

1. Tønner

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. One foot touching green mark.
Starting position	Gun loaded on barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L 90/R whit and red ribbon
Setup notes	

2. Luker 1

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. Start anywhere inside demarked area. Handel will lift hatch so targets T1 and T2 will be visibel
Starting position	Gun loaded on barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L90/R90
Setup notes	

3. Luker 2

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. Start anywhere inside demarked area. Handel will lift hatch so targets T1 and T2 will be visibel
Starting position	Gun loaded on barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L90/R90
Setup notes	

4. Clam shell

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. Start anywhere inside demarked area. Trumper will release clam-shell and bobber.
Starting position	Gun loaded in hand 45° down
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L90/R90
Setup notes	

5. Two NS

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. Start anywhere inside demarked area.
Starting position	Gun loaded on barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L90/R90
Setup notes	

6. 6

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. Start anywhere inside demarked area.
Starting position	Gun loaded on one of the barrels
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L90/R90
Setup notes	

7. Bobber

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. Start anywhere inside demarked area. Handel will lift release bobber
Starting position	Gun loaded on barrel
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red mark/R90
Setup notes	

8. Skogsstien

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. Start anywhere inside demarked area. Strong hand only
Starting position	Gun loaded holding i hand, holding 45° down
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L90/R90
Setup notes	

9. skogstien 2

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	11.11%

Procedure	On signal engage all targets according to division. Start anywhere inside demarked area. Weak hand only
Starting position	Gun loaded on chair
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L90/R90
Setup notes	