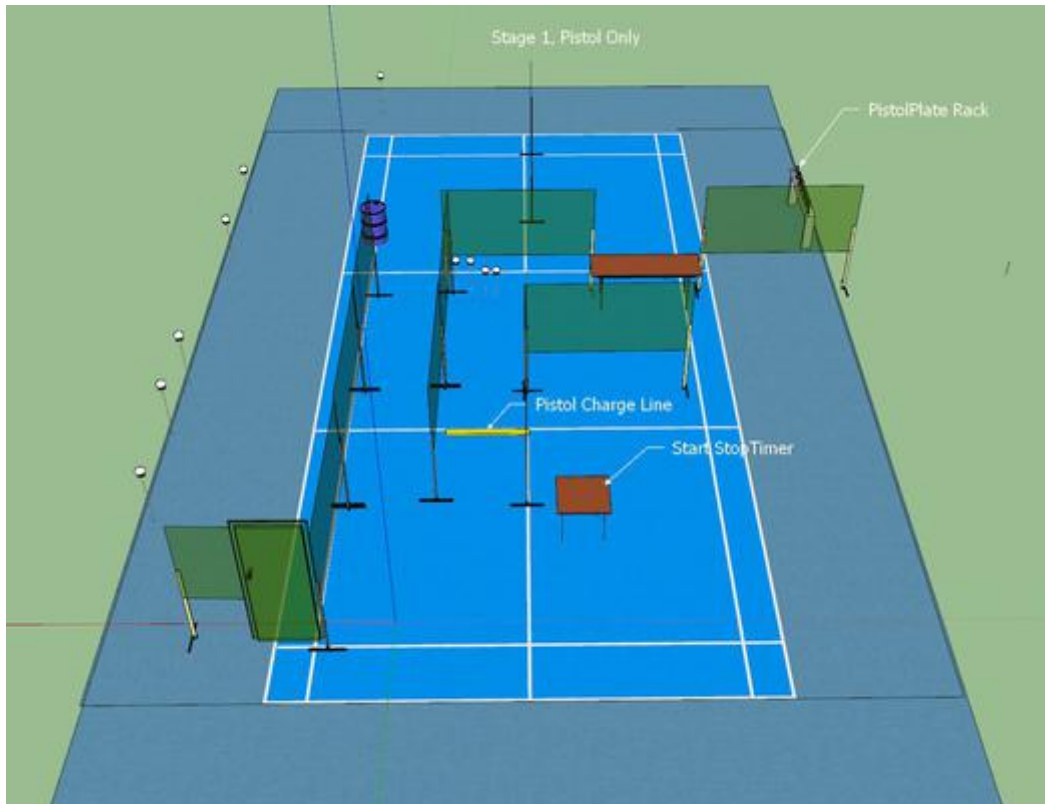


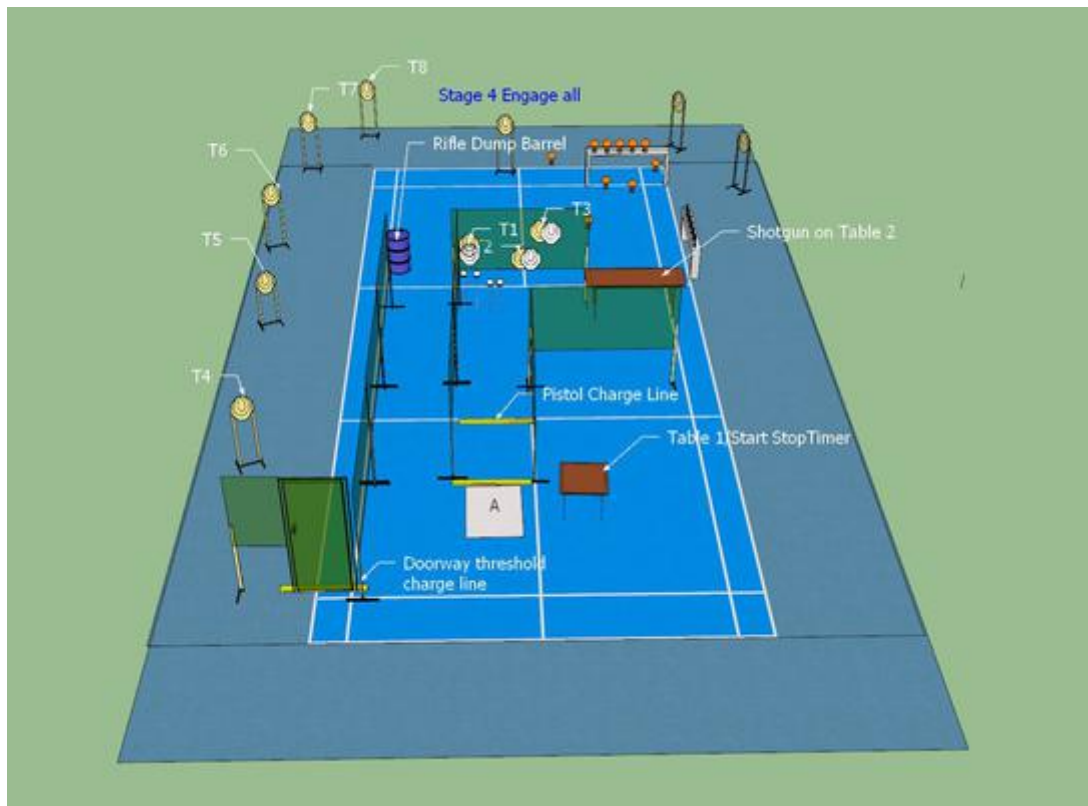
# 1. Pistol Only



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Handgun	Match-%	7.69%

Procedure	Condition 1 Holstered On Start engage all pistol targets (white plates) in any order freestyle. Door way entrance is one way only ( Inwards/Down range) you may not come back through it. Doing so will incur one procedural error for every shot fired Whilst in Error. You must engage all targets from within the Blue Court area. The Outer white Boundary Line is a Foot Fault line. You must not step on it or over it even if not engaging a target. should you do so 1 PR will be awarded for every ocurrence. All plates must fall to count. Crossing the pistol charge line will incur one procedural penalty for each shot fired whilst in breach of the charge line.		
Starting position	In front of Table 1 Facing 'UP RANGE ' Hands naturally by sides		
Firearm ready condition			
Start on	Start \ Stop Button		
Stop on	Star \ Stop Button		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			

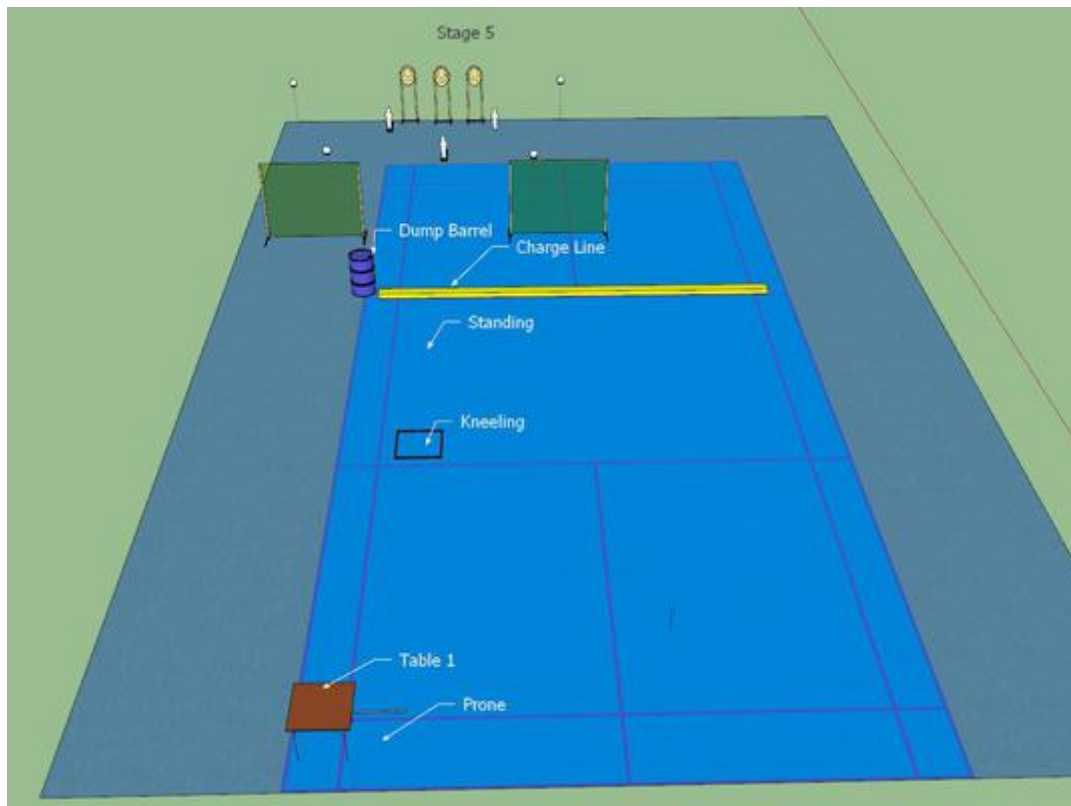
## 4. Engage All.



CoF	Time-Plus penalties - Long	Points	100 p
Targets	10 paper, 20 plates, Total 30 targets	Min rounds	40
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%

Procedure	Pistol Condition 1 Holstered\ Rifle Condition 1 Low Port Arms\Shotgun Condition 1 on Table 2 On Start. Engage Rifle Targets T1, T2 & T3 In any order freestyle from shooting box A Engage T4, T5, T6, T7 & T8 though the doorway before crossing the doorway threshold charge line. Engage Remaining Paper targets as they become visible. Ground Rifle in Dump Barrel and engage all pistol Targets free style. You may not cross the Pistol charge line until all pistol targets have been engaged. Ground Pistol on Table 2 and engage all Shotgun Targets freestyle from behind Table 2. Shotgun Must be grounded on table 2 before returning to table 1 to stop the clock.		
Starting position	Standing Upright hands resting on Table. Behind Table facing downrange		
Firearm ready condition			
Start on	Start Button		
Stop on	Stop Button		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			

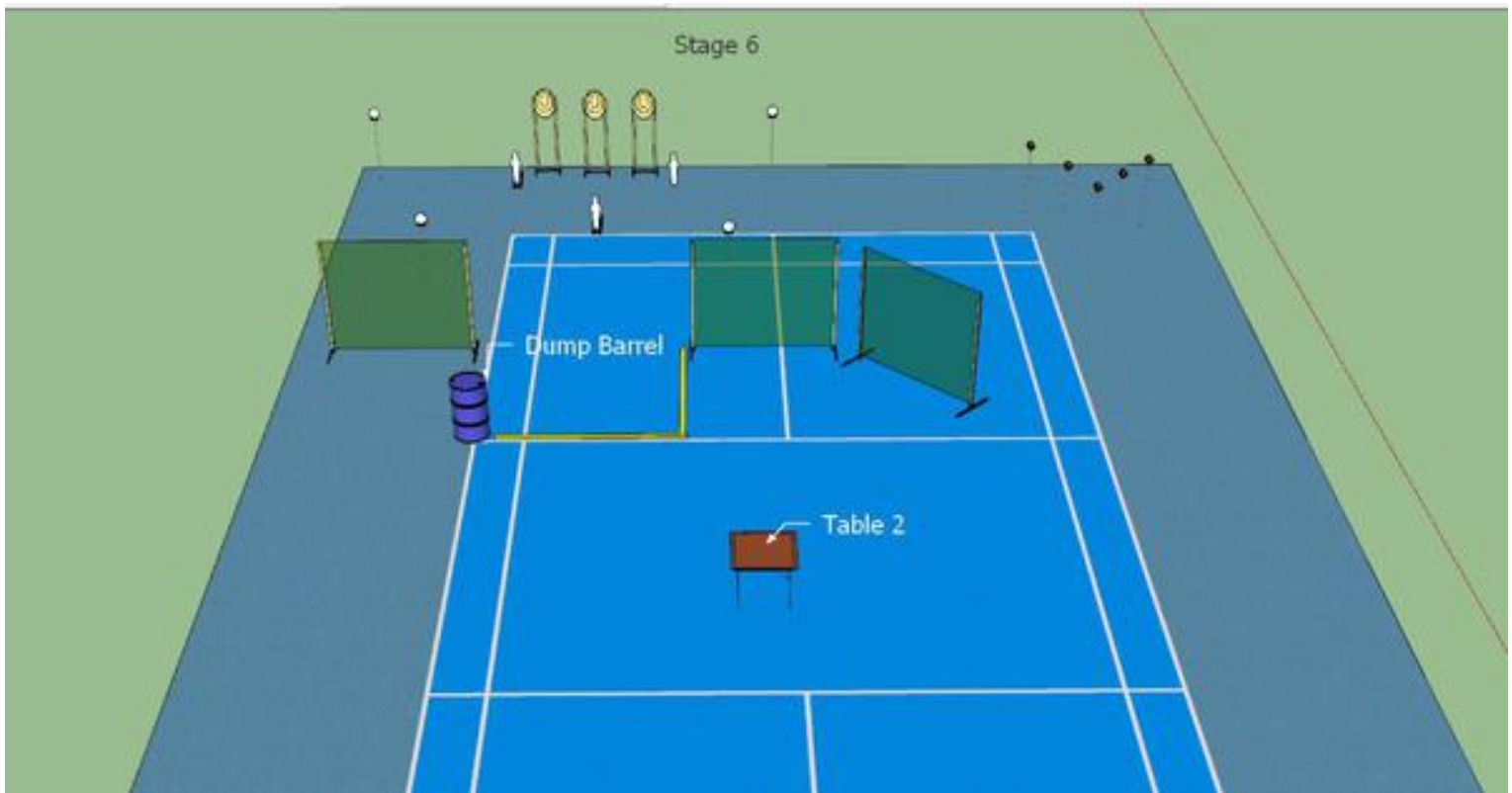
## 5. Prone, Kneeling and Standing



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	3 paper, 3 popper, 4 plates, Total 10 targets	Min rounds	13
Firearm	Rifle	Match-%	7.69%

Procedure	<p>1. Engage the 3 paper targets from Prone position behind 2nd white base line 2. Engage Poppers until they fall from single knee kneeling position in marked shooting box. 3. Engage Free standing Plates from standing position from behind Charge Line. Relevant Targets from each position may be engaged in any order freestyle. A compulsory reload is required between each positional transition you will need 3 Magazines in total. If you do not have enough spare Magazines the reload must be performed by removing the magazine and touching your butt cheek with it before re inserting into the Rifle. Engaging the wrong targets from any of the positions will incur a +10 second penalty for each target that falls (plates/Poppers) or for each hit (paper) You may not re engage any target after changing position. Rifle Must be Grounded in 'Dump Barrel' before stopping the clock on table 1</p>		
Starting position	Standing R/H side of table 1/Rifle Condition 1 @ 'Low Port Arms'		
Firearm ready condition			
Start on	Start Button		
Stop on	Stop Button		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			

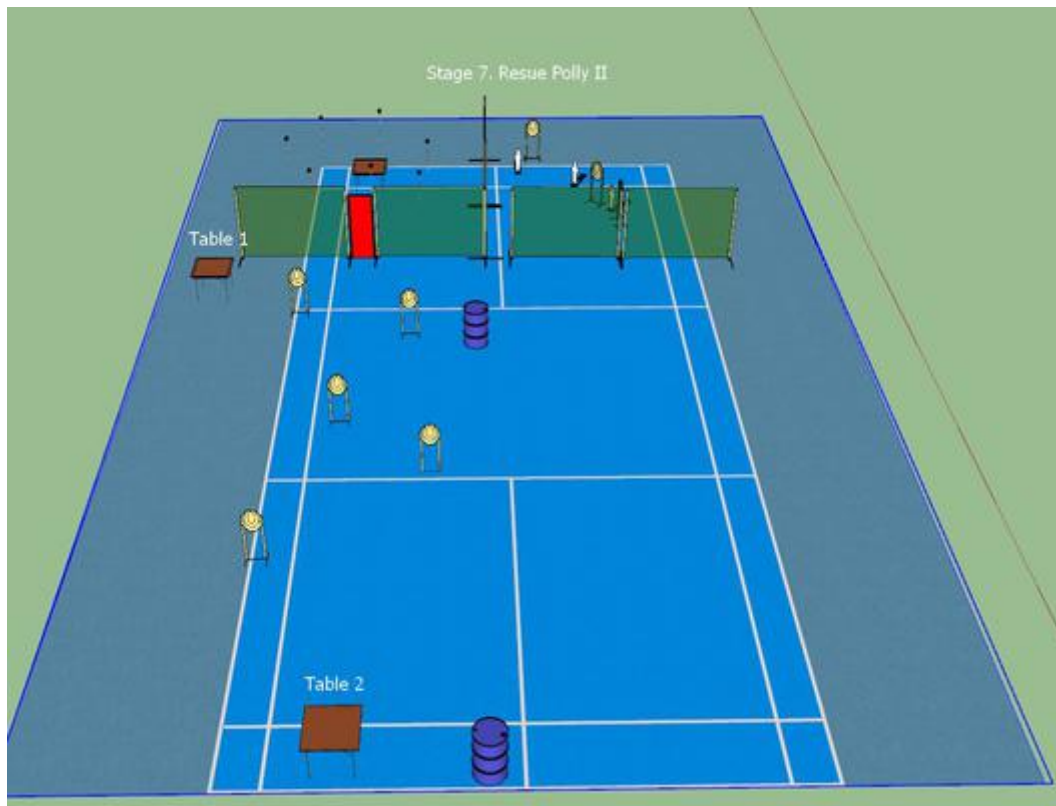
## 6. Shotgun/Pistol



CoF	Time-Plus penalties - Long	Points	100 p
Targets	3 paper, 3 popper, 9 plates, Total 15 targets	Min rounds	18
Firearm	Handgun, Shotgun	Match-%	7.69%

Procedure	Stage 6 Pistol and Shotgun Start from either R or L side of Table 2 Start in own time using start stop timer. All Paper, Poppers and white Plates are pistol only Orange plates are shotgun only Shot gun plates must be engaged through the gap between screens Shotgun must be 'Grounded' in the Dump Barrel. Pistol targets must be engaged from Behind the charge line		
Starting position	Shotgun condition 1 @ 'Low Port Arms' /Pistol Holstered Condition 1		
Firearm ready condition			
Start on	Start Timer on Table 2		
Stop on	Stop Timer on Table 2		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			

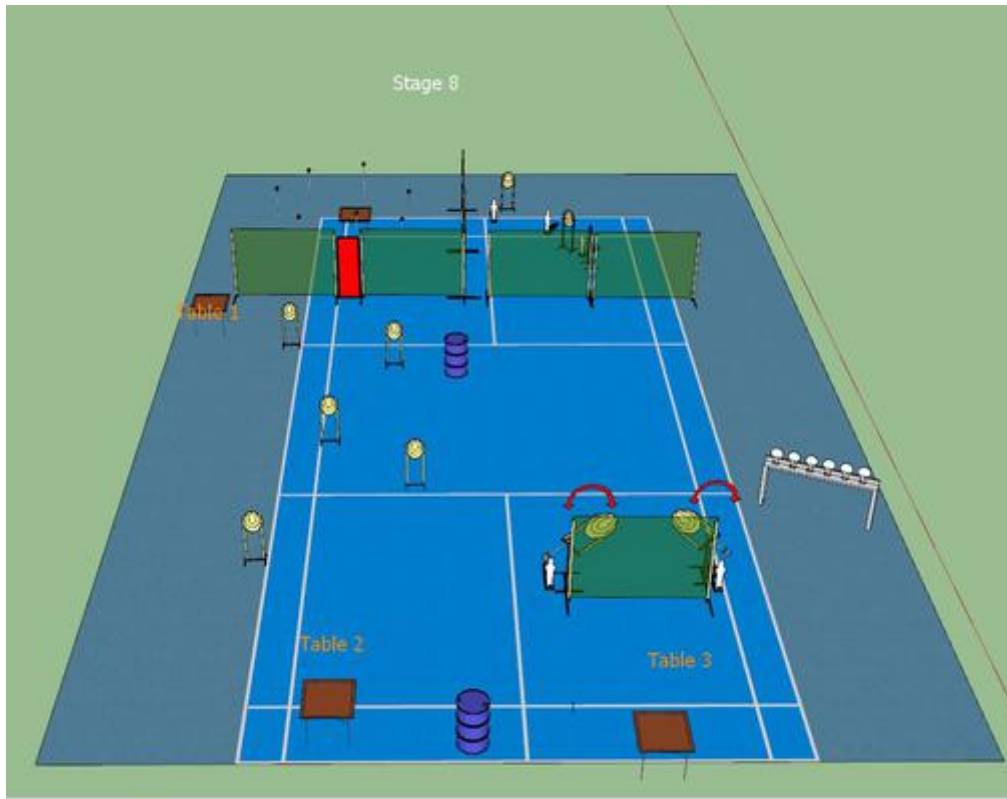
## 7. Rescue ('Polly') II



CoF	Time-Plus penalties - Long	Points	100 p
Targets	8 paper, 3 popper, 7 plates, Total 18 targets	Min rounds	26
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%

Procedure	Shotgun Condition 1, Pistol Condition 1 Holstered, Rifle Condition 1 Grounded on 45 degree rest at RH/ side of Table 2 muzzle facing down safety applied. On Start go through door and engage all shotgun Targets .Ground Shotgun on Table and retrieve 'Polly'. Come back out through doorway and engage pistol targets as they become Visible through the gap in the screens Strong hand only unsupported, whilst holding 'Polly' with the other hand/arm. Re holster Pistol and Place 'Polly' in pushchair (gently) beside Cone/Barrel. Push 'Polly' up range .Go around the 2nd cone/Barrel and park pushchair in the safe area marked behind Table 2. Retrieve rifle. Engage remaining Paper targets in any order free style from directly behind Table 2. You must not Ground Rile on Table 2. You may if you wish ground it safely in the 45 Degree rest or take it with you to table 1 to stop the clock.		
Starting position	Shotgun Condition 1 'Low Port Arms' behind Table 1		
Firearm ready condition			
Start on	Start Button		
Stop on	Stop Button		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			

## 8. Pistol, Rifle, Shotgun, Pistol

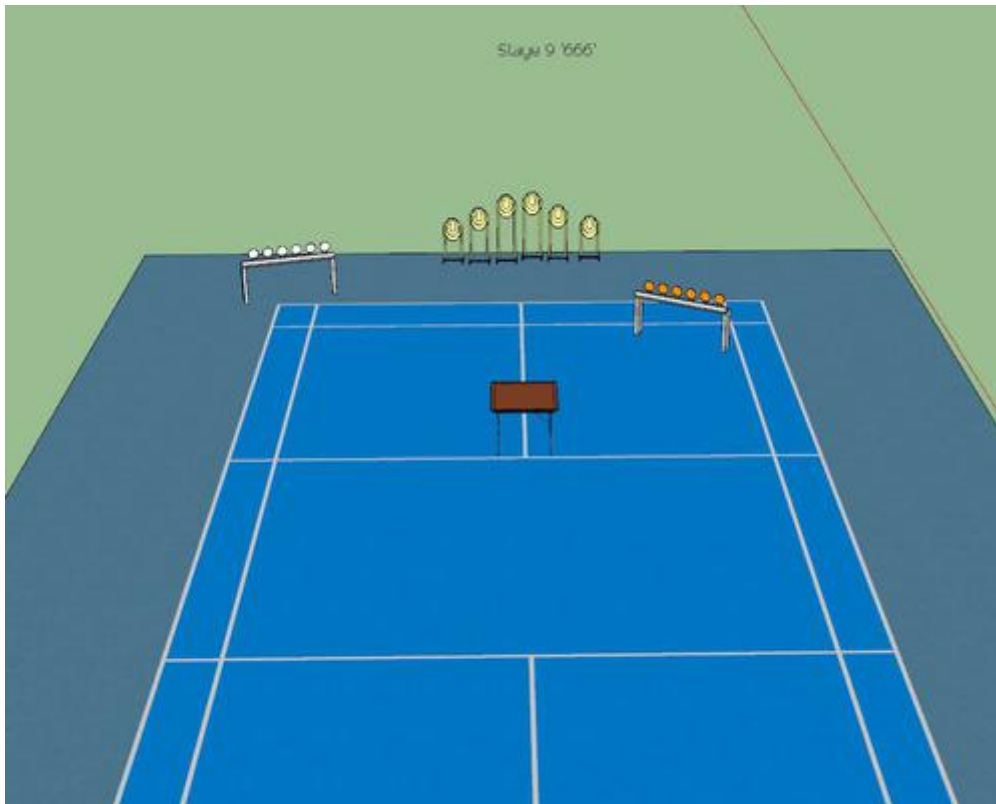


CoF	Time-Plus penalties - Long	Points	100 p
Targets	10 paper, 5 popper, 13 plates, Total 28 targets	Min rounds	38
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%

Procedure	<p>Stage 8 Start/Stop Button on table 3 Position seated behind table 3 Pistol on table on markers. Condition 1 all magazines to be used placed on table Rifle Condition 1 Grounded on 45 degree Rest R/H side of table 2. Shotgun Condition 1 on Table 3 Swingers are activated by the 2 white Poppers The 3 Paper and 3 Poppers behind the screen at the far end of the Range are Pistol Targets The other 5 paper targets are Rifle only Orange Plates are shotgun only Swingers and Plate rack targets must be engaged first from seated position. Rifle Targets are to be engaged from directly behind Table 2. Rifle must be grounded safely in 45 degree rest. Shotgun to be grounded on table 4. Remaining pistol targets must be engaged last, free style through the Gap in the Screens. All plates must fall to count. All paper require Min 2 hits</p>		
Starting position	Seated behind Table 3		
Firearm ready condition			
Start on	Audible signal (Shot Timer)		
Stop on	Last shot fired		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			



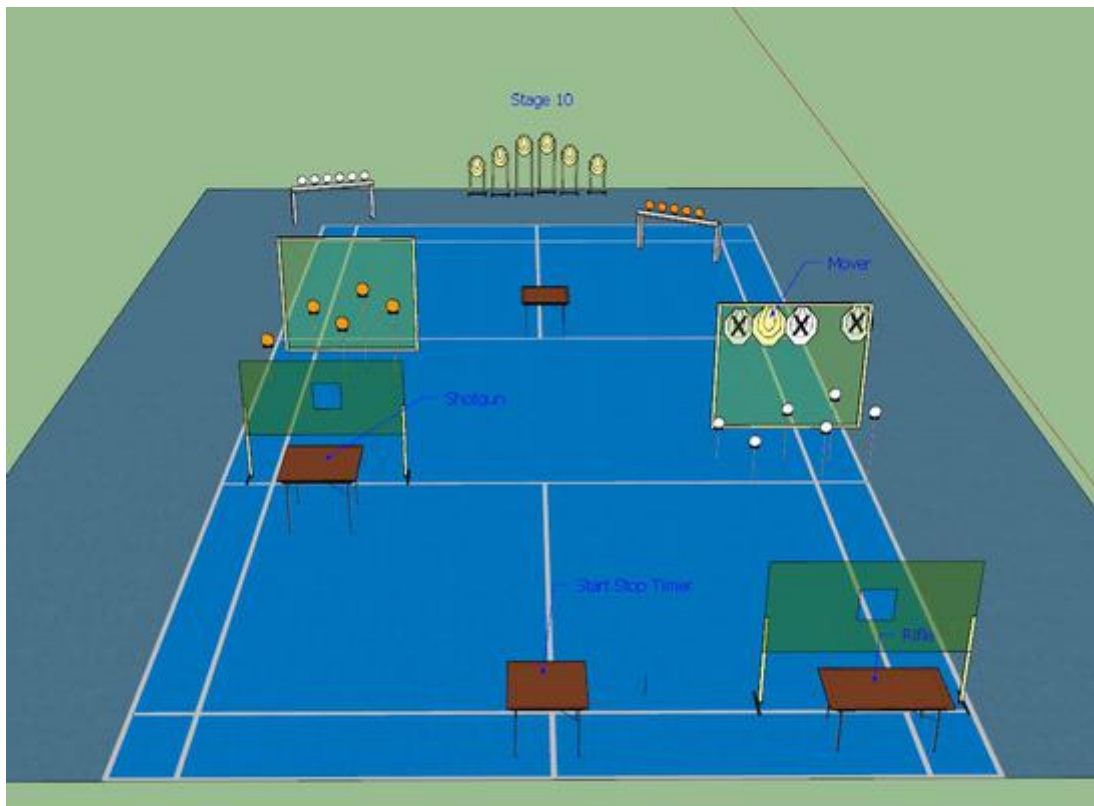
## 9. '666



CoF	Time-Plus penalties - Long	Points	100 p
Targets	6 paper, 12 plates, 1 no-shoot, Total 18 targets	Min rounds	24
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%

Procedure	Rifle Condition 1 on Table. Facing UP Range Shotgun Condition 1 on Table Pistol Condition 1 Holstered On activation of Timer Engage Pistol targets. Ground pistol back on the table or Re-Holster. Engage Shotgun targets. Ground Shotgun Table. Engage Rifle Targets min 2 hits to count. Activate timer stop button		
Starting position	Behind Table.		
Firearm ready condition			
Start on	Star /Stop Timer		
Stop on	Start/Stop Timer		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90/90/90		
Setup notes			

## 10. Stage 10

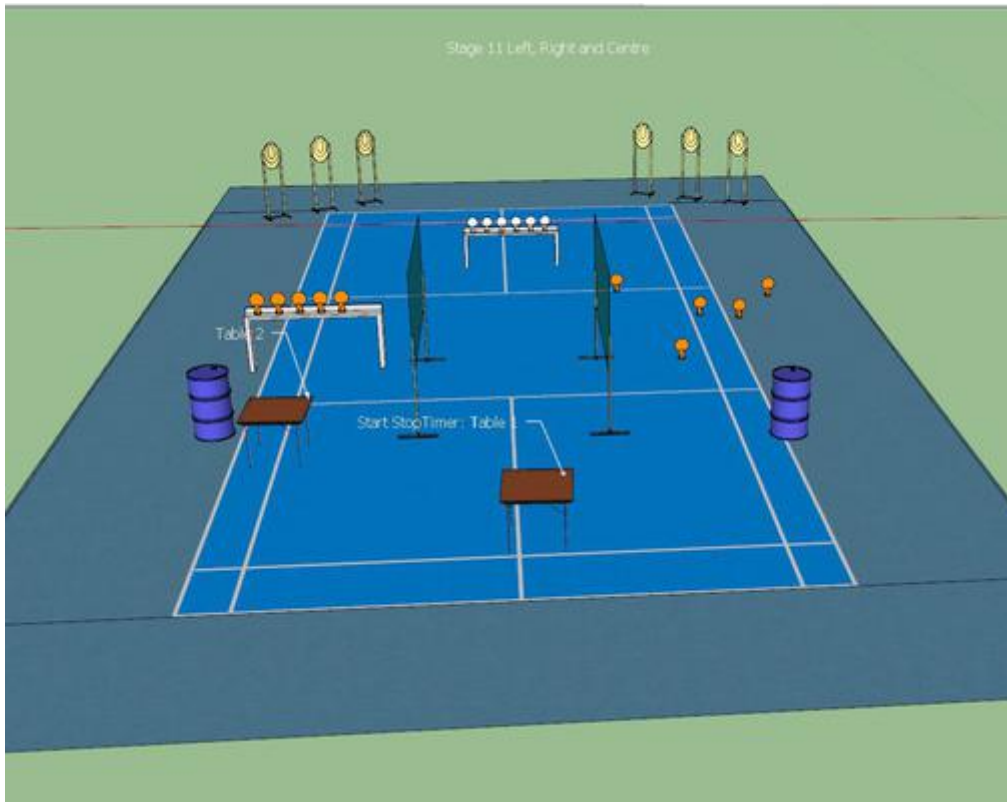


CoF	Time-Plus penalties - Long	Points	100 p
Targets	7 paper, 22 plates, 3 no-shoot, Total 29 targets	Min rounds	36
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%

Procedure	Rifle on Table 1. Condition 1. Shotgun on Table 2. Condition 1. Pistol condition 1 Holstered. Engage the 6 rifle targets at the far end of the range through the Aperture for a min 2 hits to count . Activate the Mover and engage it for a Min 2 hits to count. Ground Rifle and engage the 6 pistol plates directly in front through the aperture. Re holster Pistol (Safety must be applied). Move to second table and engage shotgun Targets through the aperture. Move down range to the 3rd Table and engage remaining five shotgun plates from within the designated shooting area. Ground Shotgun on table safely. Engage remaining 6 pistol plates and GROUND pistol safely on the table. Return to start /stop timer to stop the clock.		
Starting position	Behind Table 1 (Timer Table)		
Firearm ready condition			
Start on	Start / Stop Timer		
Stop on	Start/Stop Timer		
Penalties	As per current edition of rules		
Safety angles	L/R/V 90 90 90		
Setup notes			



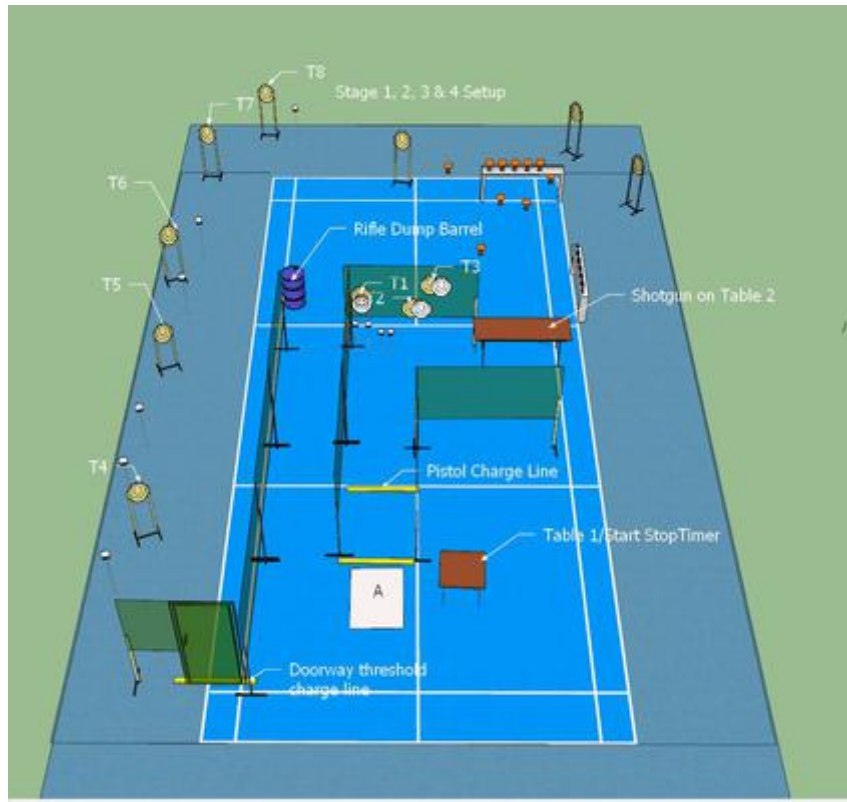
# 11.



CoF	Time-Plus penalties - Long	Points	100 p
Targets	6 paper, 16 plates, Total 22 targets	Min rounds	28
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%

Procedure	Rifle Condition 1 Low port arms, Pistol Condition 1 Holstered Shotgun Condition 1 on table 2 On Start engage Rifle targets on Left as they become Visible from between Court Tram Lines then engage Targets on the right as per the left as they become. Ground Rifle in Dump bin and engage Shotgun Targets from Behind Table 2. Engage shotgun targets on Right side from designated shooting box. Ground Shotgun and engage Pistol plates until they fall from designated shooting box. Return to table 1 to stop the clock		
Starting position	Gun loaded & holstered		
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			

## 14. Stages 1&4 Combined setup



CoF	Time-Plus penalties - Short	Points	100 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%

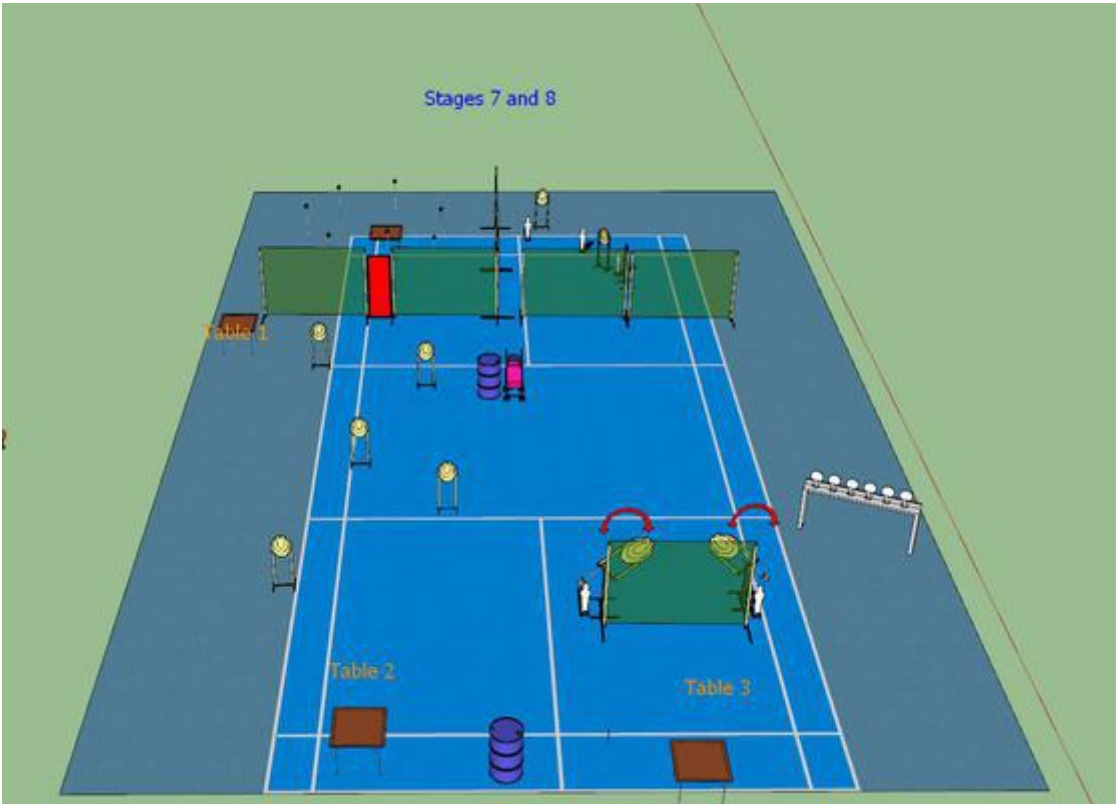
Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 56. Stages 5 and 6 combined setup



CoF	Time-Plus penalties - Short	Points	100 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%
Procedure			
Starting position	Gun 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			

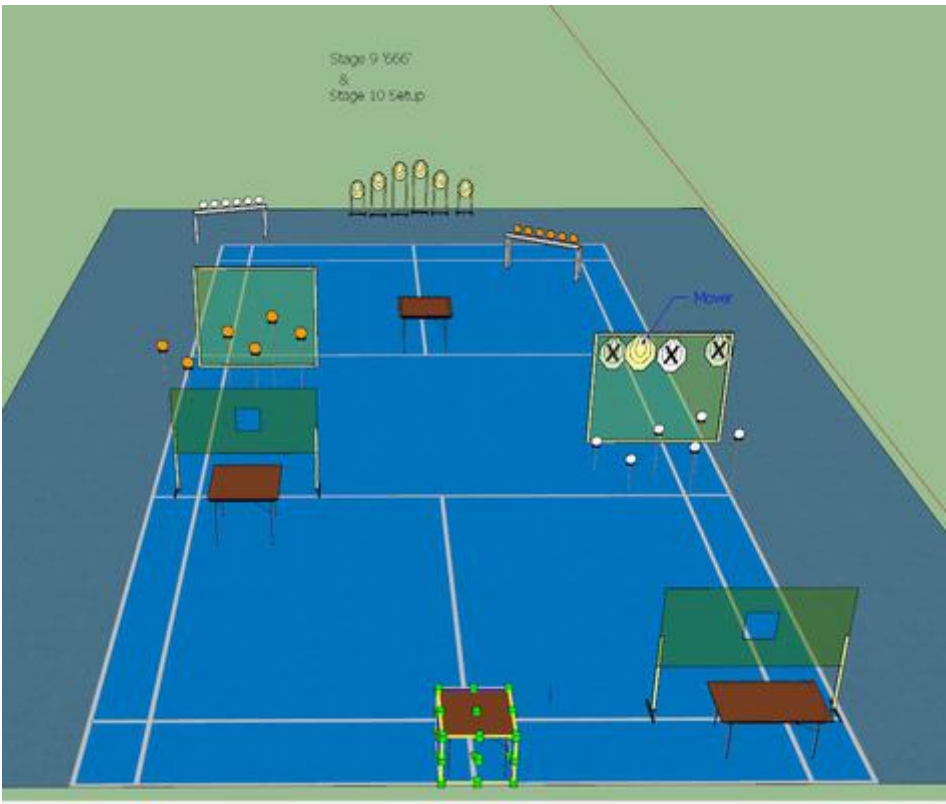
# 78. Stages 7 & 8 Combined setup



CoF	Time-Plus penalties - Short	Points	100 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%

Procedure	
Starting position	Gun 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	

# 910. Stage 9 & 10 Combined setup



CoF	Time-Plus penalties - Long	Points	100 p
Targets	6 paper, 6 plates, Total 12 targets	Min rounds	18
Firearm	Handgun, Rifle, Shotgun	Match-%	7.69%
Procedure			
Starting position	Gun 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			