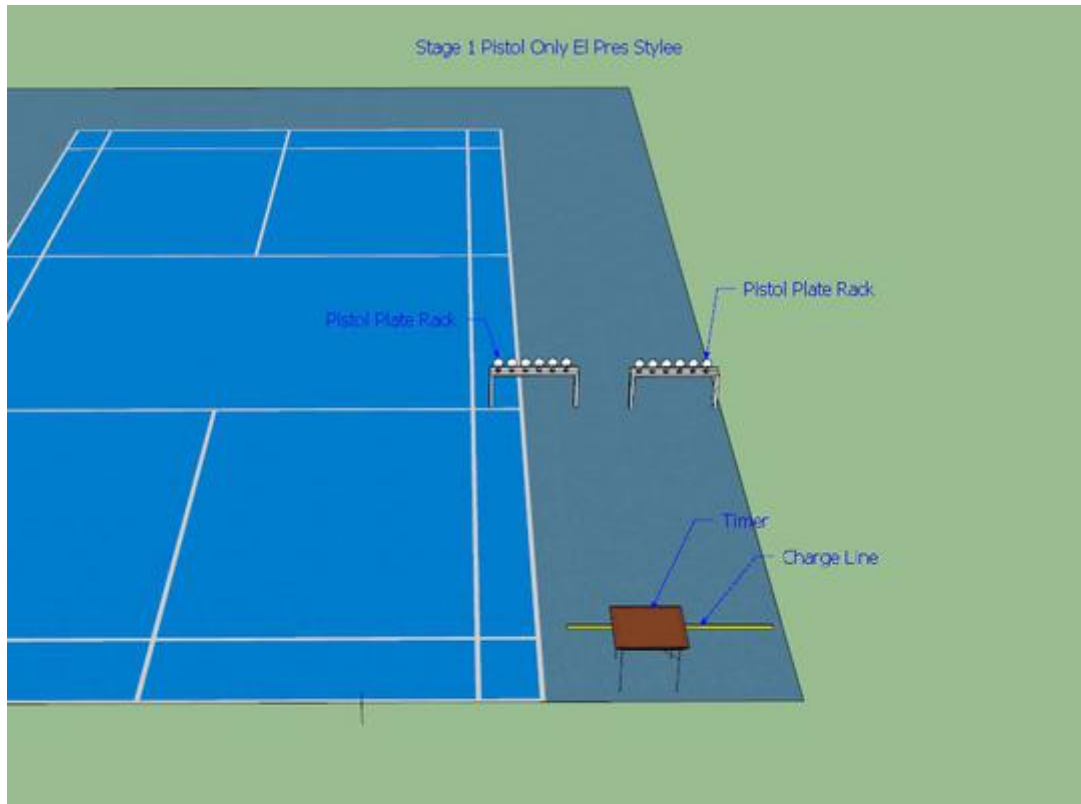


1. Stage 1 Pistol Only



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	12 plates, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	12.50%

Procedure	<p>Activate Timer and turn 180 degrees draw and engage Six Plates on left hand Plate rack. Perform a mandatory reload and engage remaining 6 Plates on right hand Plate Rack before activating the stop Button. All plates must fall to count. If any plates are still standing after performing the reload on the LH Plate Rack they may NOT be re engaged and will be scored as a miss. If any Plates are still standing after the timer has been stopped they may NOT be re engaged and will be scored as a miss. A failure to perform a reload before engaging RH Plate Rack will incur one Procedural error per shot fired in error</p>
Starting position	Gun loaded & holstered, Hands on head facing Uprange
Firearm ready condition	
Start on	Activation of Timer
Stop on	Stop Button
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

2. Stage 2 Shotgun, Rifle & Pistol



CoF	Time-Plus penalties - Long	Points	100 p
Targets	5 paper, 13 popper, 18 plates, Total 36 targets	Min rounds	36
Firearm	Handgun, Rifle, Shotgun	Match-%	12.50%

Procedure	On Activation of Timer engage all Shotgun plates. Ground Shotgun safely in Dump Barrel. Move to Table 2. Pick up Rifle and engage all Paper targets as they become visible. Perform a mandatory reload before engaging 'Rifle Poppers' from behind designated charge Lines. Ground Rifle safely in Dump Barrel and engage all pistol plates and finally the Stop Plate. All Plates must fall to count. All Paper must have Min 1 round in the 'A' zone or 2 rounds in the scoring Zone to count.
Starting position	Behind Table 1 Shotgun Cond' 1/ Rifle Cond' 1 in 45% Rest next to table2/Pistol Holstered Cond' 1
Firearm ready condition	
Start on	Timer Activation
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

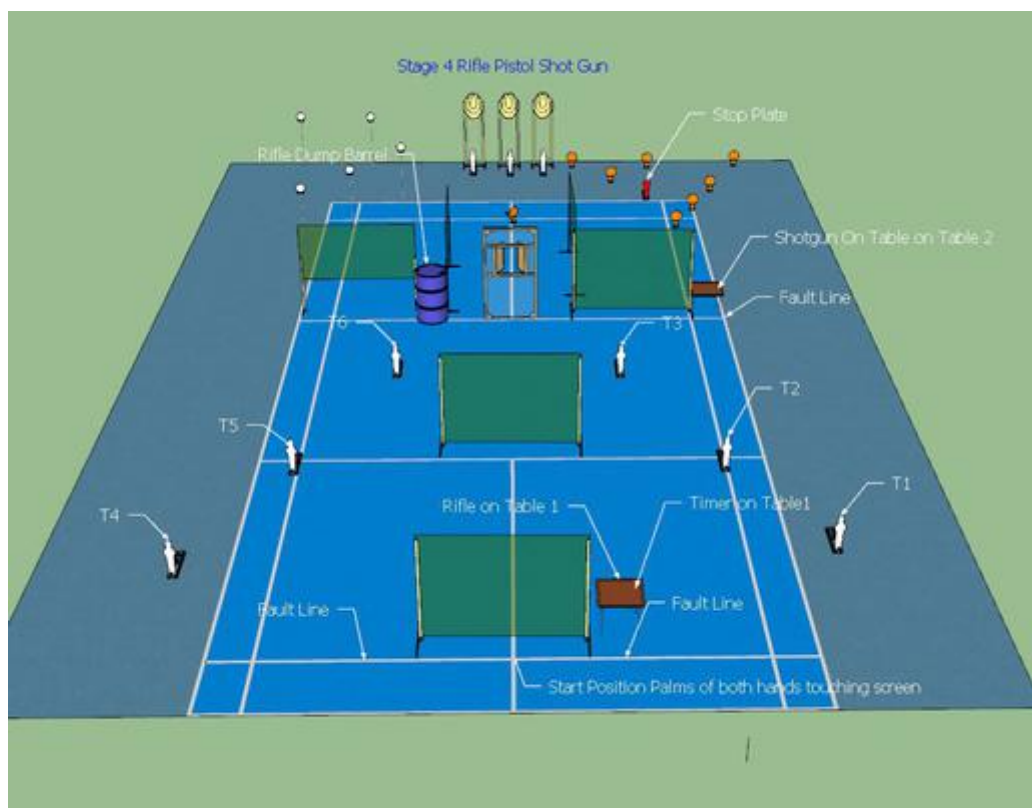
3. Stage 3 Shotgun Only



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	12.50%

Procedure	On Activation of Timer pickup shotgun from Table 2 and engage all targets on Shotgun Plate Rack. Move downrange between the designated Inner and Outer Court Boundary Lines passing through the 2 cones at the end Designated Boundary lines and engage remaining Shotgun Plates in any order Freestyle as the become visible finishing on the designated Stop Plate. Aperture Doors must be opened with your 'STRONG' hand only.
Starting position	Behind Screen, Shotgun Condition 1 Next to Table
Firearm ready condition	
Start on	Timer Button
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

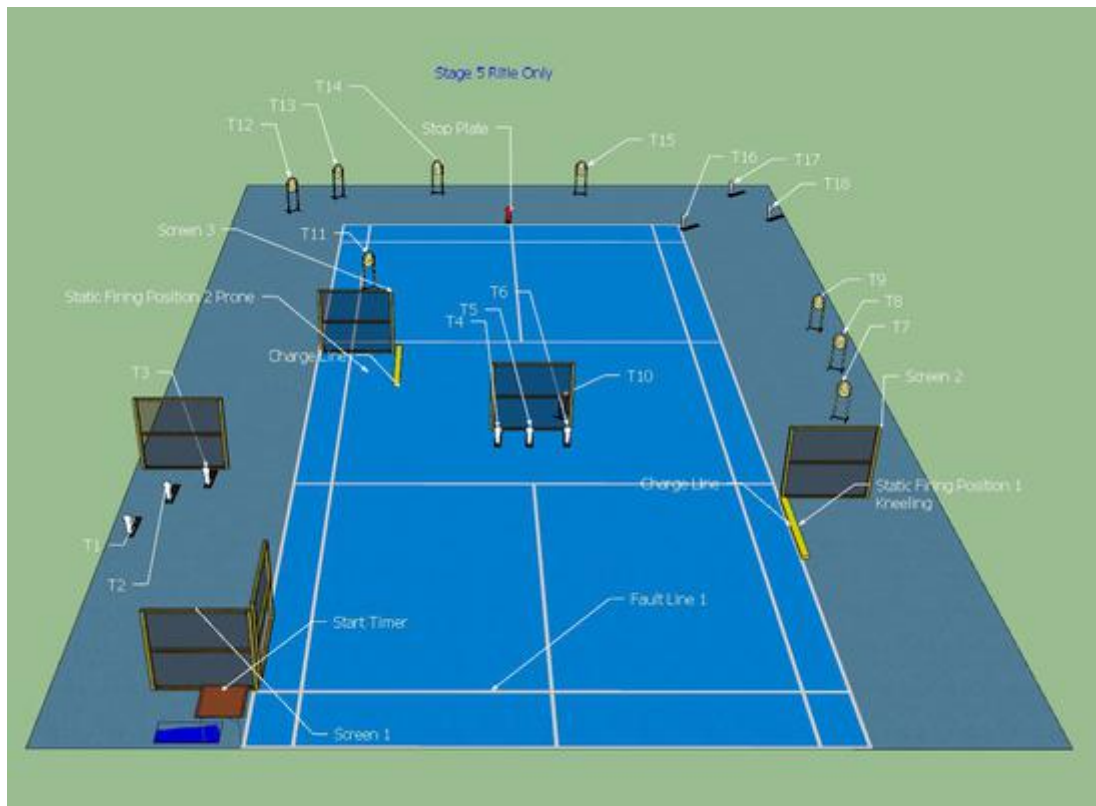
4. Stage 4



CoF	Time-Plus penalties - Long	Points	100 p
Targets	12 paper, 14 plates, Total 26 targets	Min rounds	26
Firearm	Handgun, Rifle, Shotgun	Match-%	12.50%

Procedure	On Activation of Timer pickup Rifle from Table 2 and engage T1, T2 & T3 from RH side of the Barricade then engage T4, T5 & T6 from Left side of the Barricade. Move Downrange and engage the Remaining 3 Poppers and 3 Paper Targets through the Barricade Hatch. Ground Rifle in the Dump Barrel and engage Pistol plates from anywhere behind the Fault Line within the confines of the Court outer Boundary Lines. Ground Pistol on table 3 . Engage the 8 Shotgun targets freestyle from any position behind the Fault Line and within The Confines of the Court Outer Boundary Lines. Finally engage the Red Stop Plate with Shotgun. Once Weapon has been grounded it cannot be re used..
Starting position	Behind Screen, Shotgun Condition 1 on Table
Firearm ready condition	
Start on	timer Button
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

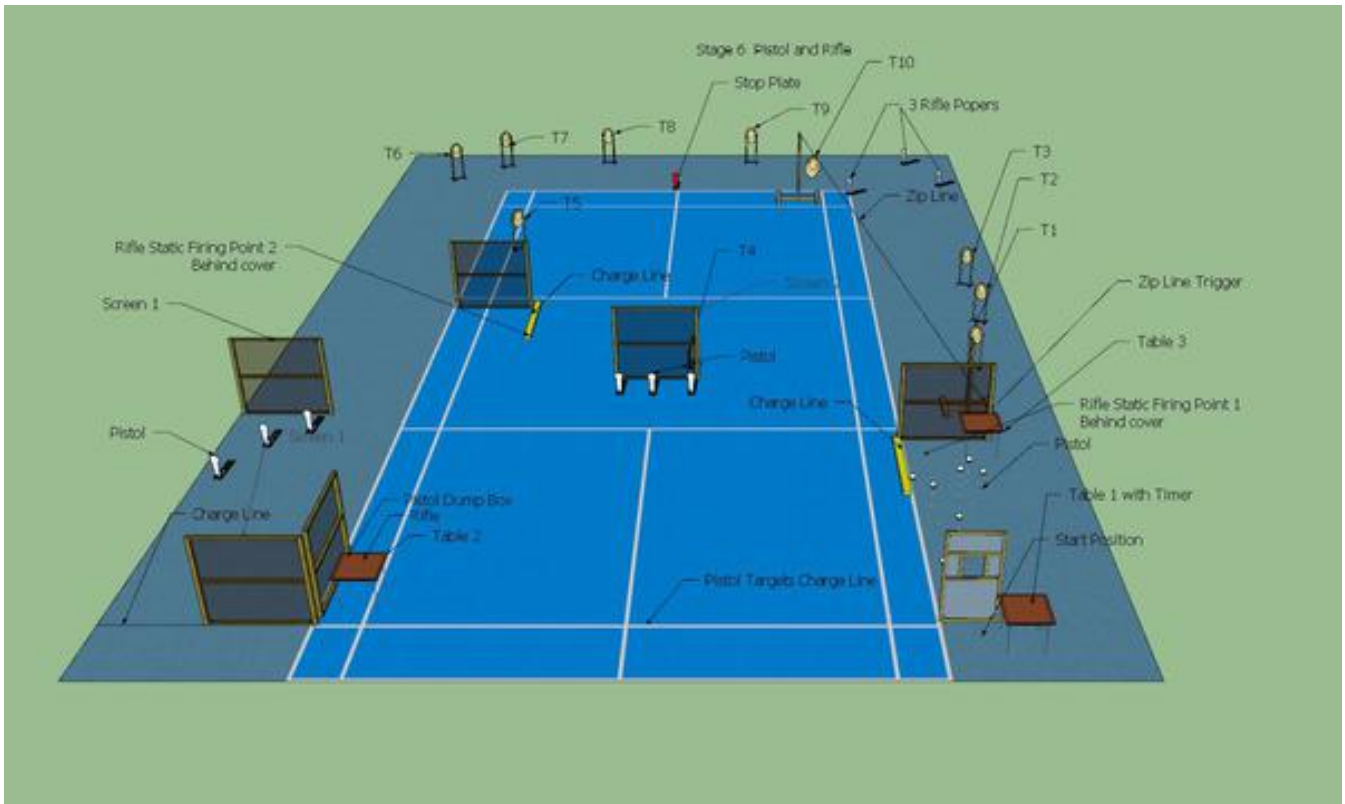
5. Stage 5



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	9 paper, 9 popper, 1 plates, Total 19 targets	Min rounds	19
Firearm	Rifle	Match-%	12.50%

Procedure	On Activation of Timer engage T1 to T3 freestyle from LH side of Barricade Engage T4 to T9 freestyle from any position behind the designated Fault line 1 before moving to Static firing Point 1 and engage T10 to T15 from a kneeling position behind Sreen 2 Move to Static Firing Point 2 and engage T16 to T18 before engaging the Red Stop Plate from a prone position behind Screen 3. Note there are Chrgage lines behind screens 2 & 3 no part of your Body that is in contact with the floor may cross these whilst firing. A Madatory Magazine change must be performed between Static Firing Point 1 and 2 All steels must fall to count . You may re engaged missed targets before the Stop Plate is down Provide they are engaged from the targets Designated (if any) Engagement restraints.
Starting position	Behind Screen 1 Rifle Low Port Arms Cond 1
Firearm ready condition	
Start on	Timer Button
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

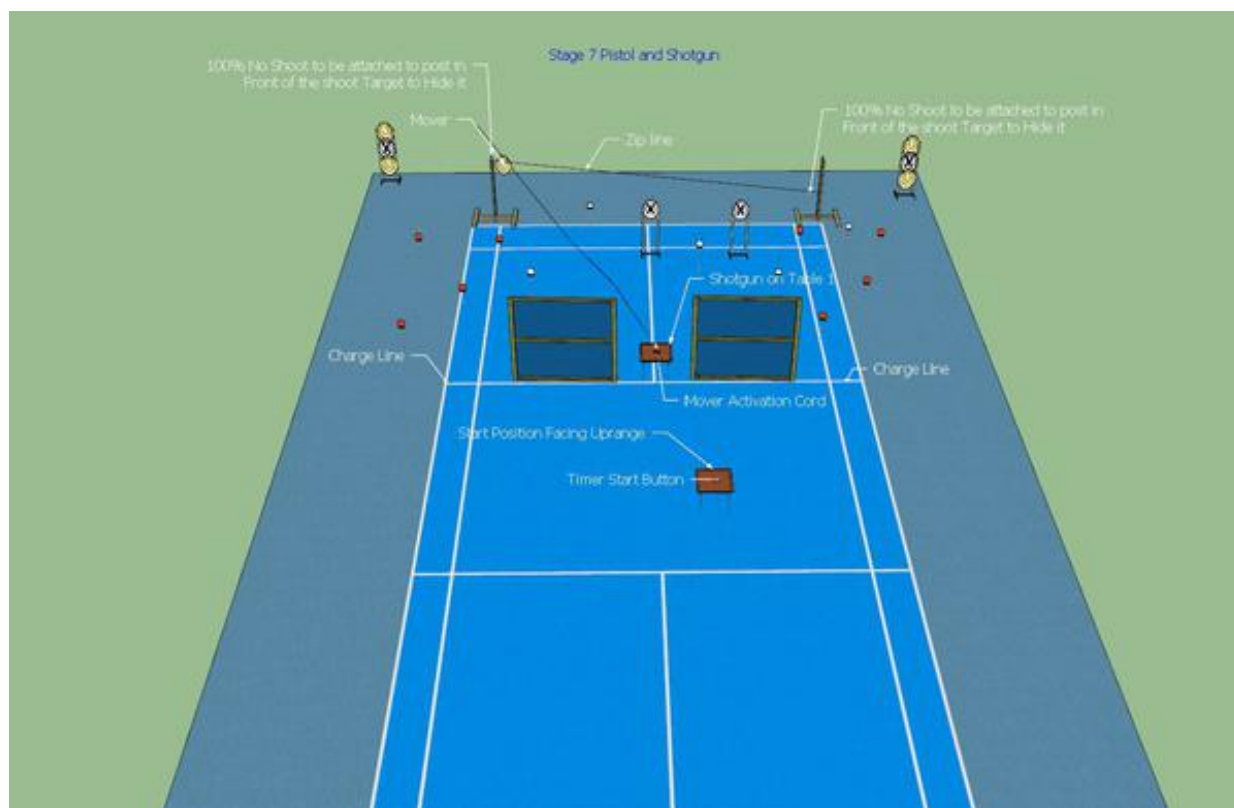
6. Stage 6



CoF	Time-Plus penalties - Long	Points	100 p
Targets	11 paper, 9 popper, 8 plates, Total 28 targets	Min rounds	20
Firearm	Handgun, Rifle	Match-%	12.50%

Procedure	On activation of timer draw Pistol and engage Pistol Trgets directly in front through the screen aperture Engage the 3 Three Poppers in front of screen 2 freestyle from anywhere behind the Charge Line Remaining 3 Pistol Targets must be engaged from RH side of Screen 1 behind the charge Line Ground Pistol in Pistol Dump Box on Table 2. Pickup Rifle and Engage T1, T2 & T3 from anywhere behind the charge line before moving To Firing Point 1. Activate the mover before engaing T4, T5, T6, T7, T8, T9 & T10 (Mover) in any order from the kneeling position behind RH side of Charge line. Move to Firing Point 2. You must perform a compulsory change Engaing remaining Targets and the Stop Plate from behind the LH side of the charge line at firing point 2 from the Prone Position.
Starting position	Behind Screen,
Firearm ready condition	
Start on	Timer Button
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

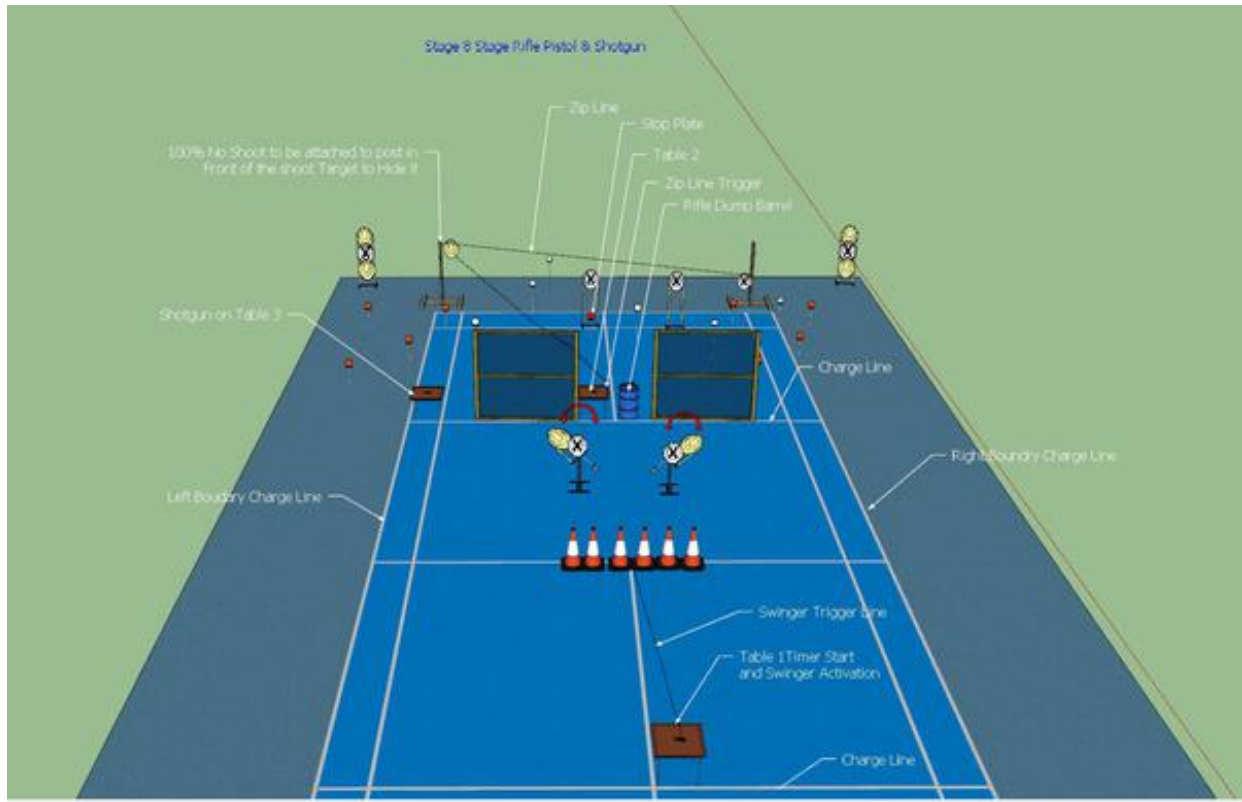
7. Stage 7



CoF	Time-Plus penalties - Long	Points	100 p
Targets	5 paper, 13 plates, 2 no-shoot, Total 18 targets	Min rounds	18
Firearm	Handgun, Shotgun	Match-%	12.50%

Procedure	Pistol Condition 1 Holstered On activation of Timer Move to Table 2 and Activate Moving target with your Strong Hand only before drawing your pistol.. Engage all pistol Targets from Behind the Table. Ground Pistol on Table and pick up Shotgun. Engage all shot Gun Targets in any order, , freestyle from behind the Charge Line and within the Court outer Boundary Lines. Finally activate the Stop Button to stop the Timer.
Starting position	Behind Table 1 Facing uprange hands by your sides
Firearm ready condition	
Start on	Timer Button
Stop on	Timer Button
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

8. Stage8



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	7 paper, 9 plates, 4 no-shoot, Total 16 targets	Min rounds	16
Firearm	Handgun, Rifle, Shotgun	Match-%	12.50%

Procedure	After starting the timer on Table 1 activate the 2 swingers with your Strong Hand only and engage all visible Paper Targets including the swingers from behind the charge Line Freestyle. They may be re engaged but only from behind the charge Line. Move downrange and Ground Rifle in Dump Barrel next to Table 2. Activate Moving Target with your strong hand only before drawing Pistol. Engage mover and all Pistol plates from behind Table 2 in any order freestyle Ground Pistol on Table 2 before moving to Table 3. Pickup Shotgun and engage remaining shotgun Targets till they fall before engaging the Stop Plate in any order from behind the Charge lines and within the confines of the Court outer Boundary lines.
Starting position	Behind Table 1 Rifle Low Port Arms
Firearm ready condition	
Start on	Timer Button
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	