

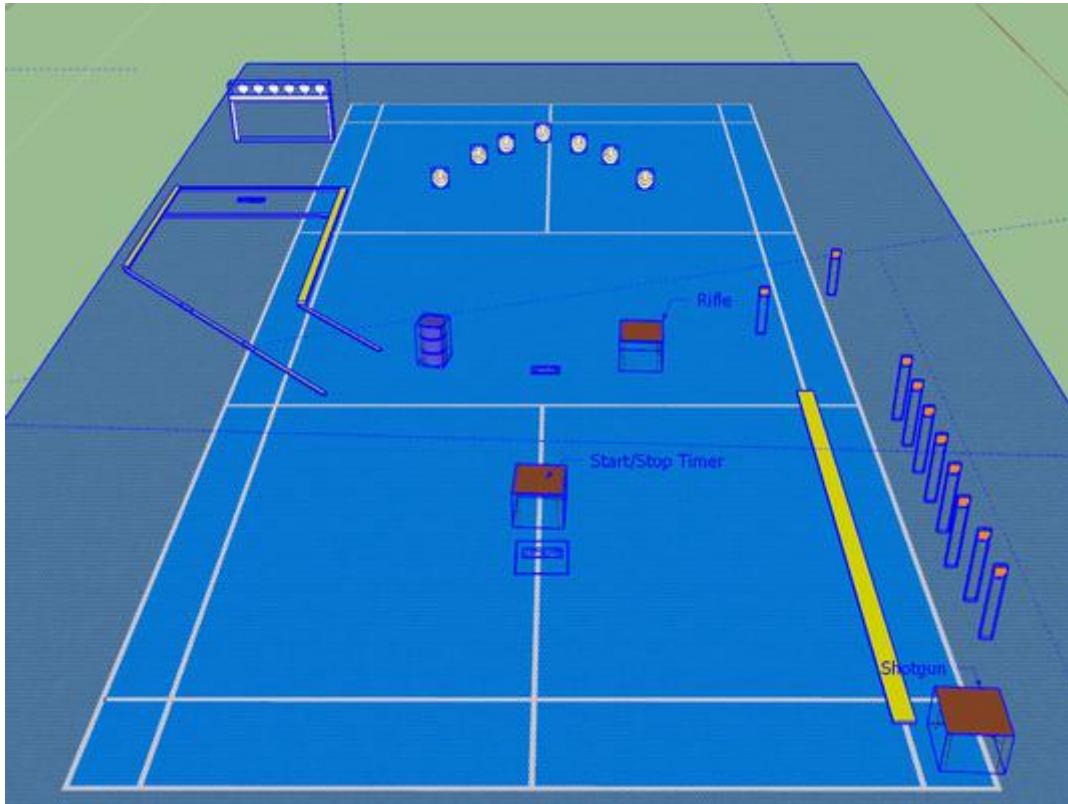
# 1. Choices



CoF	Time-Plus penalties - Long	Points	100 p
Targets	4 paper, 12 plates, Total 16 targets	Min rounds	20
Firearm	Handgun, Rifle, Shotgun	Match-%	11.11%

Procedure	On activation of Timer engage all targets in any order freestyle with the appropriate weapon for the designated Target types. Timed to activation of the Stop button on Timer. Rifle targets must have min 2 hits to count All Steel targets must fall to count. Shotgun in Ready condition on one of the 2 tables Rifle in Ready condition on the opposite Table Pistol Holstered in Ready condition
Starting position	Standing upright in the designated Start box.
Firearm ready condition	
Start on	Activation of Timer Start Button on the table next to Start Box
Stop on	Activation of Timer Stop Button on Table next to Start Box
Penalties	As per Match Rules
Safety angles	L/R/V 90/90/90
Setup notes	

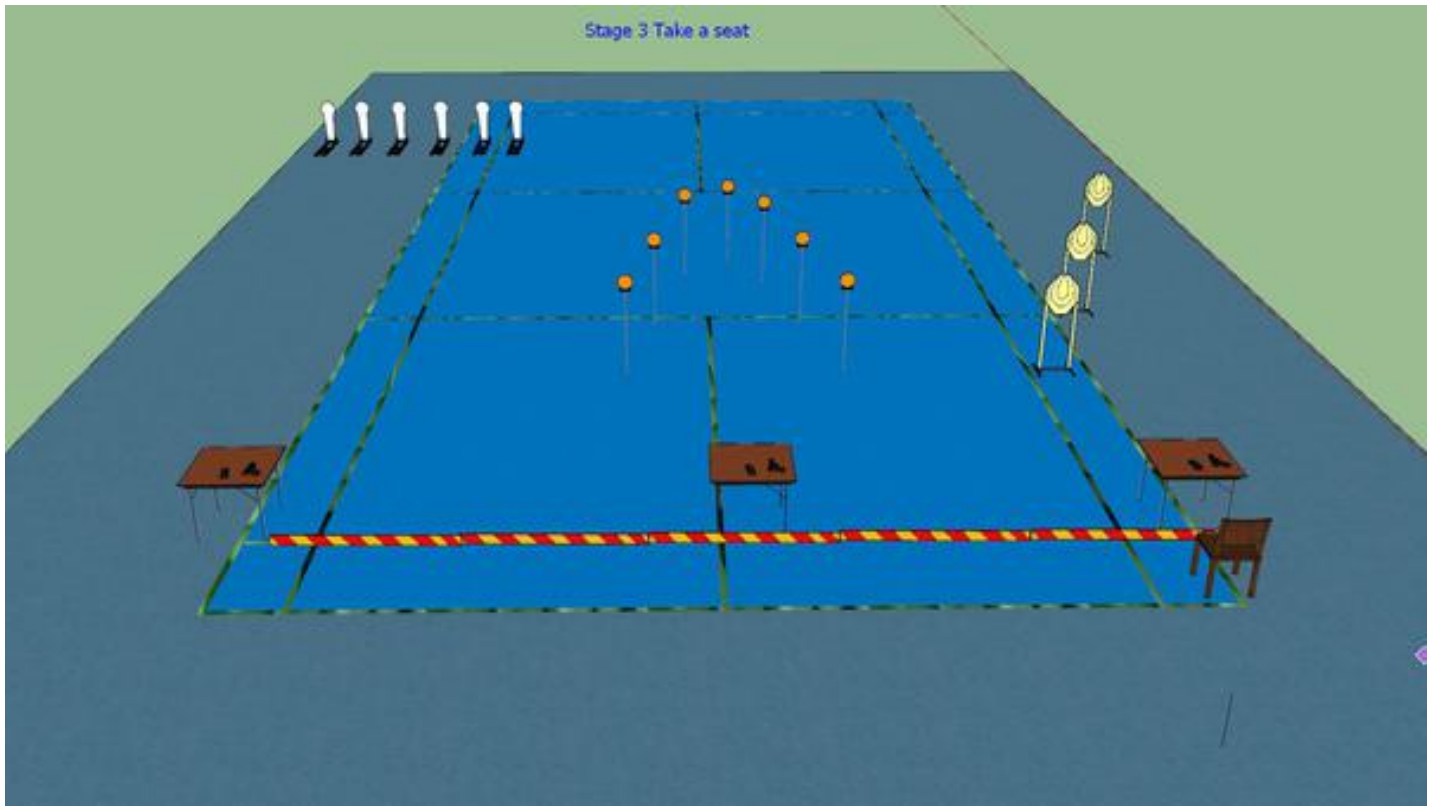
## 2. Walk the Plank. (Long Stage)



CoF	Time-Plus penalties - Long	Points	100 p
Targets	7 paper, 16 plates, Total 23 targets	Min rounds	30
Firearm	Handgun, Rifle, Shotgun	Match-%	11.11%

Procedure	Engage all targets in any order freestyle with the appropriate weapon for the designated Target types. Rifle targets require min 2 hits to be engaged from the PRONE position. NOTE:!! You may not go prone with a holstered pistol as the muzzle will break the 90 angle. Pistol may be grounded safely on any of the Tables. There will be a Mandatory shotgun reload after the first 8 Shotgun targets have been engaged. All shotgun targets MUST be engaged whilst standing with both feet on the Plank All Steel targets must fall to count. Timed to last shot fired. Shotgun in ready condition on Table Rifle in ready condition on Table Pistol Holsterd in ready condition
Starting position	In designated start box/area.
Firearm ready condition	
Start on	Activation of Start/Stop Timer
Stop on	Activation of Start/Stop Timer
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

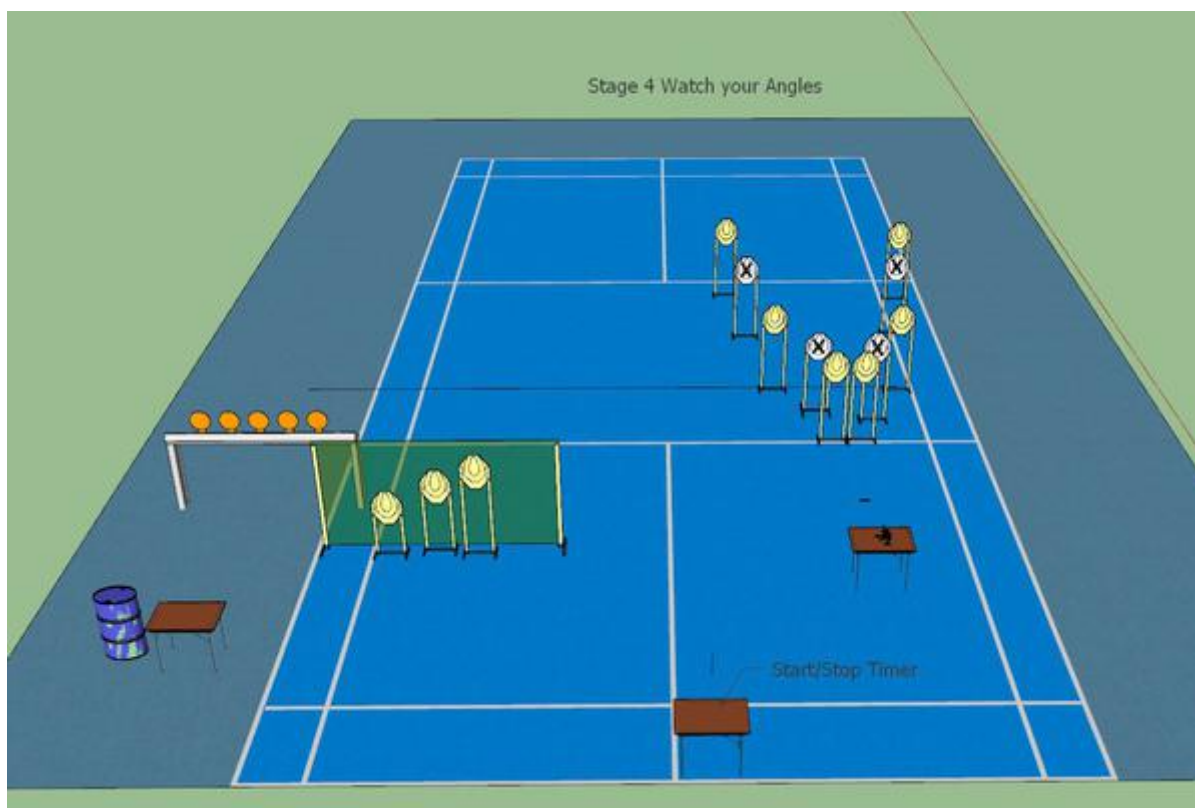
### 3. Take a seat.



CoF	Time-Plus penalties - Long	Points	100 p
Targets	3 paper, 6 popper, 7 plates, Total 16 targets	Min rounds	19
Firearm	Handgun, Rifle, Shotgun	Match-%	11.11%

Procedure	<p>Procedure: On Shooter Activation of the Start/Stop Timer on RH table top engage all targets in any order freestyle with the appropriate weapon for the designated Target types. Pistol targets must have min 2 Hits in the scoring zone to count.. All Steel targets must fall to count. Pistol Targets must be engaged seated at the table. Shooter to activate the Start / Stop Timer button to record a time. Ready conditions:- Rifle: Ready Condition on LH Table , safety applied Muzzle pointing down range Shotgun: Ready Condition on Middle Table, safety applied , muzzle pointing down range Pistol: Unloaded, chamber empty on RH table, Muzzle pointing down range with all Pistol magazines to be used on the table. . Start Position: Seated at RH table. Pistol on table</p>
Starting position	Seated at the table .
Firearm ready condition	
Start on	Timer Start Button activated by shooter
Stop on	Timer stop Button activated by shooter
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

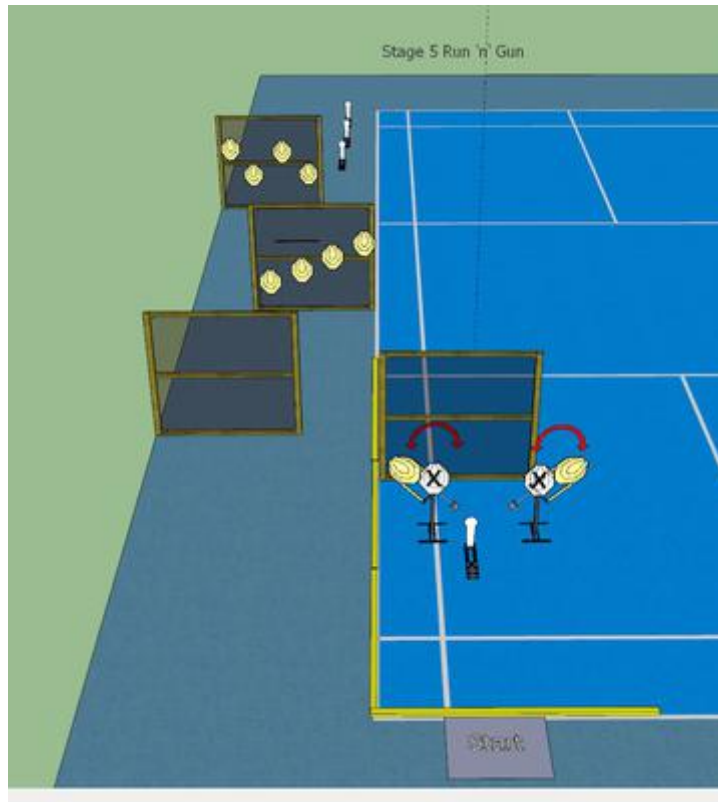
## 4. Watch your angles



CoF	Time-Plus penalties - Long	Points	100 p
Targets	9 paper, 6 plates, 4 no-shoot, Total 15 targets	Min rounds	23
Firearm	Handgun, Rifle, Shotgun	Match-%	11.11%

Procedure	<p>Procedure: Engage all targets in any order freestyle with the appropriate weapon for the designated Target types. Pistol targets require a min 2 hits in the scoring zone to count. Rifle targets must have min 2 hits in the scoring zone to count. Any shot including shoot through's that break the surface of a Penalty Target will incur a 5 second penalty per hit. All Steel targets must fall to count. Rifle, Shotgun and Pistol may be grounded safely on any table or re holstered with safety applied. Once grounded all weapons may not be re used. if they are the target/s engaged will be scored as a miss and incur 1 procedural error penalty of +5 secs + 10 secs penalty for a miss total +15 secs per target engaged in error.</p>
Starting position	Standing upright hands by sides behind table facing 'Up Range'
Firearm ready condition	
Start on	Activation of Start/Stop Timer
Stop on	Activation of Start/Stop Timer
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

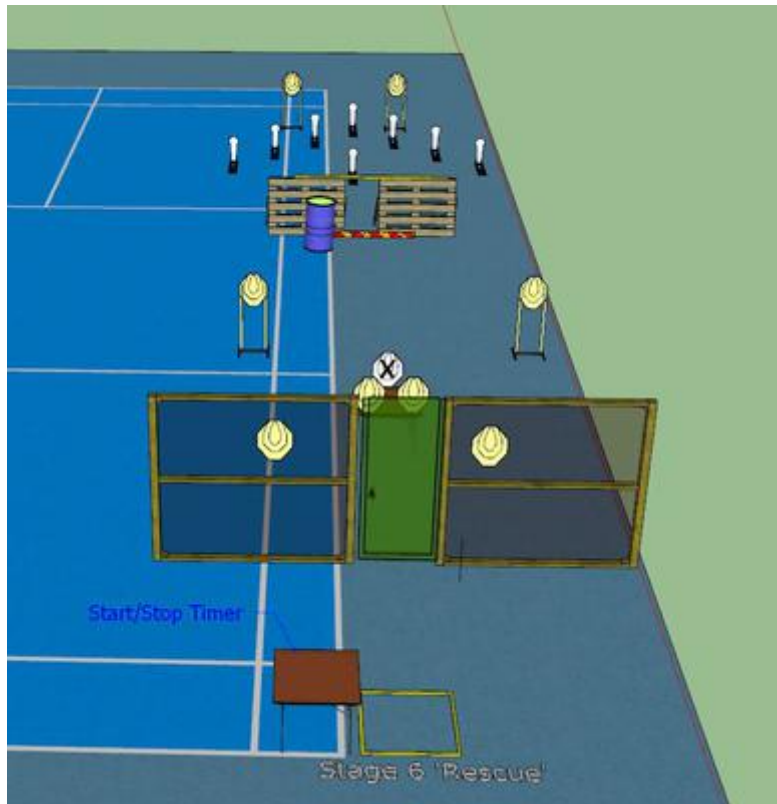
## 5. Run N Gun (Long Stage Pistol only)



CoF	Time-Plus penalties - Long	Points	100 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	11.11%

Procedure	Procedure: On audible start signal activate the 2 Bobbers. Engage all targets in any order freestyle within the designated shooting area. Paper targets require Min 2 hits in the scoring zone to count. All Steel targets must fall to count. Timed to last shot fired.
Starting position	Gun loaded & holstered. In the Start box. Back to Targets facing up range.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

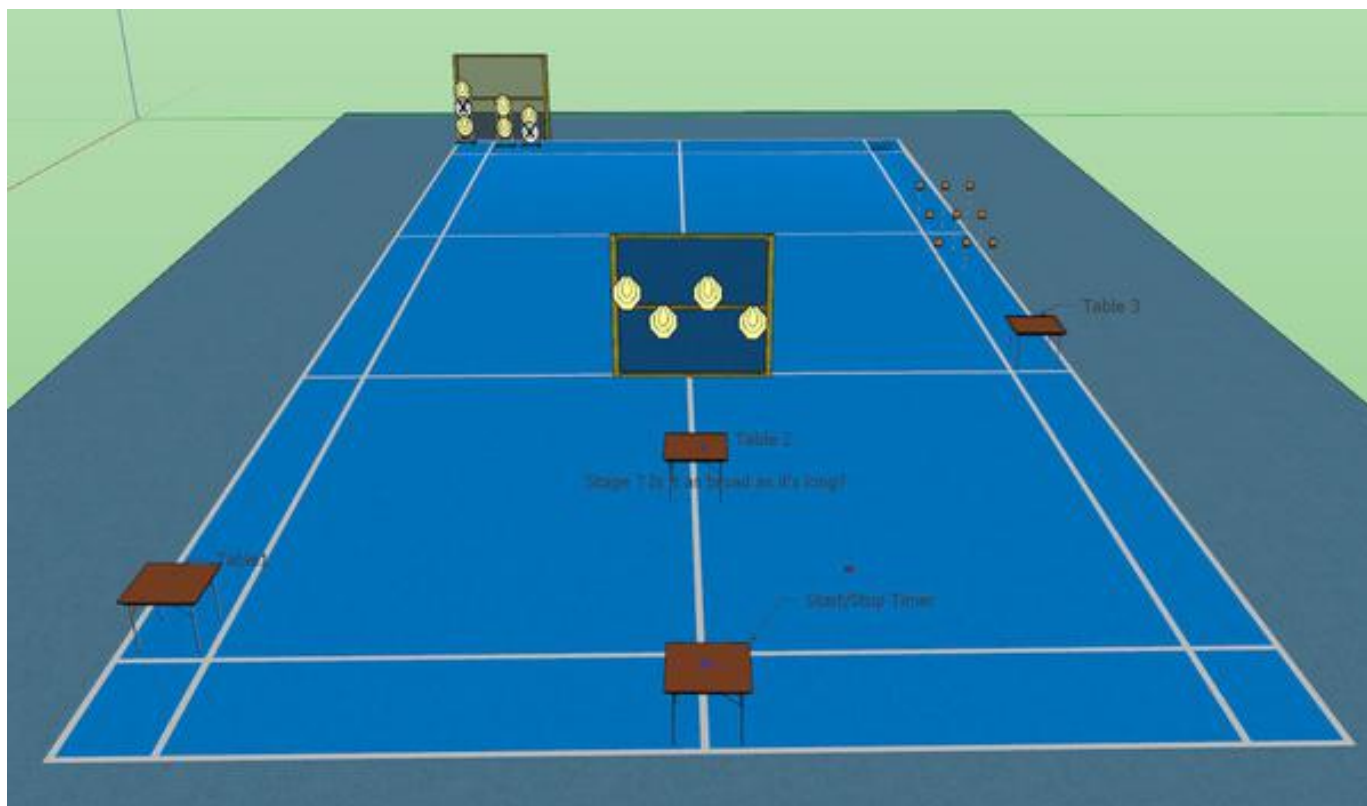
## 6. Rescue



CoF	Time-Plus penalties - Long	Points	100 p
Targets	8 paper, 8 popper, 1 no-shoot, Total 16 targets	Min rounds	24
Firearm	Handgun, Rifle	Match-%	11.11%

Procedure	<p>Procedure: On activation of the Start/Stop timer engage all targets freestyle. Paper targets are rifle only with Min 2 Hits in the scoring zone to count. Ground rifle in safe condition in the dump barrel before engaging the Poppers with your Pistol. All Poppers must be engaged through the central opening (not over the top) of the Barricade. Once the rifle has been grounded you may not retrieve it to re engage any missed targets. Any hits in the scoring zone of the N/STarget that break the surface will incur a + 5sec penalty per hit (including shoot throughs) Rifle at 'Low Port Arms' in 'Ready' condition. Pistol Holstered in 'Ready' condition.</p>
Starting position	Start Position: In Start box facing downrange.
Firearm ready condition	
Start on	Activation of Start/Stop Timer
Stop on	Activation of Start/Stop Timer
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

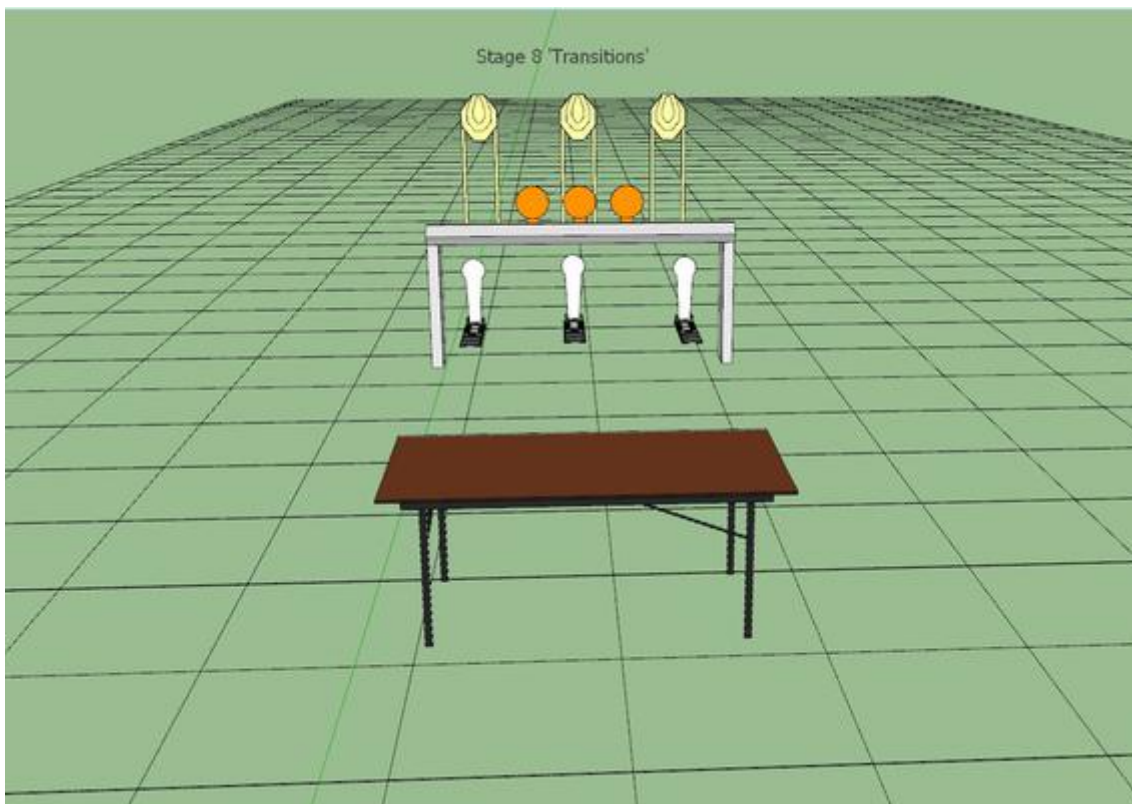
## 7. Is it as broad as it's long?



CoF	Time-Plus penalties - Long	Points	100 p
Targets	9 paper, 9 plates, Total 18 targets	Min rounds	27
Firearm	Handgun, Rifle, Shotgun	Match-%	11.11%

Procedure	Rifle: Loaded in ready Condition safety applied on Table 1 Muzzle facing down range. Pistol: Loaded Chamber empty on Table 2 Muzzle facing downrange. Shotgun: Loaded in ready condition on Table 3. Engage all targets in any order with the appropriate weapon for each target type. Rifle Targets must be engaged from the prone position. All weapons are to be grounded by placing them back on the Table safety applied muzzle facing down range. Finally shooter returns to the Start/Stop Timer to stop the clock. All paper targets require Minimum of 2 hits in the scoring zone to count. All steels must fall.
Starting position	Standing relaxed hands by sides in front the table with the Start/Stop Timer facing UP range.
Firearm ready condition	
Start on	Activation of Start/Stop Timer
Stop on	Activation of Start/Stop Timer
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

## 8. Transitions

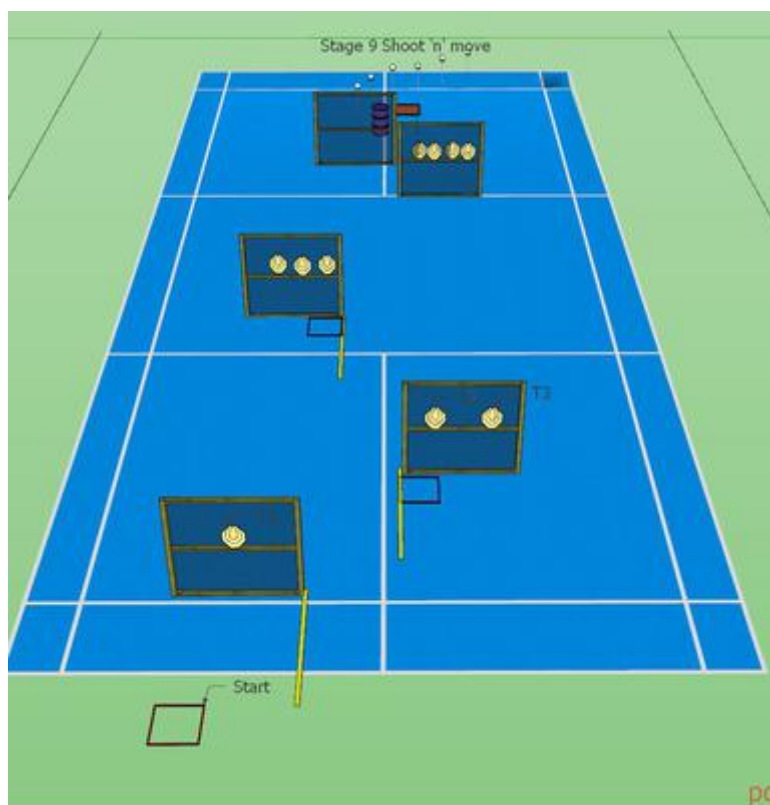


CoF	Time-Plus penalties - Long	Points	100 p
Targets	6 paper, 6 popper, 6 plates, Total 18 targets	Min rounds	24
Firearm	Handgun, Rifle, Shotgun	Match-%	11.11%

Procedure	Rifle in ready condition on table, safety applied muzzle down range Pistol in ready Condition Holstered Shotgun in ready condition on table safety applied muzzle facing down range. On Activation of Start/Stop timer engage all targets in any order with appropriate weapon for each target type. Timed to Activation of the time Stop button. Paper targets must have min 2 hits in the scoring zone to count All steels must fall. Rifle and Shotgun must be grounded with safety applied on the table with muzzle pointing down range when transitioning. Pistol may also be grounded on table safety applied , muzzle pointing down range or re holstered with safety applied. Once a weapon has been grounded or re holstered it may not be re used to engage any missed targets.
Starting position	Standing behind Table hands on head fingers interlocked.
Firearm ready condition	
Start on	Activation of Start/Stop Timer
Stop on	Reactivation of Start/Stop Timer
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	



## 9. Shoot n Move



CoF	Time-Plus penalties - Long	Points	100 p
Targets	10 paper, 6 plates, Total 16 targets	Min rounds	26
Firearm	Handgun, Rifle	Match-%	11.11%

Procedure	On Audible signal engage T1 from within the Start Box. T2 and T3 are to be engaged from within the demarcated shooting area behind screen 1. T4, T5 and T6 are to be engaged from the shooting Box behind Screen 2. T7, T8, T9 and T10 are to be engaged from the shooting box behind Screen 3. Once all targets have been engaged move to the table at the far end of the course and Ground the rifle in safe condition before Engaging the 6 Steel Plates. All Paper Targets must have min 2 hits in the scoring zone to count. All steels must fall.
Starting position	Rifle in ready Condition at 'Low Port Arms'. Pistol Holstered in ready condition.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	