

1. Times12 Steel Shotgun & Handgun

No Image

CoF	Time-Plus penalties - Medium	Points	100 p
Targets	6 popper, 6 plates, Total 12 targets	Min rounds	12
Firearm	Handgun, Shotgun	Match-%	25.00%

Procedure	Start in box B (RIGHT) Shotgun loaded to division capacity, shotgun held at Port Arms. (stock against hip barrel up) Handgun loaded & holsted safety on. On signal Engage Plate 1-6 from box B, Abandon shotgun empty or with safety on in drum. Engage Popper 1-6 from box A (LEFT) with handgun.
Starting position	Shotgun held at Port Arms. (stock against hip barrel up)
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. Times12 Steel Rifle & Shotgun

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CoF	Time-Plus penalties - Medium	Points	100 p
Targets	6 paper, 6 popper, Total 12 targets	Min rounds	12
Firearm	Rifle, Shotgun	Match-%	25.00%

Procedure	Start in box A (LEFT) Rifle loaded, safety on, rifle held Low Ready. (Stock against shoulder muzzle down) Shotgun loaded to division capacity, safety on placed on table triggerguard inside table. On signal Engage Paper 3GN paper target 1-6 from box, Abandon rifle empty or with safety on in drum. Engage Popper 1-6 from box B with shotgun.
Starting position	Rifle loaded, safety on, rifle held Low Ready. (Stock against shoulder muzzle down)
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. Check your pulse

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CoF	Time-Plus penalties - Long	Points	100 p
Targets	11 paper, 6 popper, 6 plates, 2 no-shoot, Total 23 targets	Min rounds	23
Firearm	Handgun, Rifle, Shotgun	Match-%	25.00%

Procedure	Handgun loaded & holstered. No round in chamber Shotgun loaded to division capacity & placed on table triggerguard inside table. On signal engage T1-9 with rifle. T10-11 with slug with shotgun. Plate 1-6 with birdshot shotgun. DQ IF ENGAGED WITH SLUG ! Popper 1-6 with handgun.
Starting position	Start position standing with rifle unloaded held around handguard with strong hand..
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. Little red cottage

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CoF	Time-Plus penalties - Medium	Points	100 p
Targets	9 paper, 6 plates, 4 no-shoot, Total 15 targets	Min rounds	15
Firearm	Handgun, Rifle, Shotgun	Match-%	25.00%

Procedure	Shotgun loaded to division capacity safety on placed on table. Triggerguard inside table Rifle loaded safety on placed on 2nd table Triggerguard inside table Handgun loaded with safety on placed in box at the tunnels edge. Procedure: On signal leave the cottage engage plate 1-6 with shotgun, abandon shotgun in drum empty or with safety on. Pick up the rifle an engage 3GN paper target 1-4 3GN targets within box. Abandon rifle in drum empty or with safety on. enter the tunnel use the handgun and engage the remaining 5 3GN paper targets inside the tunnel.
Starting position	Start sitting on chair in cottage.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	