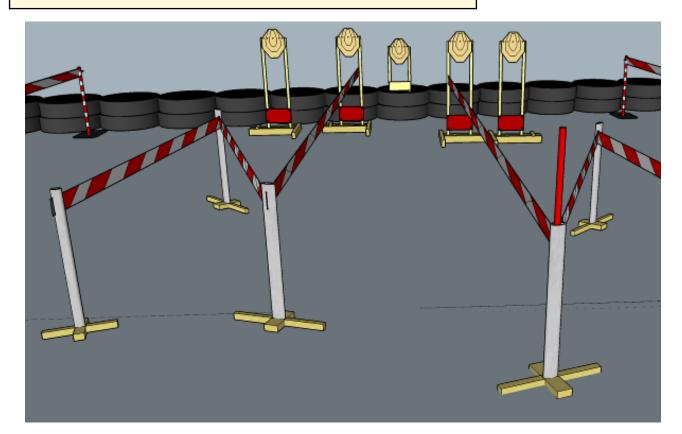
## 1. Heavy Duty



| 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 within demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Shooter must move tire from 1 barrel to other, tire must rest on barrel when shooting. LEFT targets shot from LEFT side and vice versa, center target can be shot from anywhere at anytime |
|-------------------------|--|
| Starting position       | Standing in center, holding firearm 45 deg with both hands, wheel resting against leg  |
| 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             |  |

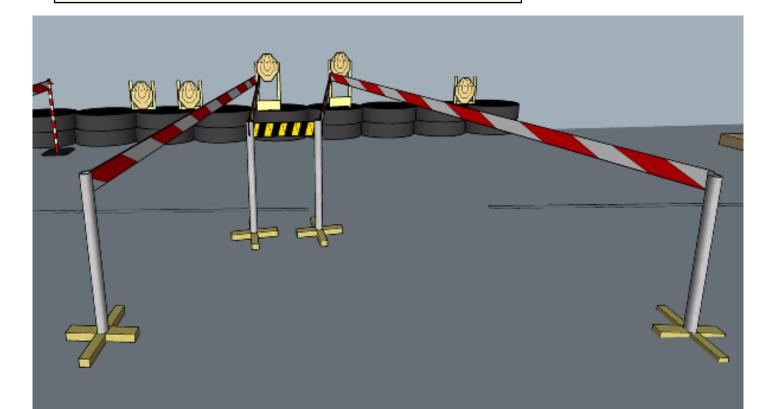
## 2. Labyrinth



| 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 within demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. |
|----------------------------|---|
| Starting position          | Inside crook of Z (either side) as demonstrated by RO   |
| Firearm ready<br>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                |   |

## 3. The Under Over



| 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 within 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<br>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                |   |            |        |  |