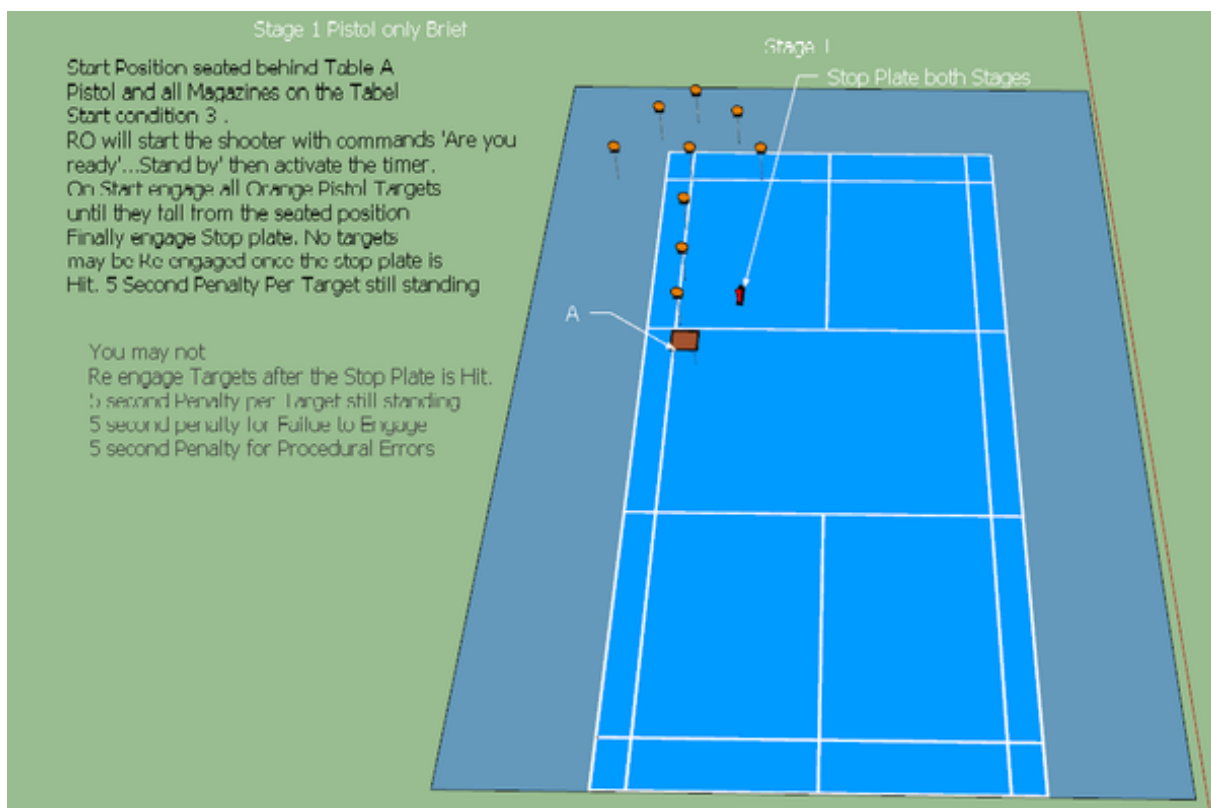


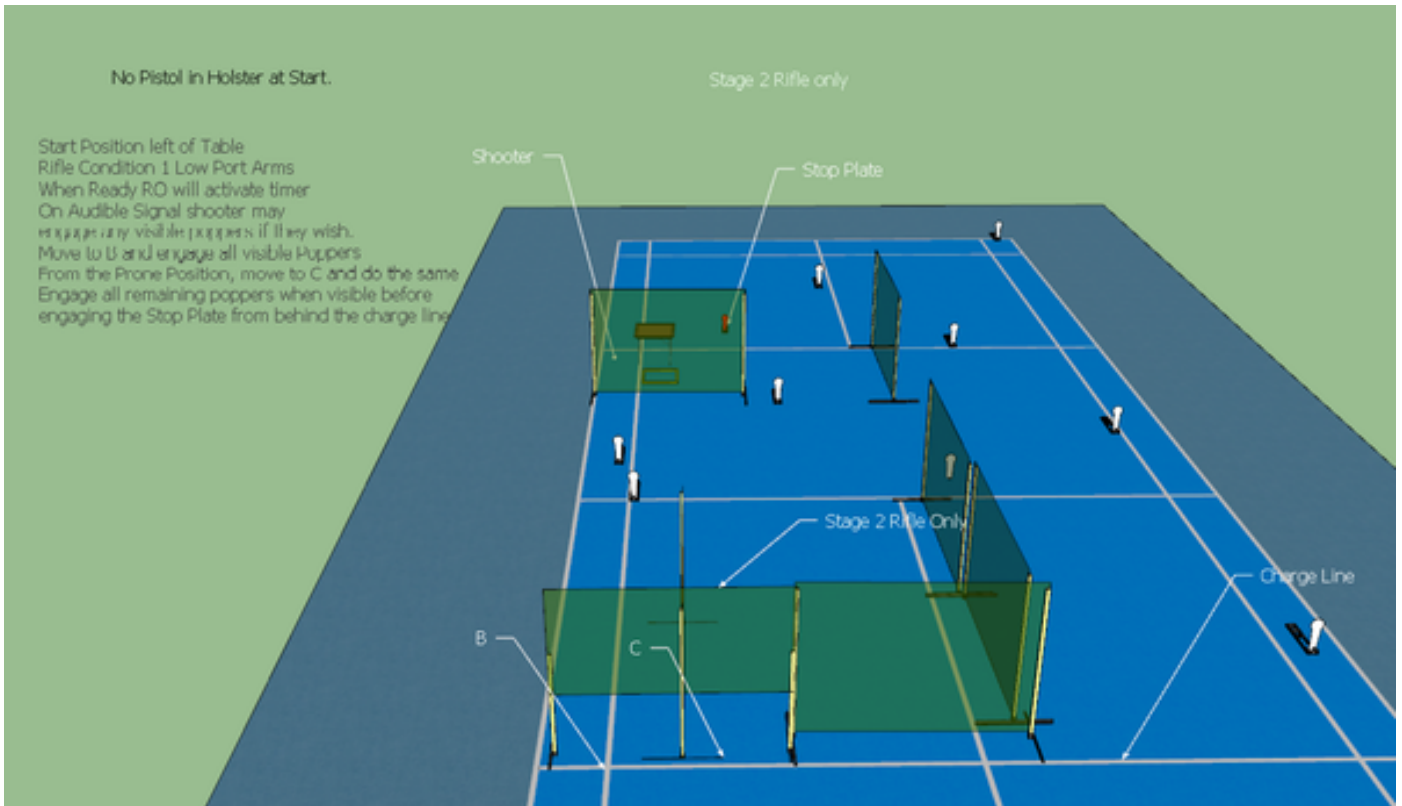
1. Get to the Point



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	9 plates, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	12.50%

Procedure	Pistol and all Magazines to be used will be placed on the table on the indicated areas. RO will Start the Timer. On Audible signal engage all Targets from the seated position, Freestyle in any order finishing with the Red Stop Plate. No targets may be Re engaged after the Stop Plate is successfully engaged. All Plates must fall. +5 seconds for each plate still Standing.
Start position	Seated behind Table hands on knees
Firearm ready condition	Condition 3
Start on	Audible Signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

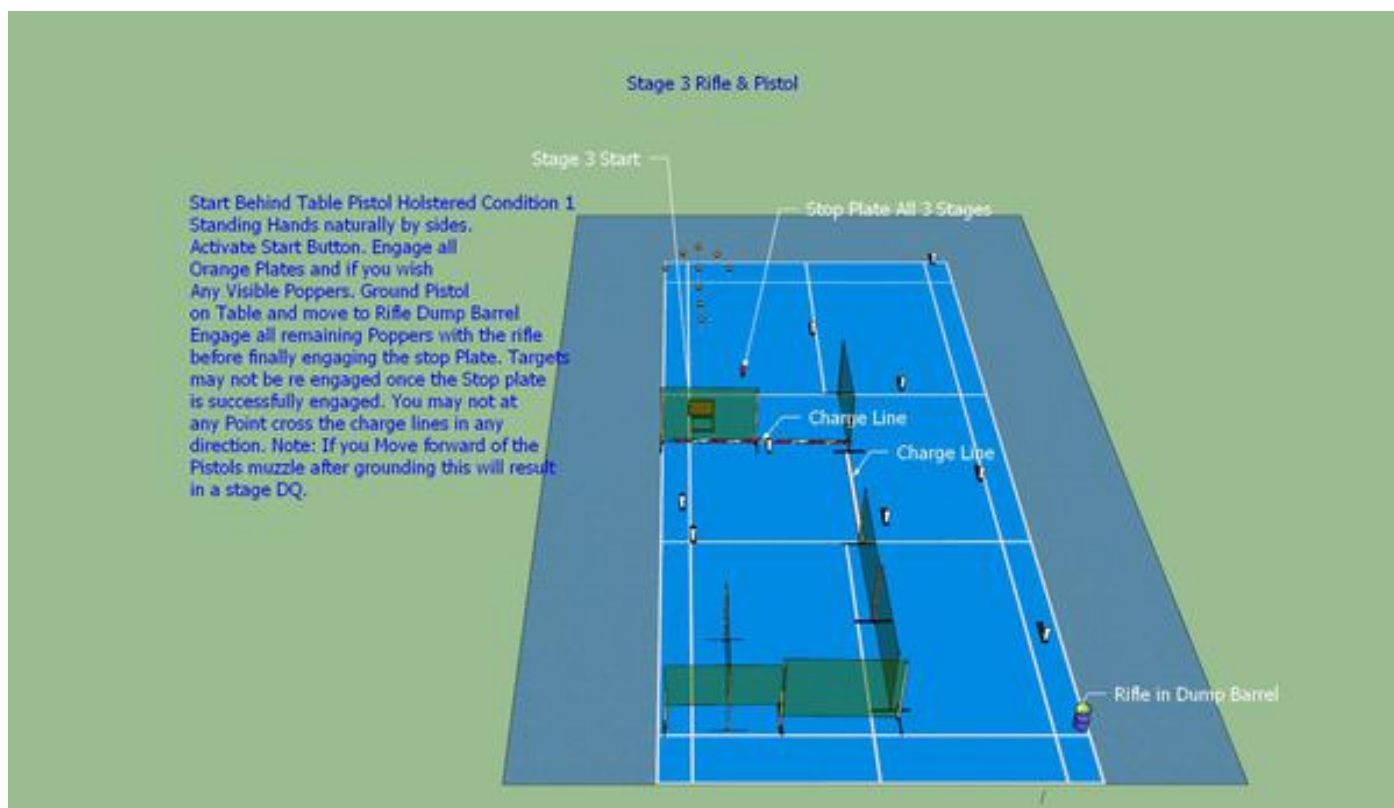
2. Withdraw



CoF	Time-Plus penalties - Short	Points	100 p
Targets	9 popper, 1 plates, Total 10 targets	Min rounds	10
Firearm	Rifle	Match-%	12.50%

Procedure	No Pistol in Holster at the Start as will need to go Prone Start Position left of Table Rifle Condition 1 Low Port Arms When Ready RO will activate timer On Audible Signal shooter may engage any visible poppers if they wish. Move to B and engage all visible Poppers From the Prone Position, move to C and do the same Engage all remaining poppers when visible before engaging the Stop Plate from behind the charge line
Start position	Behind Table
Firearm ready condition	Condition 1 Low Port Arms
Start on	Audible Signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

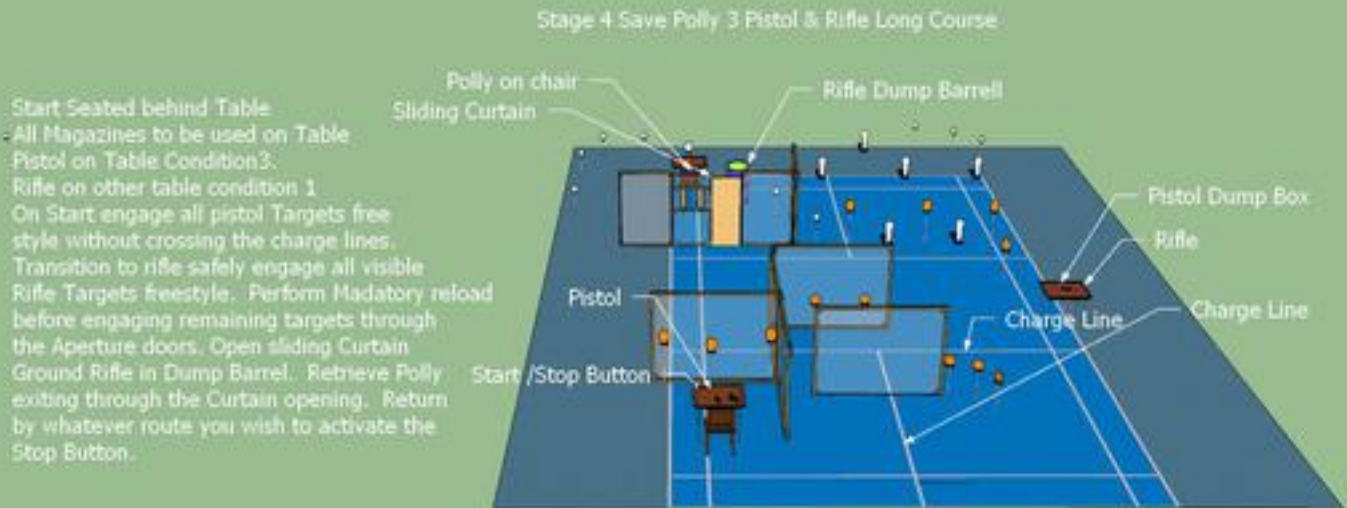
3. Engage all



CoF	Time-Plus penalties - Long	Points	100 p
Targets	9 popper, 9 plates, Total 18 targets	Min rounds	18
Firearm	Handgun, Rifle	Match-%	12.50%

Procedure	Start Behind Table Pistol Holstered Condition 1 Standing Hands naturally by sides. RO will start the shooter with commands 'Are you ready'...'Stand by' then activate the timer. Engage all Orange Plates and if you wish any visible Poppers. Ground Pistol on Table and move to Rifle Dump Barrel Engage all remaining Poppers with the rifle before finally engaging the stop Plate. Targets may not be re engaged once the Stop plate is successfully engaged. You may not at any Point cross the charge lines in any direction. Note: If you Move forward of the Pistols muzzle after grounding this will result in a stage DQ.
Start position	Start Behind Table Pistol Holstered
Firearm ready condition	Condition 1
Start on	Audible Signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

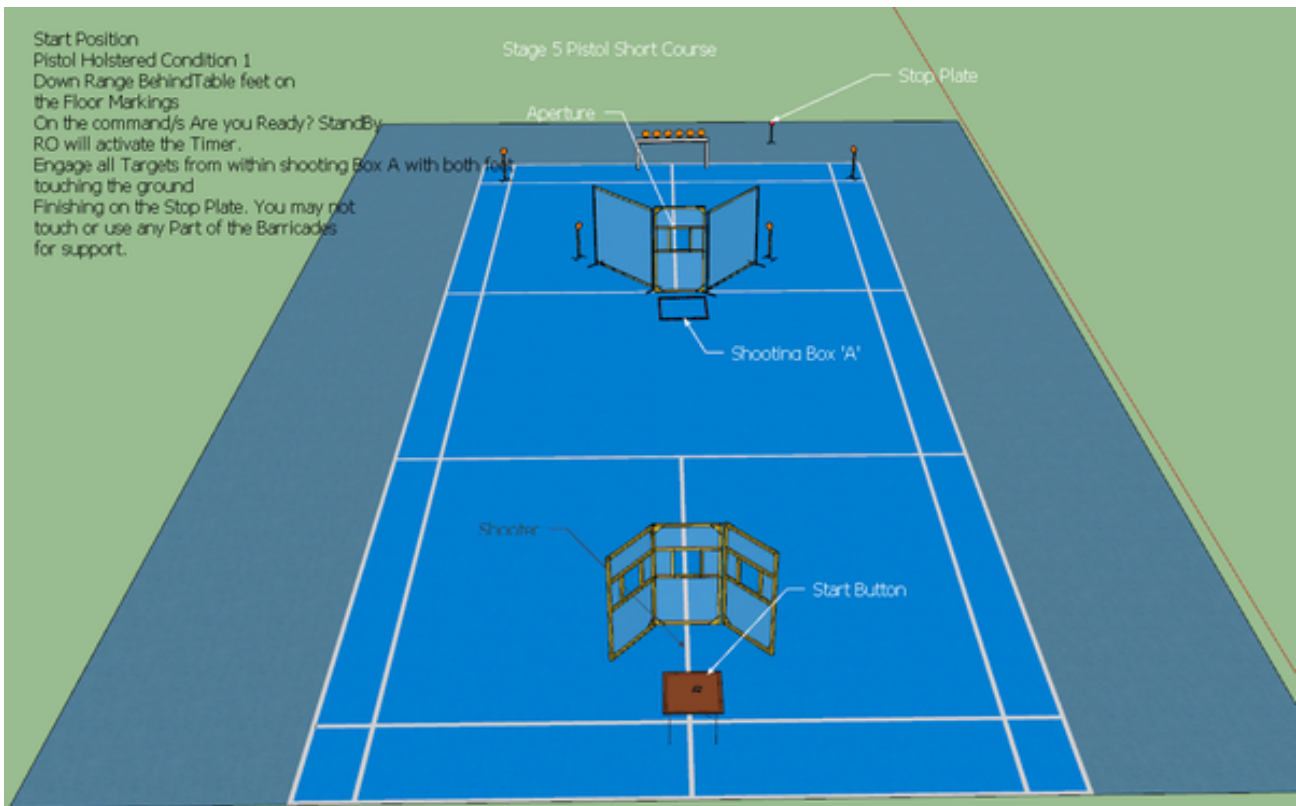
4. Rescue Polly (Again sigh..)



CoF	Time-Plus penalties - Long	Points	100 p
Targets	6 popper, 22 plates, Total 28 targets	Min rounds	28
Firearm	Handgun	Match-%	12.50%

Procedure	On Start engage all pistol Targets free style without crossing the charge lines. Transition to rifle safely engage all visible Rifle Targets freestyle. Perform Madatory reload before engaging remaining targets through the Aperture doors. Open sliding Curtain Ground Rifle in Dump Barrell. Retrieve Polly exiting through the Curtain opening. Return by whatever route you wish to activate the Stop Button.
Start position	Start Seated behind Table
Firearm ready condition	Pistol Condition 3 Table 1, Rifle Condition 1 on Table 2
Start on	Activation of Timer by Shooter
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

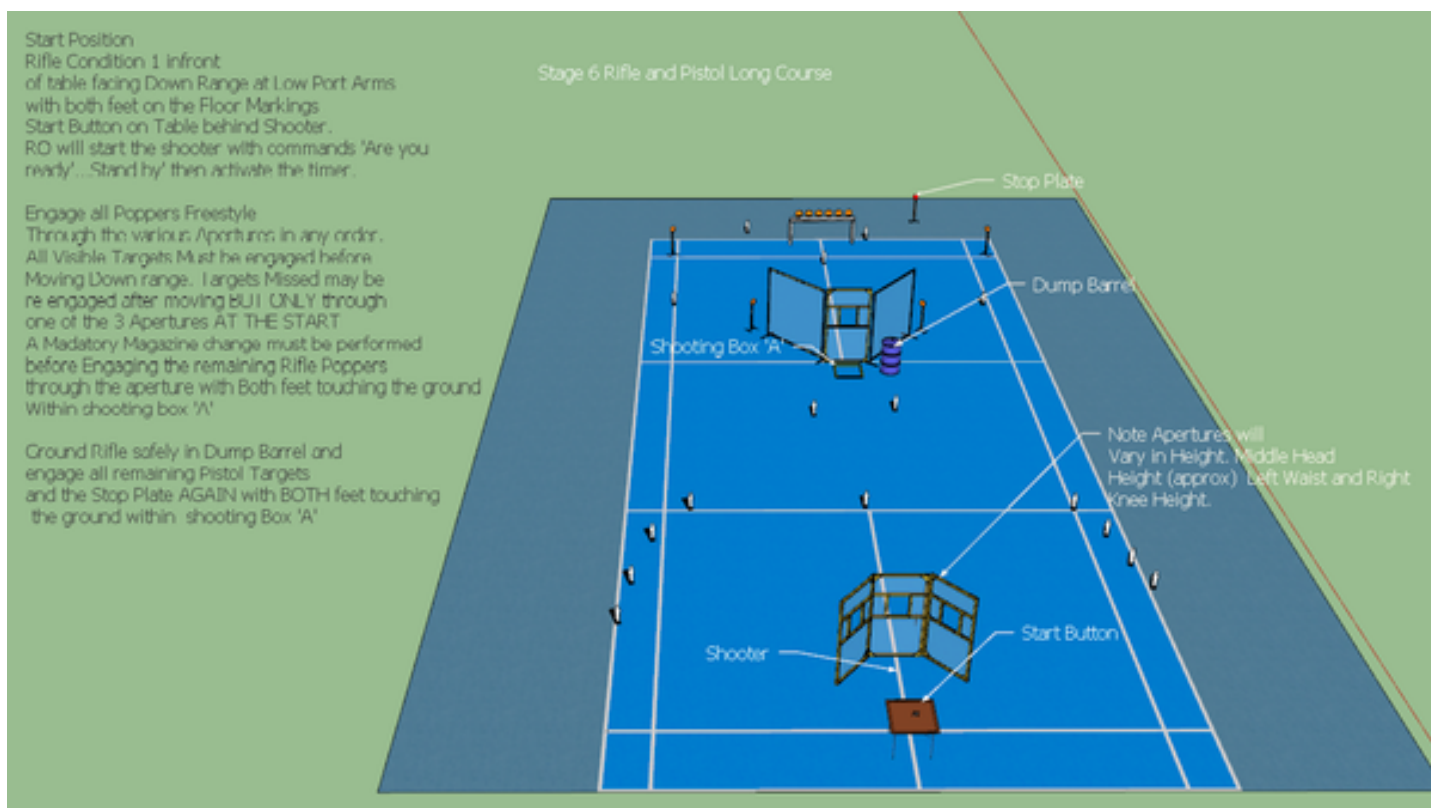
5. Stage 5 Pistol Short Course



CoF	Time-Plus penalties - Medium	Points	100 p
Targets	Total 0 targets	Min rounds	11
Firearm	Handgun	Match-%	12.50%

Procedure	Start Position Pistol Holstered Condition 1 Facing Down Range behind Table both feet on the Floor Markings On the command/s Are you Ready? StandBy RO will activate the Timer. Engage all Targets from within shooting Box A with both feet touching the ground Finishing on the Stop Plate. You may not touch or use any Part of the Barricades for support.
Start position	Behind Table
Firearm ready condition	Condition 1
Start on	Audible signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

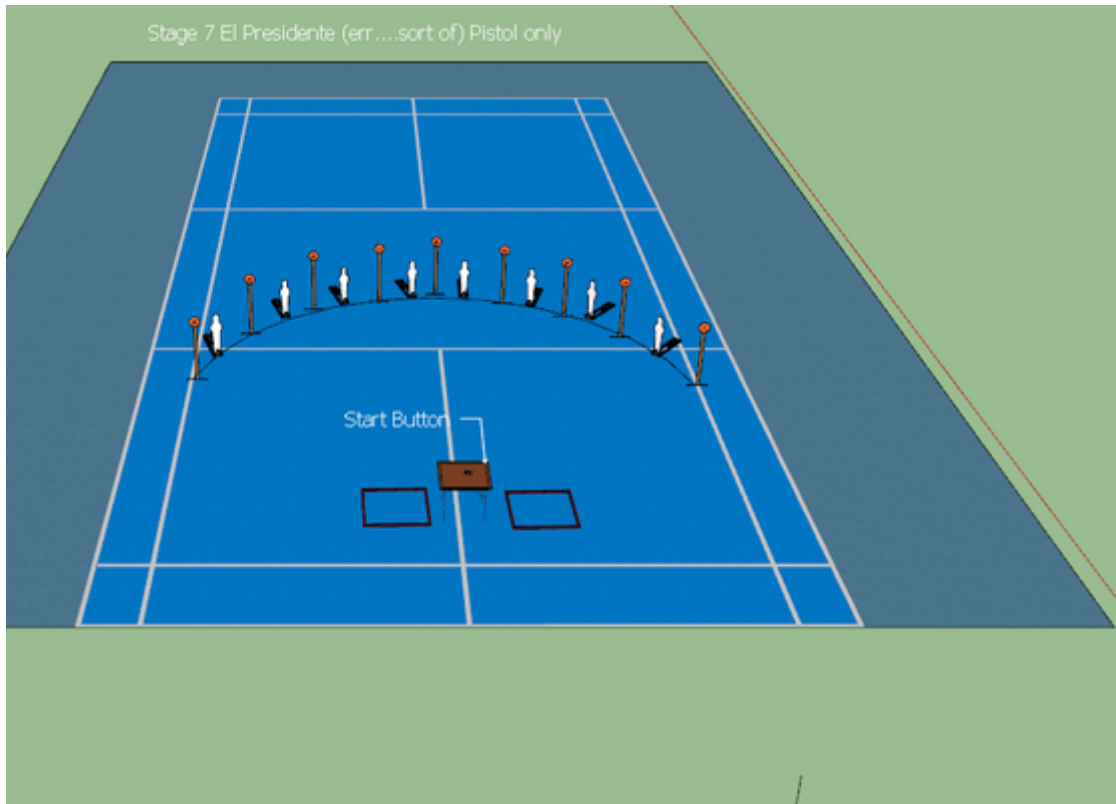
6. Stage 6 Rifle and Pistol



CoF	Time-Plus penalties - Long	Points	100 p
Targets	15 popper, 11 plates, Total 26 targets	Min rounds	26
Firearm	Handgun, Rifle	Match-%	12.50%

Procedure	Start Position Rifle Condition 1 in front of table facing Down Range at Low Port Arms with both feet on the Floor Markings Start Button on Table behind Shooter. RO will start the shooter with commands 'Are you ready' ...Stand by' then activate the timer. Engage all Poppers Freestyle Through the various Apertures in any order. All Visible Targets Must be engaged before Moving Down range. Targets Missed may be re engaged after moving BUT ONLY through one of the 3 Apertures AT THE START A Madatory Magazine change must be performed before Engaging the remaining Rifle Poppers through the aperture with Both feet touching the ground Within shooting box 'A' Ground Rifle safely in Dump Barrel and engage all remaining PISTOL Targets and the Stop Plate AGAIN with BOTH feet touching the ground within shooting Box 'A'
Start position	In front of table facing Downrange
Firearm ready condition	Rifle Low Port Arms Condition 1
Start on	Audible signal
Stop on	Stop Plate
Penalties	As per current edition of rules
Safety angles	L/R/V 90/90/90
Setup notes	

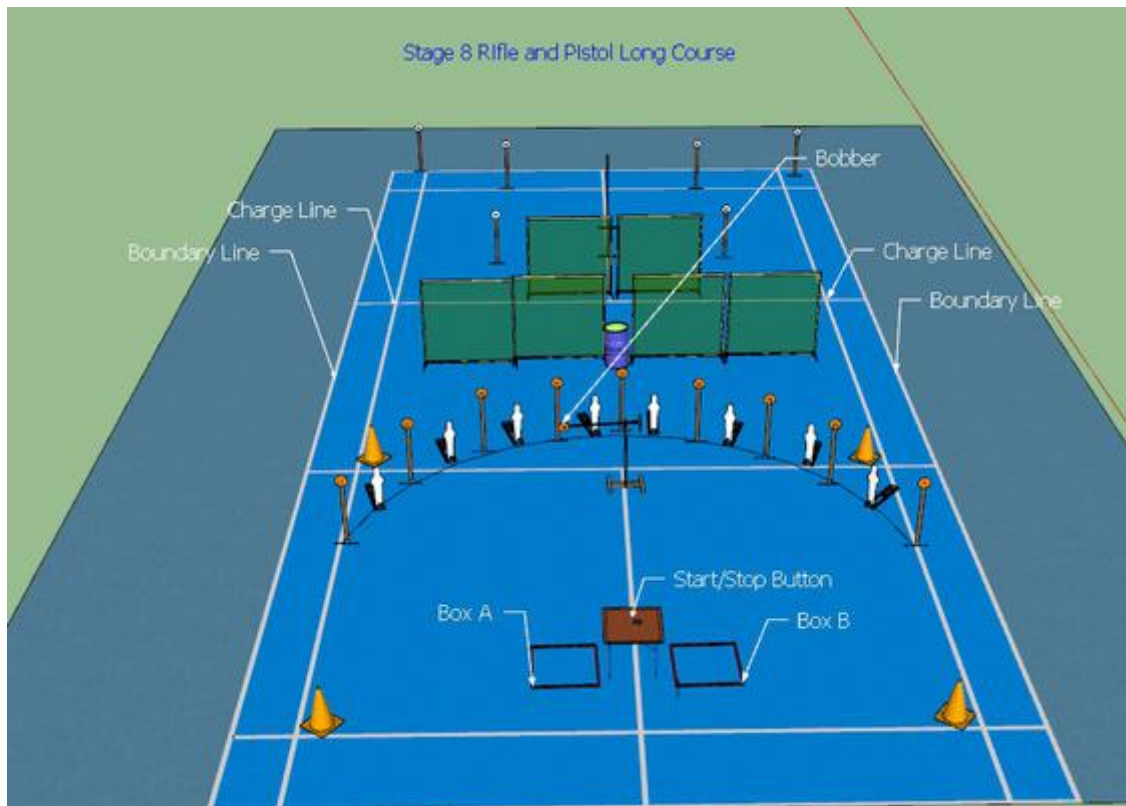
7. Stage 7 El Pres (Sort of)



CoF	Time-Plus penalties - Long	Points	100 p
Targets	8 popper, 9 plates, Total 17 targets	Min rounds	17
Firearm	Handgun	Match-%	12.50%

Procedure	Start Position Facing Up Range in either Box A or B Pistol Holstered in condition 1 Hands in surrender position Palms FORWARD thumbs touching ears. RO will start the shooter with commands 'Are you ready'...Stand by' then activate the timer. Shooter will stop the timer at the end of the stage. Turn and Engage all Orange Targets freestyle in any order Perform a Mandatory reload before engaging remaining Poppers.You may reload to engage orange Targets if necessary BUT you must then Perform the mandatory Magazine change before engaging Poppers. Once a popper has been engaged you MAY NOT re engage orange plates. Finally SHOOTER to activate Stop Button. No targets may be re engaged once Timer is stopped.
Start position	Gun loaded & holstered facing Uprange
Firearm ready condition	Condition 1
Start on	Audible signal
Stop on	Stop Button
Penalties	As per current edition of rules
Safety angles	L/R//V 90/90/90
Setup notes	

8. Stage 8 Rifle and Pistol Long Stage



CoF	Time-Plus penalties - Long	Points	100 p
Targets	8 popper, 16 plates, Total 24 targets	Min rounds	24
Firearm	Handgun	Match-%	12.50%

Procedure	Pistol Holstered Condition 1 Rifle on table Condition 1 muzzle Pointing directly down range RO will start the shooter. Shooter will stop the timer at the end of the stage. Pull Cord to Activate Bobber. Bobber must fall BEFORE engaging all remaining Orange Pistol Targets Freestyle in any order from within the shooting Box chosen at the start. Ground Pistol In dump Box on table. Transition to Rifle and engage Poppers from Box 'A' or 'B' Before Moving down Range either Left or Right going around the Cones. Note: You MUST stay within the confines of the blue Court area. You must perform a Magazine change before engaging all remaining Targets free style as they become Visible within the court area. You may not cross Charge or Boundary lines. Finally Ground Rifle in dump Barrel and return around Cones either right or Left to table activate the Stop Button.
Start position	Facing Down range in in either Box 'A' or 'B'
Firearm ready condition	Pistol Holstered Condition 1
Start on	Stop Button
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	