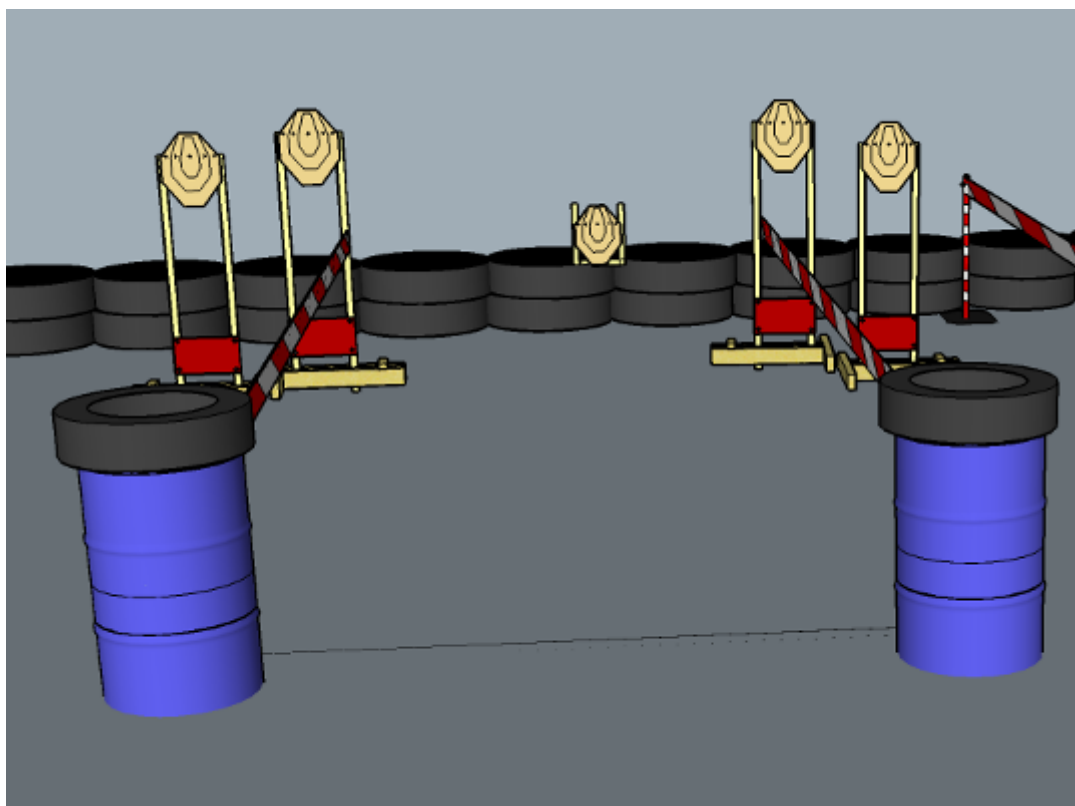


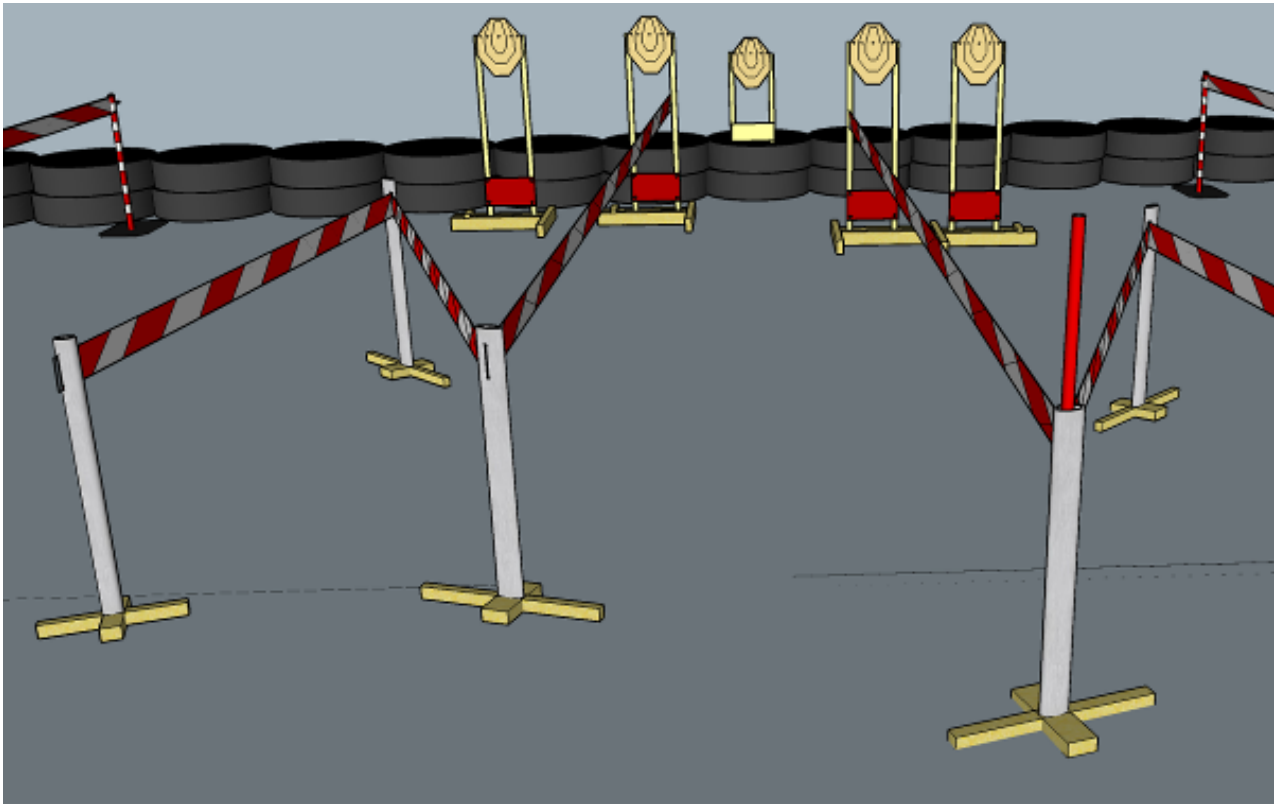
1. Heavy Duty



| | | | |
|---------|--------------------------|------------|--------|
| 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 | |

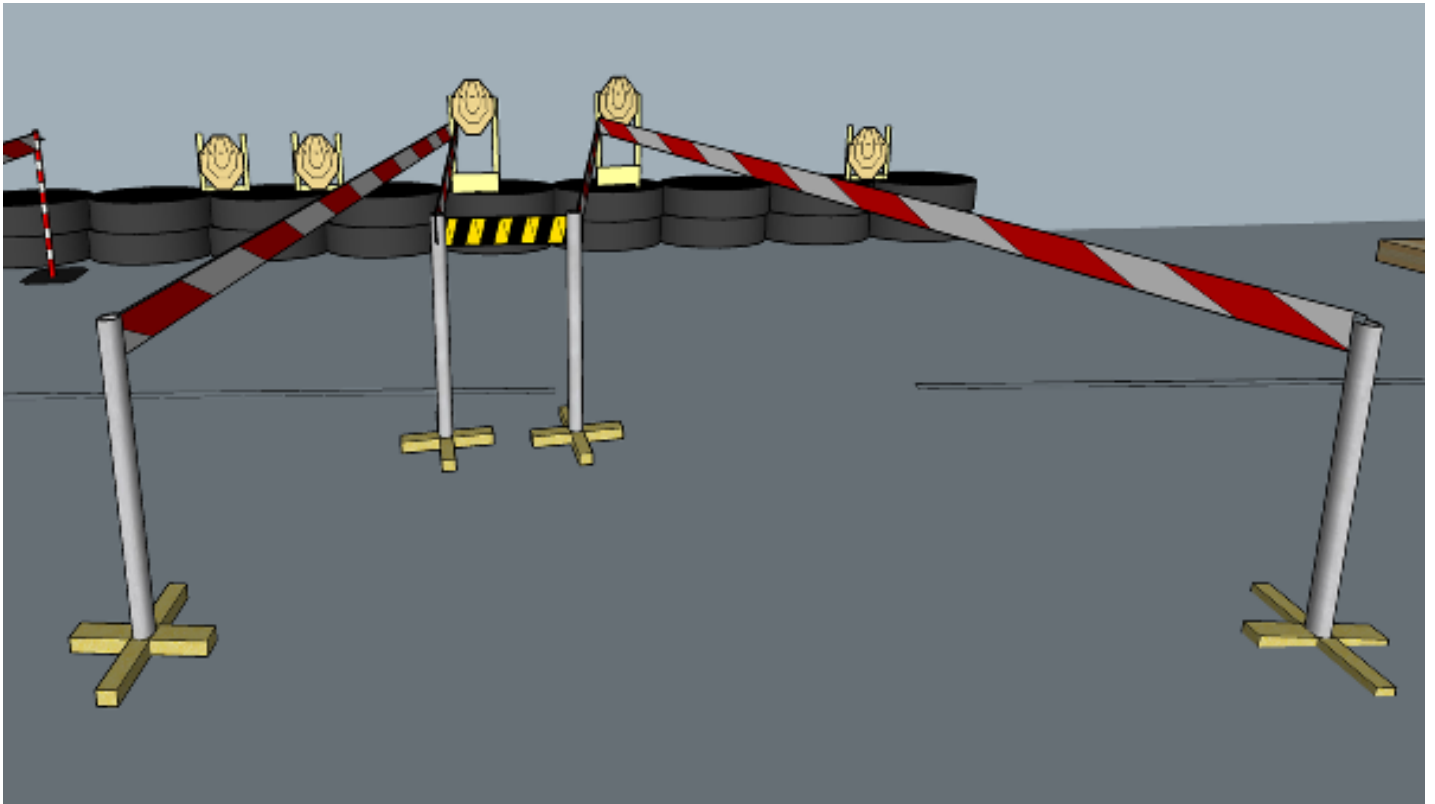
2. Labyrinth



| | | | |
|---------|--------------------------|------------|--------|
| 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 | |