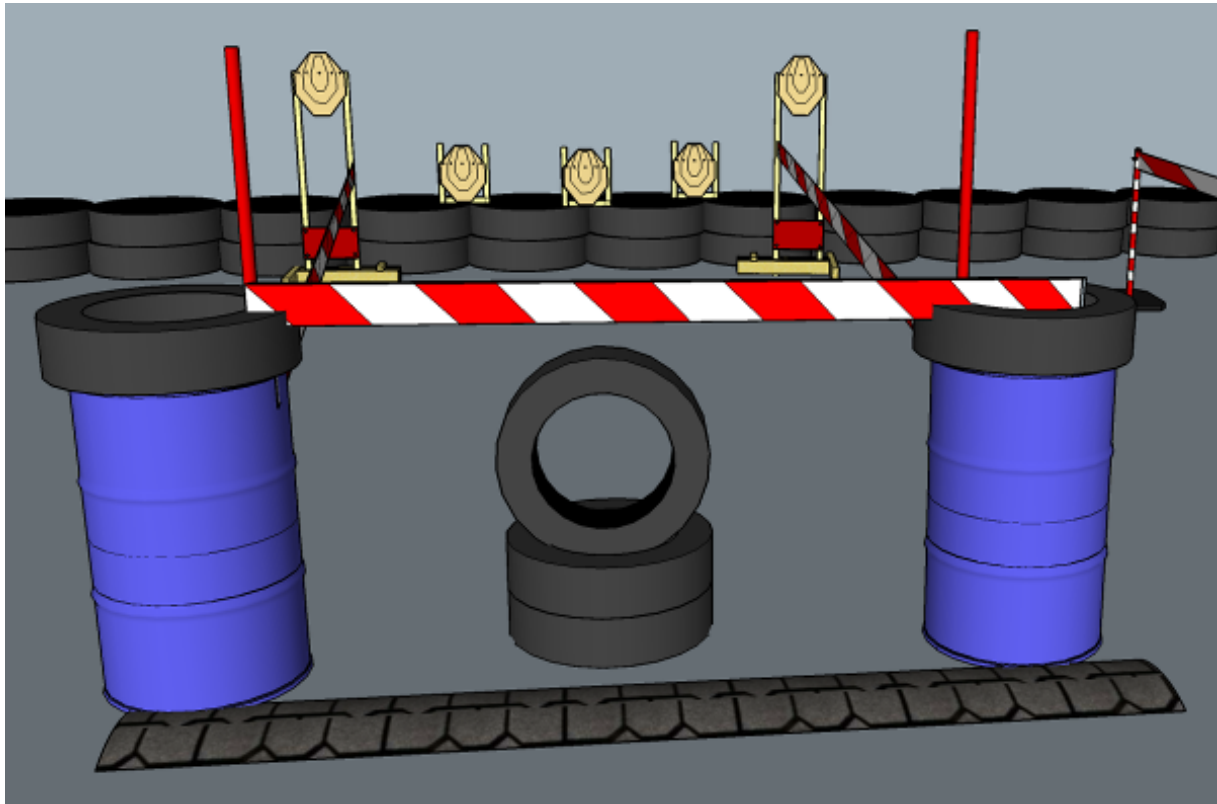


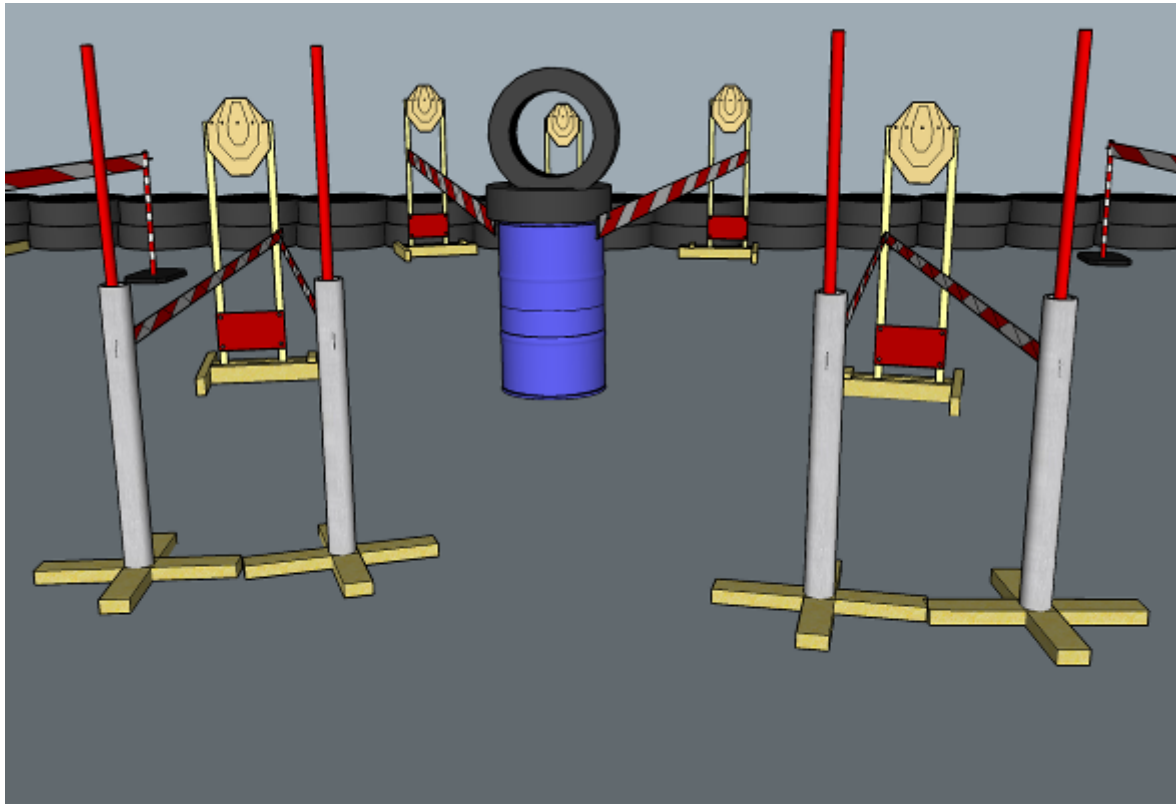
# 1. Take a knee ?



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 the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere
Firearm ready condition	Loaded, 45 deg
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	

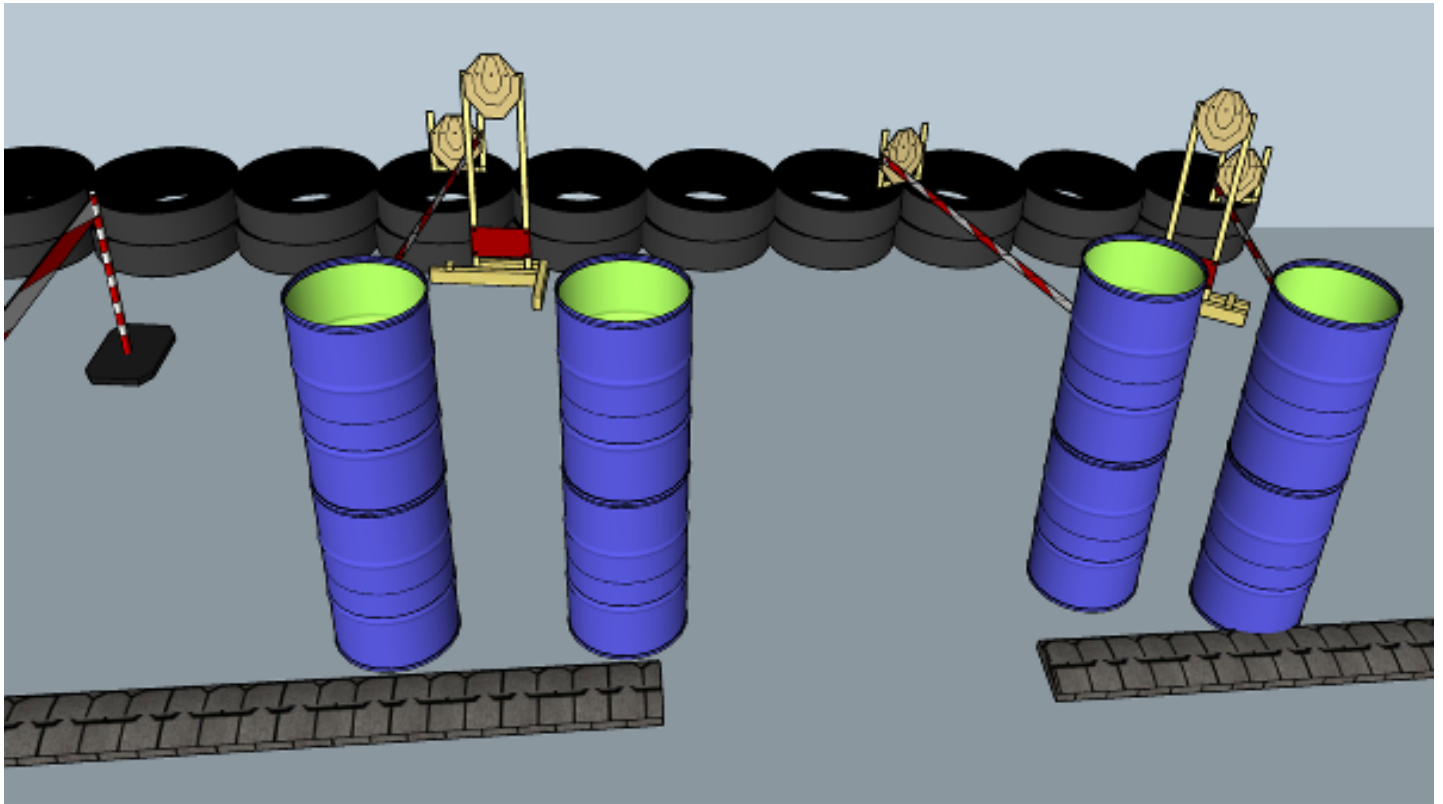
## 2. All in the angles



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 the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Center, middle of separators (as imaged)
Firearm ready condition	Loaded, 45 deg
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. Around the corners



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 the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere
Firearm ready condition	Loaded, 45 deg
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	