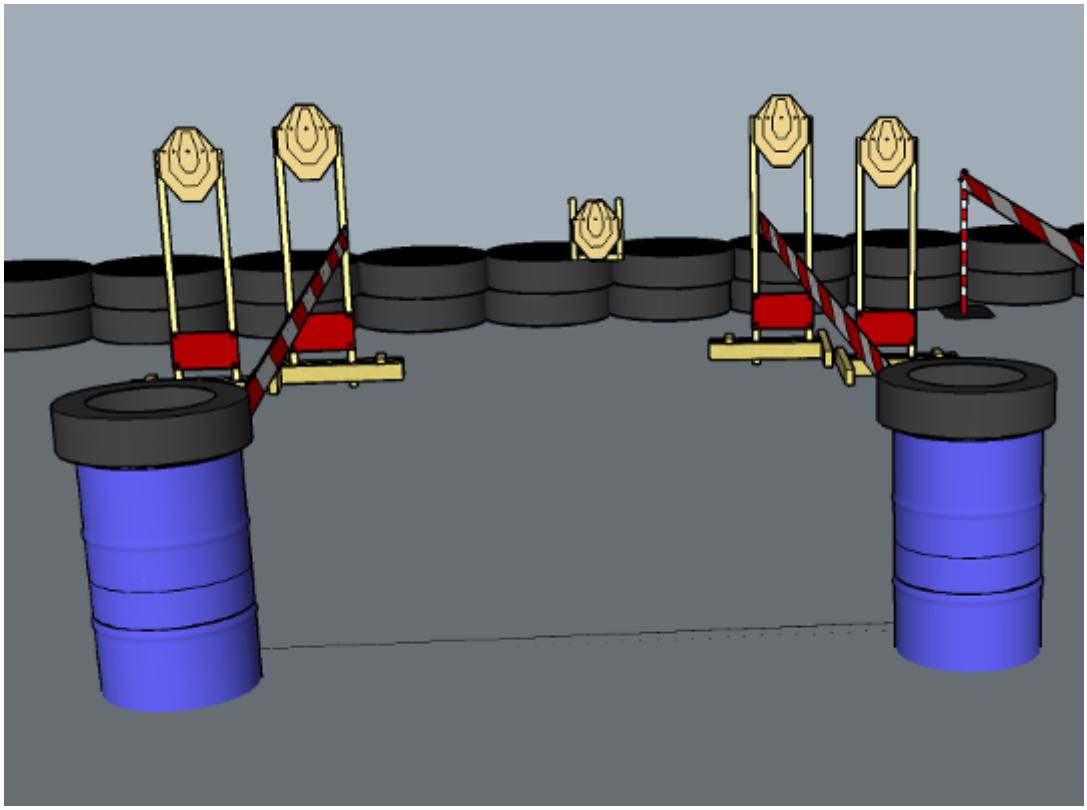
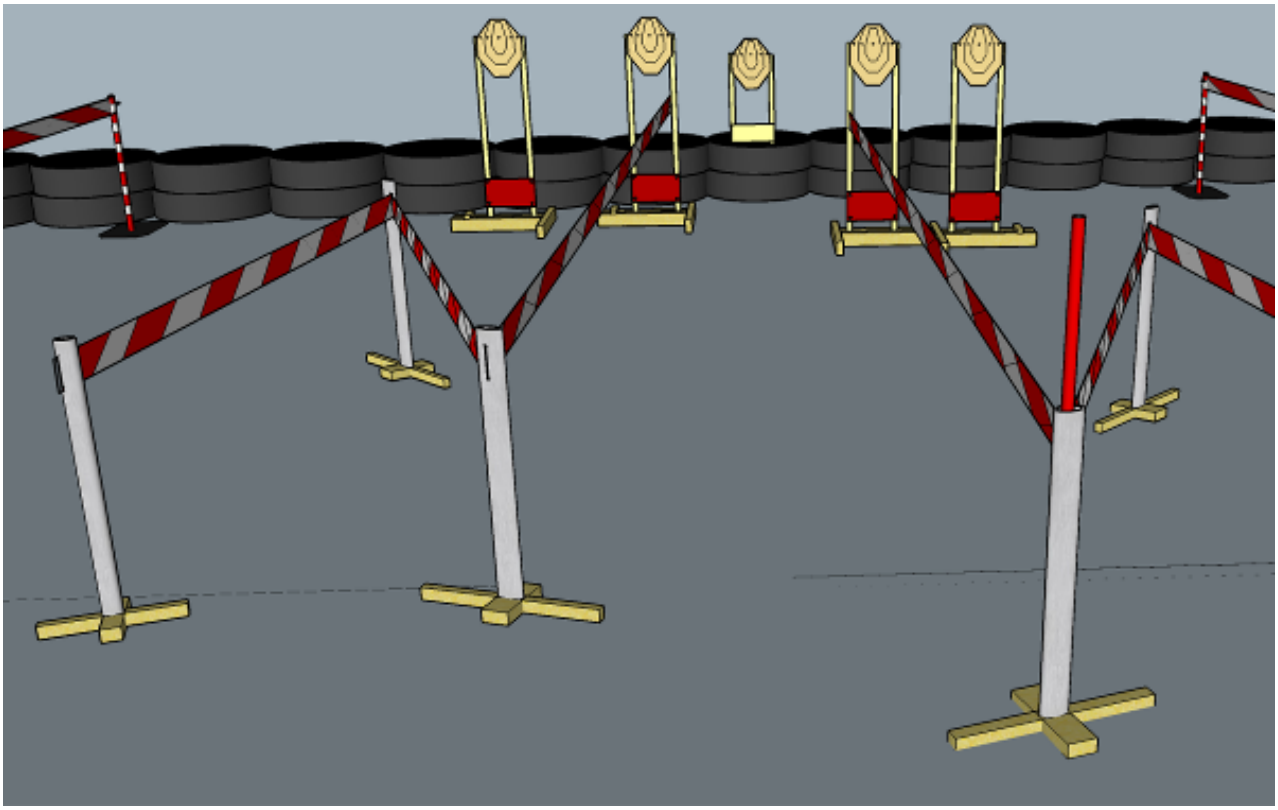
1. Heavy Duty



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	33.33%

Procedure	On start signal engage all targets within demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Shooter must move tire from 1 barrel to other, tire must rest on barrel when shooting. LEFT targets shot from LEFT side and vice versa, center target can be shot from anywhere at anytime
Starting position	Standing in center, holding firearm 45 deg with both hands, wheel resting against leg
Firearm ready condition	1, 45 deg angle
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

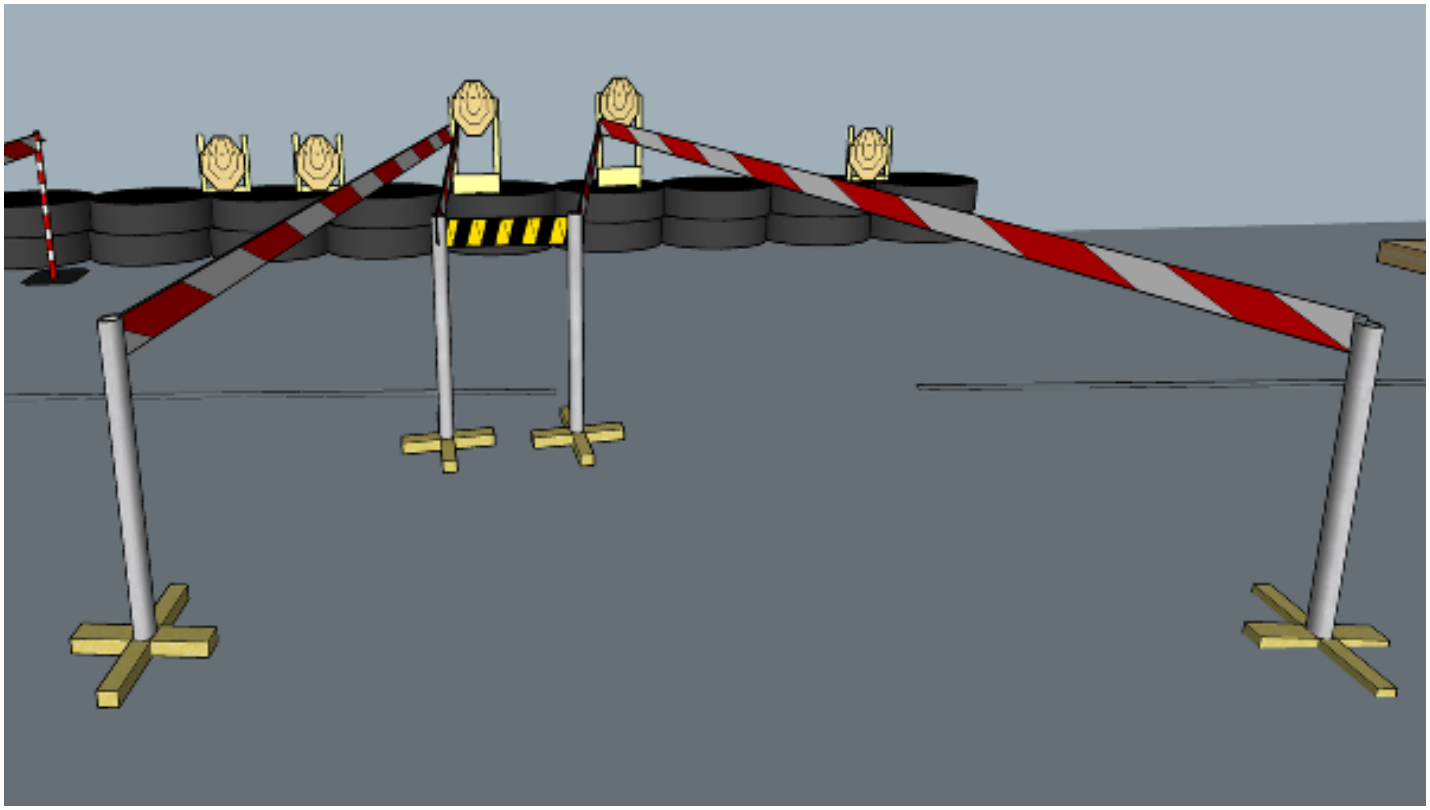
2. Labyrinth



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	33.33%

Procedure	On start signal engage all targets within demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Inside crook of Z (either side) as demonstrated by RO
Firearm ready condition	1, 45 deg angle
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

3. The Under Over



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	33.33%

Procedure	On start signal engage all targets within demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Anywhere
Firearm ready condition	1, 45 deg angle
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	