

1. Down and Dirty "modified"



No image

CoF	Time-Plus penalties - Long	Points	100 p
Targets	6 paper, 3 popper, 7 plates, 8 frangible, 2 no-shoot, Total 24 targets	Min rounds	24
Firearm	Handgun, Rifle, Shotgun	Match-%	25.00%

Procedure	Upon audible signal engage all targets with appropriate firearms, from within the shooting area only. Targets may be engage in any order. All reload must come from the belt. RIFLE TARGETS: 6 3GN PAPER (MINIMUM 6 RDS) SHOTGUN TARGETS: CLAYS (MINIMUM 8 RDS) HANDGUN TARGETS: POPPERS & PLATES (MINIMUM 10 RDS)
Starting position	Standing behind the shooting area. Shotgun/Rifle loaded on table. Handgun unloaded inside box
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Climb the hill



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CoF	Time-Plus penalties - Long	Points	100 p
Targets	12 paper, 3 plates, 4 frangible, Total 19 targets	Min rounds	19
Firearm	Handgun, Rifle, Shotgun	Match-%	25.00%

Procedure	Start position inside box, upon signal engage T1-3 reload rifle and engage T4-T6. Place rifle safely in dump barrel. Engage clay and plates with shotgun, place shotgun safely in dump barrel. move to box 2 engage T7-T9 with handgun reload handgun and engage T10-T12. All reloads must come from belt. RIFLE TARGETS: 3GN PAPER (MINIMUM 12 SHOTGUN TARGETS: CLAYS & PLATES (MINIMUM 7 RDS) HANDGUN TARGETS: 3GN PAPER
Starting position	Rifle loaded, low ready, Shotgun loaded placed on table, Handgun loaded and holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Long Run 2 "modified"



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CoF	Time-Plus penalties - Long	Points	100 p
Targets	10 paper, 3 popper, 8 frangible, 2 no-shoot, Total 21 targets	Min rounds	21
Firearm	Handgun, Rifle, Shotgun	Match-%	25.00%

Procedure	Standing inside start box, rifle and shotgun muzzels pointed down range. Rifle loaded and held at low ready, safety engaged. Upon audible signal engage all visible papertargets from inside the shooting area. Rifle must then be placed safely in a dump barrel. Then engage clay targets and poppers with shotgun, shotgun must be placed safely in dump barrel. Then engage all remaning paper targets and poppers with handgun. RIFLE TARGETS: 3GN PAPER SHOTGUN TARGETS: CLAYS & POPPERS HANDGUN TARGETS: 3GN PAPER & POPPERS
Starting position	Rifle loaded low ready, shotgun loaded on table, handgun loaded holstered all saftys engaged.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Sleep Well



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CoF	Time-Plus penalties - Long	Points	100 p
Targets	10 paper, 8 plates, 4 frangible, Total 22 targets	Min rounds	32
Firearm	Handgun, Rifle, Shotgun	Match-%	25.00%

Procedure	Upon audible signal load rifle, engage plate P1-P5 move to other side of the wall engage Paper T1-T4 Dump rifle safely in barrel. move to table with shotgun, engage clay 1-4 and P6-P8. Dump shotgun safely in barrel. Move to box A, pull the handle to release swinger, engage T5-T7 with handgun, reload handgun from belt and engage T8-T10. RIFLE TARGETS: 3GUN Paper T1-T4 and 8 inch plate SHOTGUN TARGETS: Clays and plate P6-P8 HANDGUN TARGETS: 3GUN Paper T5-T10
Starting position	Lying on back Rifle unloaded, Handgun loaded/ holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	