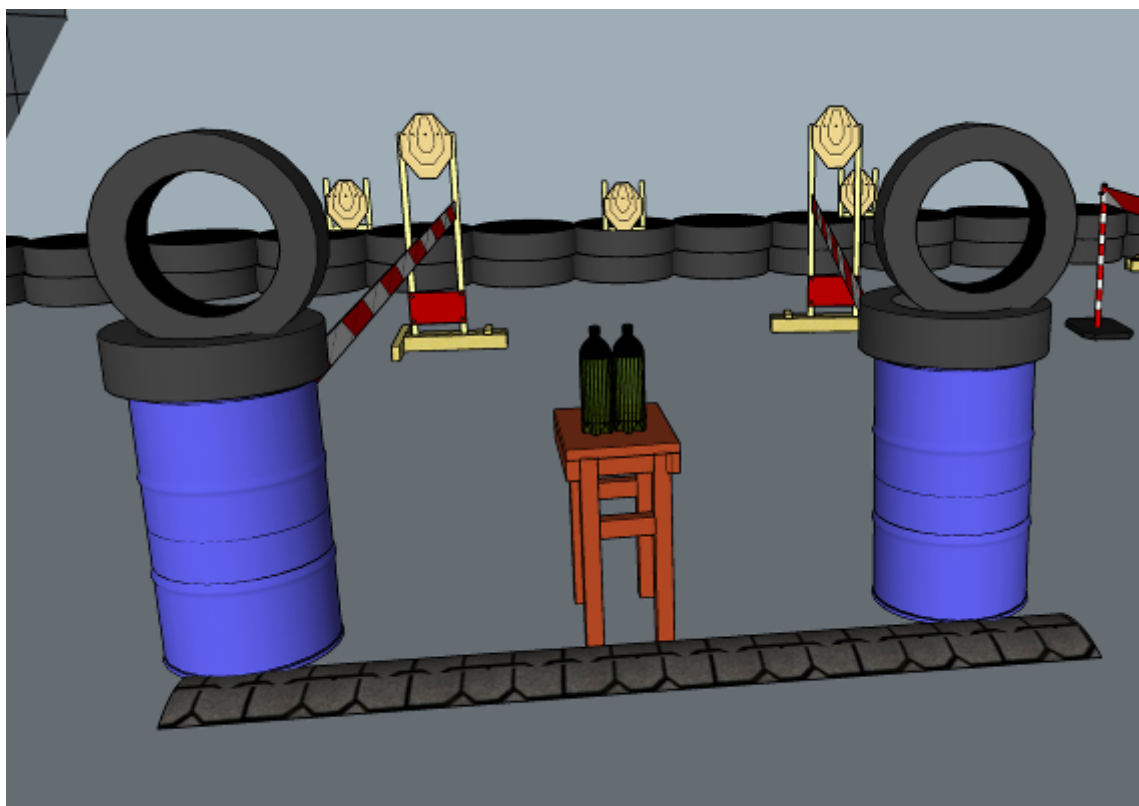


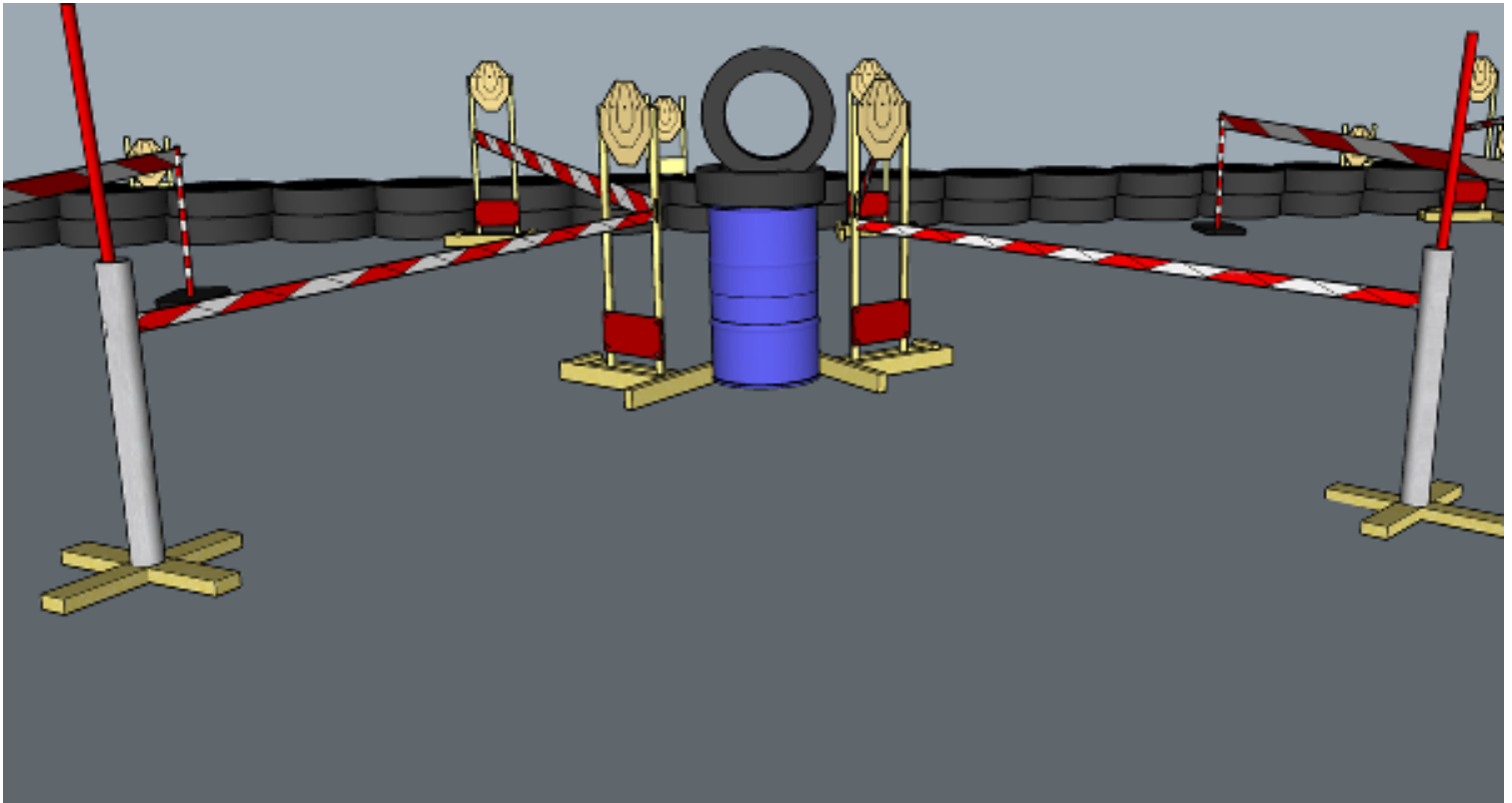
1. Bottles and portholes



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. ALL SHOTS THROUGH APERTURES must be fired while holding bottles in one hand. Left and right targets MUST be shot through apertures
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: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

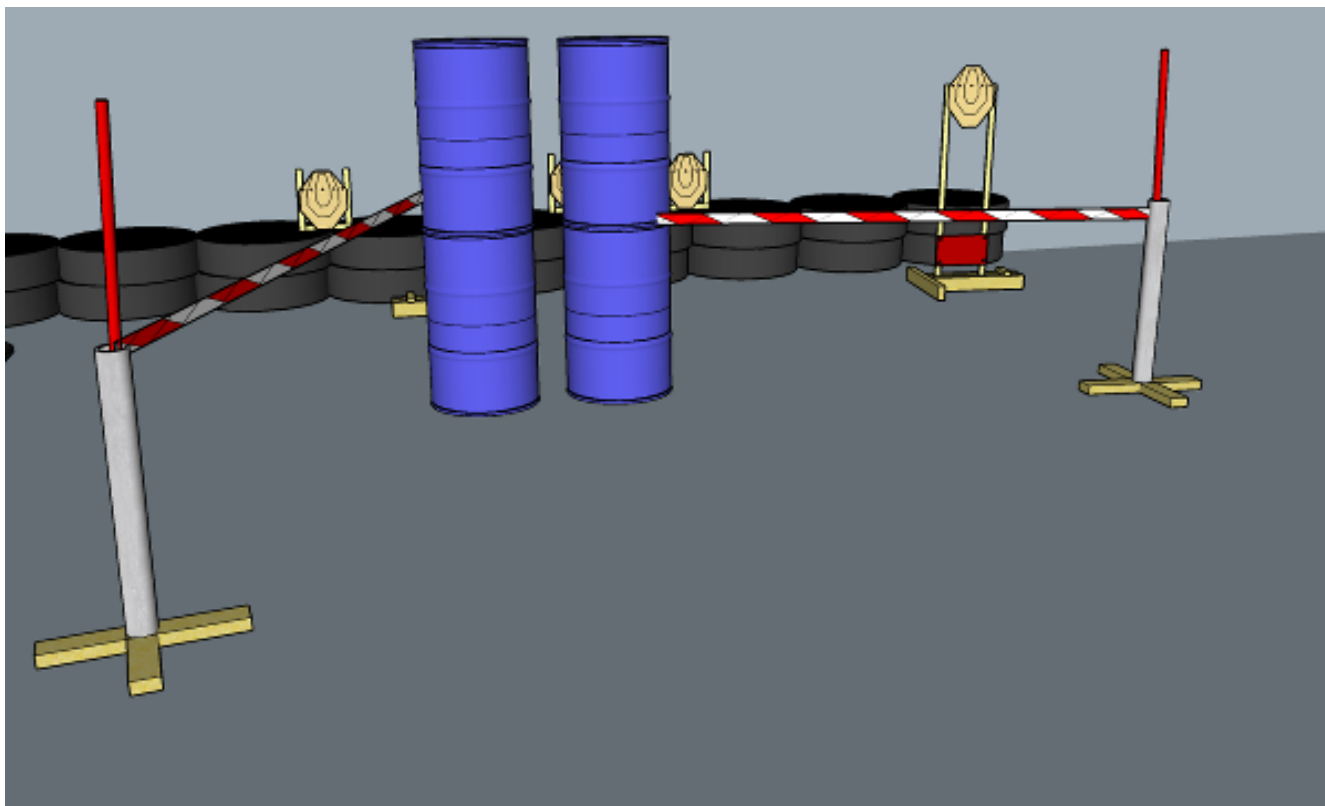
2. Two bows and a porthole



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. 3 center targets MUST BE SHOT THROUGH APERTURE
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: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

3. Angles and a jog



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.
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: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	