

# 1. CBT1 / Stage 1

No image

CoF	Time-Plus - Medium	Points	100 p
Targets	4 paper, 8 plates, 3 no-shoot, Total 12 targets	Min rounds	16
Firearm	Handgun, Rifle, Shotgun	Match-%	20.00%

Procedure	4 Rifle Targets – Shoot 3 rounds on each target, 2 Center & 1 Head to Neutralize – 12 Rifle Rounds Loaded / 1 Mag 4 Shotgun Targets – Knock down all Shotgun Targets to Score 4 Pistol Targets – Shoot P1 to P4 in order, Mandatory Reload, Shoot P1 to P4 in order
Starting position	Pistol Loaded/Holstered, Shotgun Loaded/Staged ALL safeties ON, Rifle w/ specified rounds
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Any Shot Over Berm or Near top of Berm is a Match DQ
Setup notes	Shots on Wrong Targets Resulting in Damage will be Charged to Shooter and Match DQ

## 2. CBT2 / Stage 2

No image

CoF	Time-Plus - Medium	Points	100 p
Targets	2 paper, 9 plates, 2 no-shoot, Total 11 targets	Min rounds	13
Firearm	Handgun, Rifle, Shotgun	Match-%	20.00%

Procedure	2 Rifle Targets – Shoot 3 rounds on each target, 2 Center to Neutralize – 8 Rifle Rounds Loaded / 1 Mag 4 Shotgun Targets - Knock down all Shotgun Targets to Score 5 Pistol Targets – One shot each – Start Plate = Green / Stop Plate = Red
Starting position	Pistol Loaded/Holstered, Shotgun Loaded/Staged ALL safeties ON, Rifle w/ specified rounds
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Any Shot Over Berm or Near top of Berm is a Match DQ
Setup notes	Shots on Wrong Targets Resulting in Damage will be Charged to Shooter and Match DQ

### 3. CBT4 / Stage 3

No image

CoF	Time-Plus - Long	Points	100 p
Targets	4 paper, 9 plates, 2 no-shoot, Total 13 targets	Min rounds	17
Firearm	Handgun, Rifle, Shotgun	Match-%	20.00%

Procedure	4 Rifle Targets – Shoot 3 rounds on each target, 2 Center to Neutralize – 12 Rifle Rounds Loaded / 1 Mag 4 Shotgun Targets – Knock down all Shotgun Targets to Score 5 Pistol Targets – Shoot each ROUND Pistol Target 1 time only, Mandatory Reload, Shot each ROUND pistol Target 1 time AND Double Tap Square Target
Starting position	Pistol Loaded/Holstered, Shotgun Loaded/Staged ALL safeties ON, Rifle w/ specified rounds
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Any Shot Over Berm or Near top of Berm is a Match DQ
Setup notes	Shots on Wrong Targets Resulting in Damage will be Charged to Shooter and Match DQ

## 4. CBT5 / Stage 4

No image

CoF	Time-Plus - Long	Points	100 p
Targets	4 paper, 12 plates, 2 no-shoot, Total 16 targets	Min rounds	20
Firearm	Handgun, Rifle, Shotgun	Match-%	20.00%

Procedure	4 Rifle Targets – Shoot 3 rounds on each target, 2 Head Shots to Neutralize – 12 Rifle Rounds Loaded / 1 Mag 6 Shotgun Targets – Knock down all Shotgun Targets to Score 6 Pistol Targets – Shoot 10" pair of Plates / Mag Change / Shoot 12" pair of Plates / Mag Change / Shoot 8" pair of targets.
Starting position	Pistol Loaded/Holstered, Shotgun Loaded/Staged ALL safeties ON, Rifle w/ specified rounds
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Any Shot Over Berm or Near top of Berm is a Match DQ
Setup notes	Shots on Wrong Targets Resulting in Damage will be Charged to Shooter and Match DQ

## 5. CBT6 / Stage 5

**No image**

<b>CoF</b>	Time-Plus - Medium	<b>Points</b>	100 p
<b>Targets</b>	1 paper, 9 plates, Total 10 targets	<b>Min rounds</b>	11
<b>Firearm</b>	Handgun, Rifle, Shotgun	<b>Match-%</b>	20.00%

<b>Procedure</b>	1 Rifle Targets – Shoot 6 rounds on Target, 2 Center Mass & 2 Head to Neutralize – 6 Rifle Rounds Loaded / 1 Mag 4 Shotgun Targets – Knock down all Shotgun Targets to Score 5 Pistol Targets – Shoot P1 to P4, On P2 shoot only 1 of the two plates / Magazine Change / Shoot P1 to P4, On P2 shoot the Plate you DID NOT SHOOT on the first round.
<b>Starting position</b>	Pistol Loaded/Holstered, Shotgun Loaded/Staged ALL safeties ON, Rifle w/ specified rounds
<b>Firearm ready condition</b>	
<b>Start on</b>	Audible signal
<b>Stop on</b>	Last shot
<b>Penalties</b>	As per current edition of rules
<b>Safety angles</b>	Any Shot Over Berm or Near top of Berm is a Match DQ
<b>Setup notes</b>	Shots on Wrong Targets Resulting in Damage will be Charged to Shooter and Match DQ