## 1. Kjetil's welding shop

## No Image

| CoF | Comstock - Medium | Points | 110 p |
| :---: | :--- | :---: | :---: |
| Targets | 10 paper, 2 popper, 3 no-shoot, Total 12 targets | Min rounds | 22 |
| Firearm | Handgun | Match- $\%$ | $22.00 \%$ |


|  |  |
| :--- | :--- |
|  |  |
|  |  |
| Procedure | Engage all targets as they become visible. Steel must be shot BEFORE MARKED LINE shown by RO |
| Starting position | anywhere in D area |
| Firearm ready |  |
| condition | Loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 2. Ole-Ejvinds sleepover

No Image

| CoF <br> Targets <br> Firearm | Comstock - Medium | Points | 100 p |
| :---: | :---: | :---: | :---: |
|  | 9 paper, 2 popper, Total 11 targets | Min rounds | 20 |
|  | Handgun | Match-\% | 20.00\% |
|  |  |  |  |
| Procedure | Engage all targets from within designated area |  |  |
| Starting position Firearm ready condition Start on | Hands on barrel |  |  |
|  | Loaded and holstered |  |  |
|  | Audible signal |  |  |
| Stop on | Last shot |  |  |
| Penalties | As per current edition of rules |  |  |
| Safety angles | L/R |  |  |
| Setup notes |  |  |  |

## 3. Holtemix Aliens

No Image

| CoF | Comstock - Medium | Points | 80 p |
| :---: | :--- | :---: | :---: |
| Targets | 7 paper, 2 popper, Total 9 targets | Min rounds | 16 |
| Firearm | Handgun | Match- $\%$ | $16.00 \%$ |


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| :--- | :--- |
|  |  |
|  |  |
| Procedure | As usual, shoot targets within DM area. T 1 will release T2 |
| Starting position | Anywhere |
| Firearm ready |  |
| condition | L and H |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 4. Gribben challenge

No Image

| CoF | Comstock - Short | Points | 50 p |
| :---: | :--- | :---: | :---: |
| Targets | 3 paper, 4 popper, Total 7 targets | Min rounds | 10 |
| Firearm | Handgun | Match- $\%$ | $10.00 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | Engage all targets from box. T1 will release t2 and t3 will release t4 |
|  |  |
| Starting position | Gun loaded \& holstered |
| Firearm ready |  |
| condition | L and H |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 5. Lars lefty

No Image

| CoF | Comstock - Medium | Points | 80 p |
| :---: | :--- | :---: | :---: |
| Targets | 7 paper, 2 popper, Total 9 targets | Min rounds | 16 |
| Firearm | Handgun | Match- $\%$ | $16.00 \%$ |


|  |  |
| :--- | :--- |
|  |  |
|  |  |
| Procedure | Engage all targets as they become visible |
| Starting position | Anywhere |
| Firearm ready |  |
| condition |  |
| Start on | L and H |
| Stop on | Audible signal |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

## 6. Jon's kokke verksted

## No Image

| CoF | Comstock - Medium | Points | 80 p |
| :---: | :--- | :---: | :---: |
| Targets | 8 paper, Total 8 targets | Min rounds | 16 |
| Firearm | Handgun | Match- $\%$ | $16.00 \%$ |


|  |  |
| :--- | :--- |
|  |  |
|  |  |
|  |  |
| Procedure | Engage all targets from DM area |
| Starting position | Anywhere |
| Firearm ready |  |
| condition |  |
| Start on | L and H |
| Stop on | Audible signal |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes |  |

