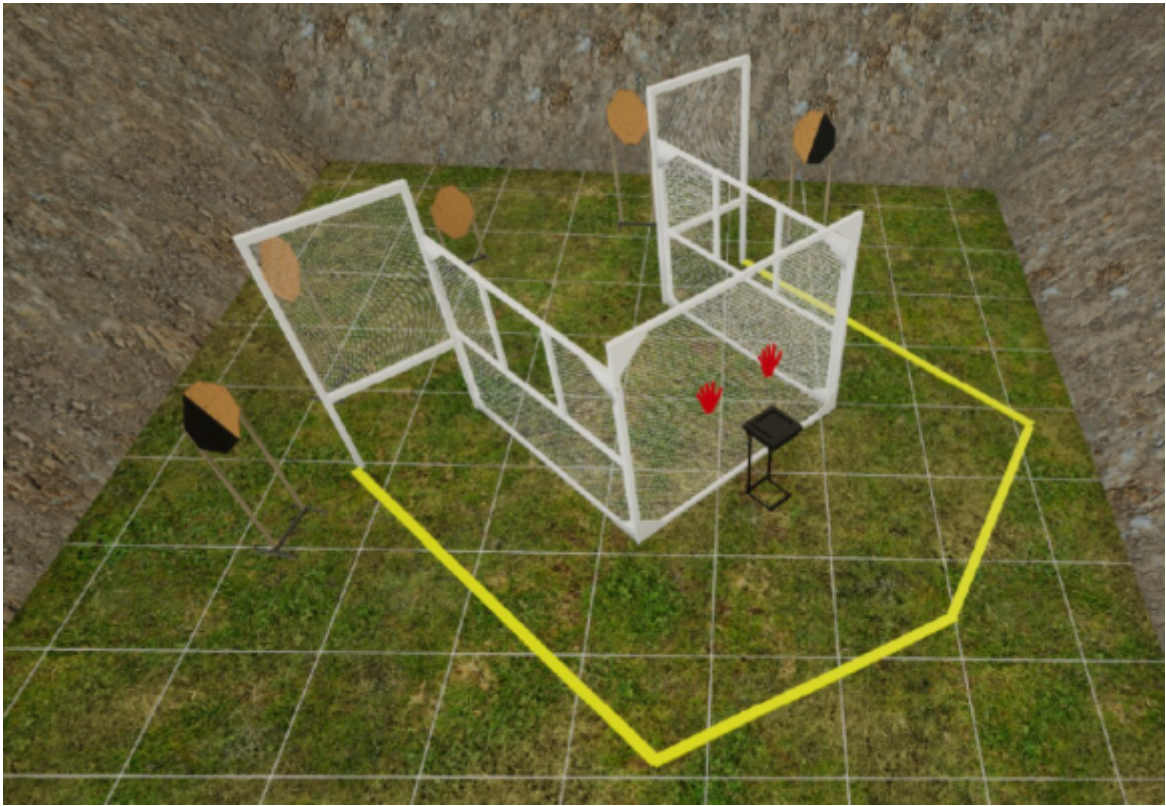


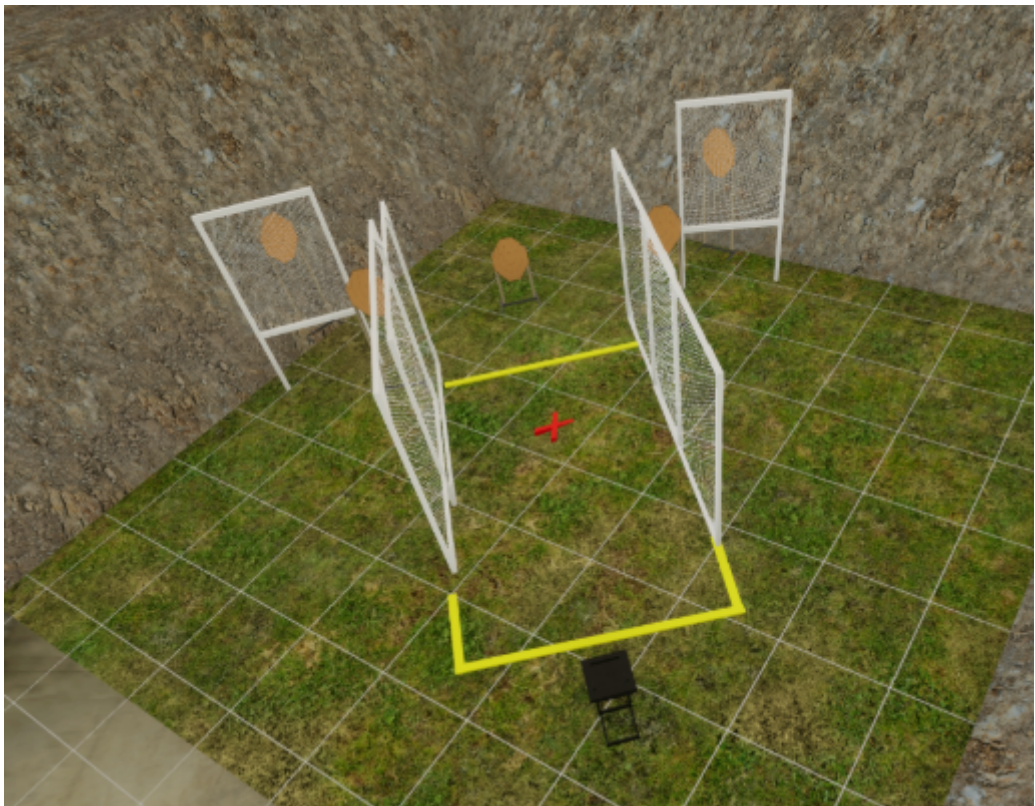
1. Stage 1 (Hold'em UP)



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.50%

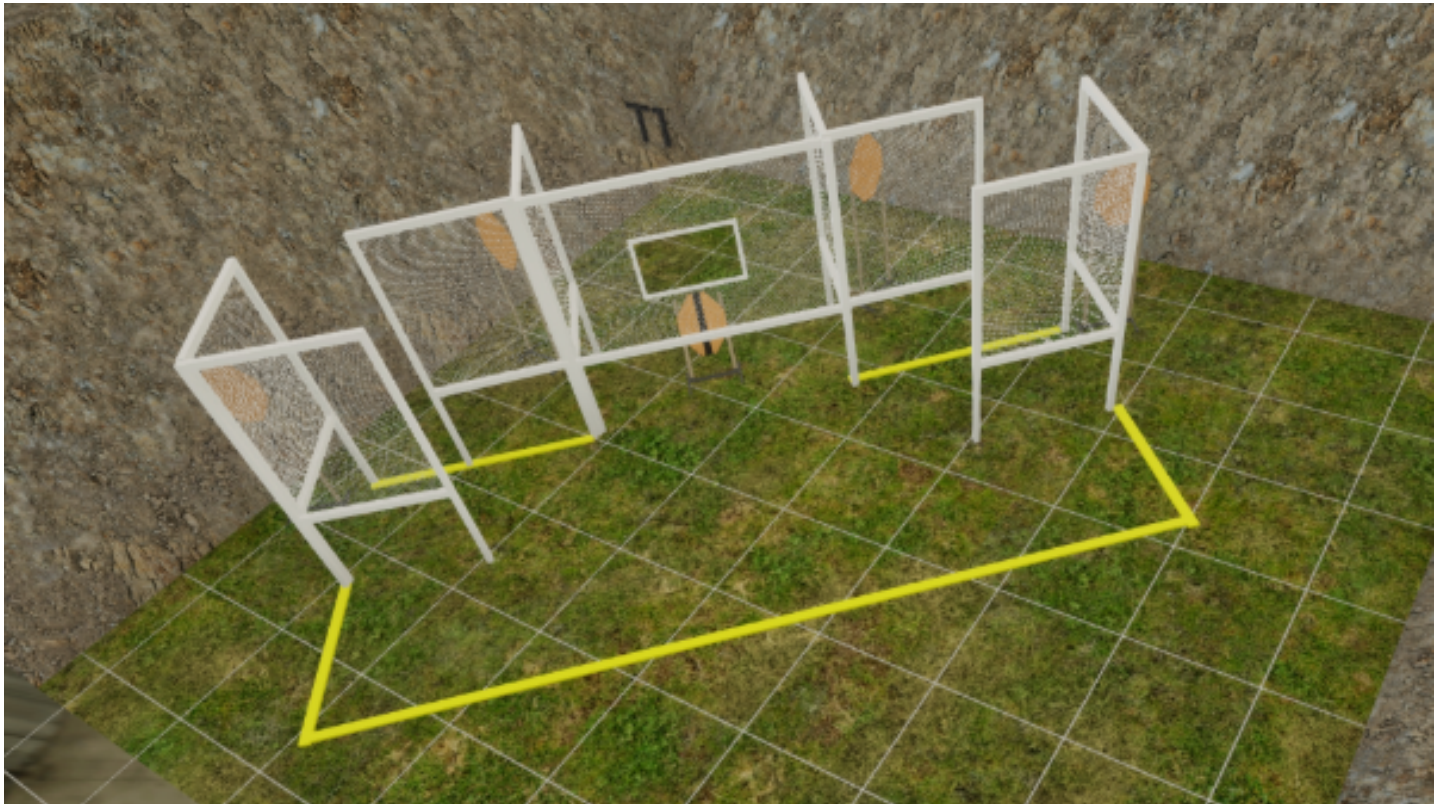
Procedure	Engage all targets.
Starting position	As demonstrated by RO, both palms on marks
Firearm ready condition	Loaded, On Table
Start on	Audible signal
Stop on	
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Stage 2 (X-Road)



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.50%
Procedure	Engage targets		
Starting position	As demonstrated, both feet on X		
Firearm ready condition	Loaded. Held at a 45 degree angel, muzzle pointing downrange.		
Start on	Audible signal		
Stop on			
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

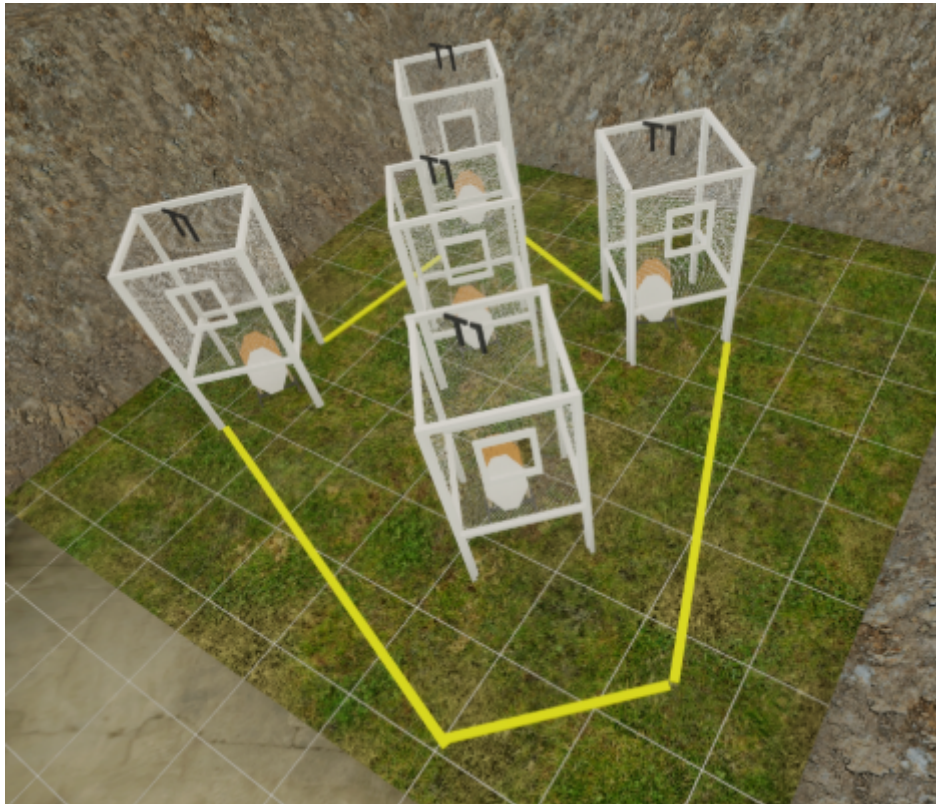
3. Stage 3 (Money Run)



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.50%

Procedure	
Starting position	Standing
Firearm ready condition	Loaded, Held 45 degree downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

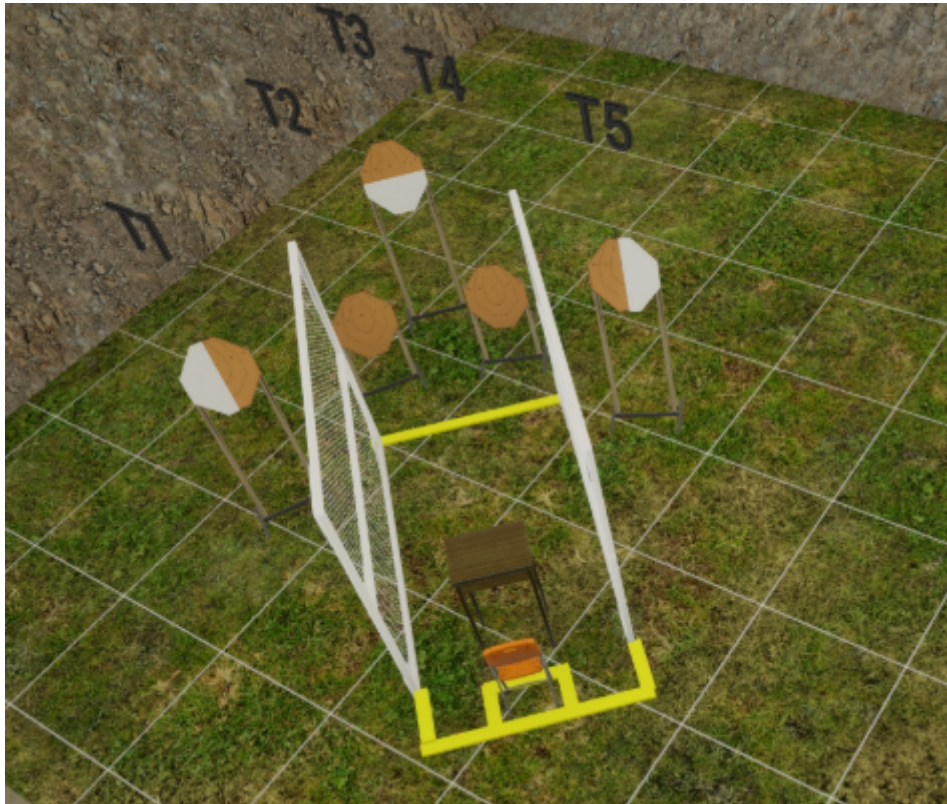
4. Stage 4 (The Crown)



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 5 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.50%

Procedure	Engage Targets
Starting position	Standing
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

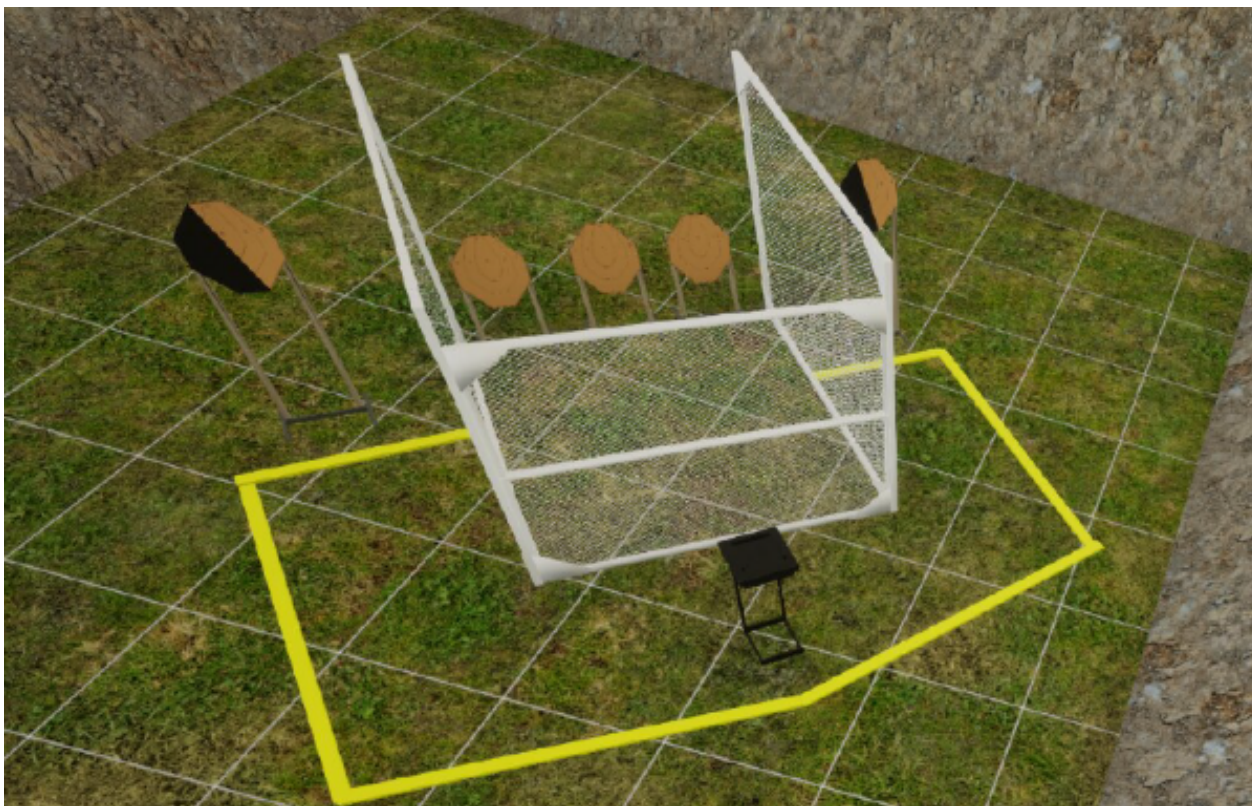
5. Stage 5 (High & Low)



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.50%

Procedure	Engage targets.
Starting position	As demonstrated
Firearm ready condition	Loaded laying on mark, barell aligned with mark.
Start on	Audible signal
Stop on	
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

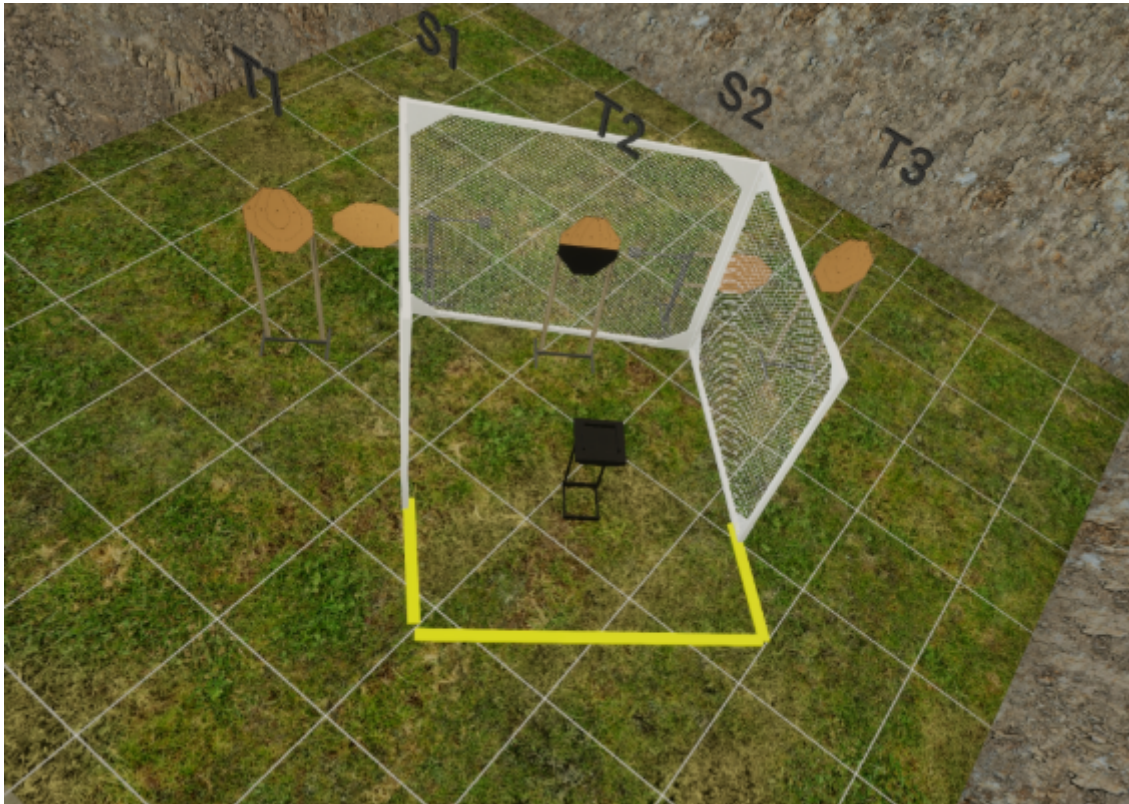
6. Stage 6 (Gone?)



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.50%

Procedure	Engage all targets. Releseing rope will make the wall fall and show remaining targets.
Starting position	As demonstrated
Firearm ready condition	Loaded laying on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7.



CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.50%

Procedure	Engage targets. Pulling rope will activate moving targets S1 and S2.
Starting position	Standing
Firearm ready condition	Loaded laying on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Stage 8 (Surprise!)

No image

CoF	Sivil-pistol - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.50%

Procedure	
Starting position	As demonstrated
Firearm ready condition	Loaded laying on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	