

1. Range 13, 14, 15 & 16

No image

CoF	Time-Plus penalties - Long	Points	100 p
Targets	13 paper, 12 plates, Total 25 targets	Min rounds	38
Firearm	Handgun, Rifle, Shotgun	Match-%	16.67%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Range 3

No image

CoF	Time-Plus penalties - Long	Points	100 p
Targets	4 paper, 14 plates, Total 18 targets	Min rounds	22
Firearm	Rifle, Shotgun	Match-%	16.67%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Range 4 (1)

No image

CoF	Time-Plus penalties - Long	Points	100 p
Targets	6 paper, 6 popper, Total 12 targets	Min rounds	18
Firearm	Handgun	Match-%	16.67%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Range 4 (2)

No image

CoF	Time-Plus penalties - Medium	Points	100 p
Targets	6 paper, 6 popper, Total 12 targets	Min rounds	18
Firearm	Rifle	Match-%	16.67%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Range 11

No image

CoF	Time-Plus penalties - Long	Points	100 p
Targets	5 paper, 16 popper, Total 21 targets	Min rounds	26
Firearm	Handgun, Shotgun	Match-%	16.67%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Range 8 & 9

No image

CoF	Time-Plus penalties - Long	Points	100 p
Targets	17 paper, 8 plates, Total 25 targets	Min rounds	42
Firearm	Handgun, Rifle, Shotgun	Match-%	16.67%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	