

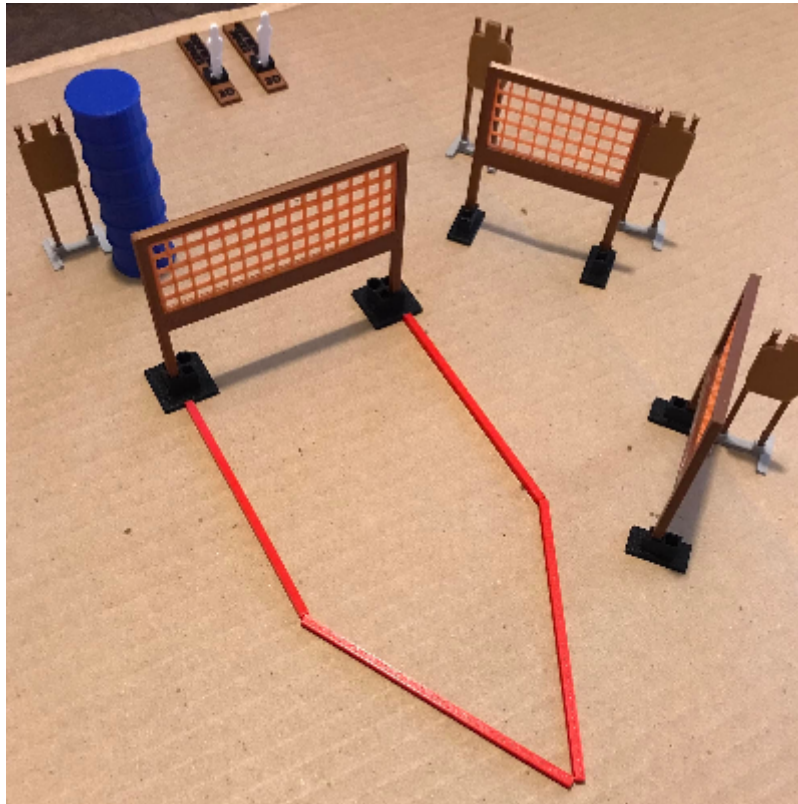
# 1. Stasjonsgata krok og spinner

No image

|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                  | Points     | 155 p  |
| Targets | 12 paper, 7 popper, 4 no-shoot, Total 19 targets | Min rounds | 31     |
| Firearm | Handgun  | Match-%    | 29.25% |

|                         |  |
|-------------------------|--|
| Procedure               | Engage all targets within D area. T1 will release T2 and T2 is visible at rest |
| Starting position       | Toes touching marks  |
| 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             |  |

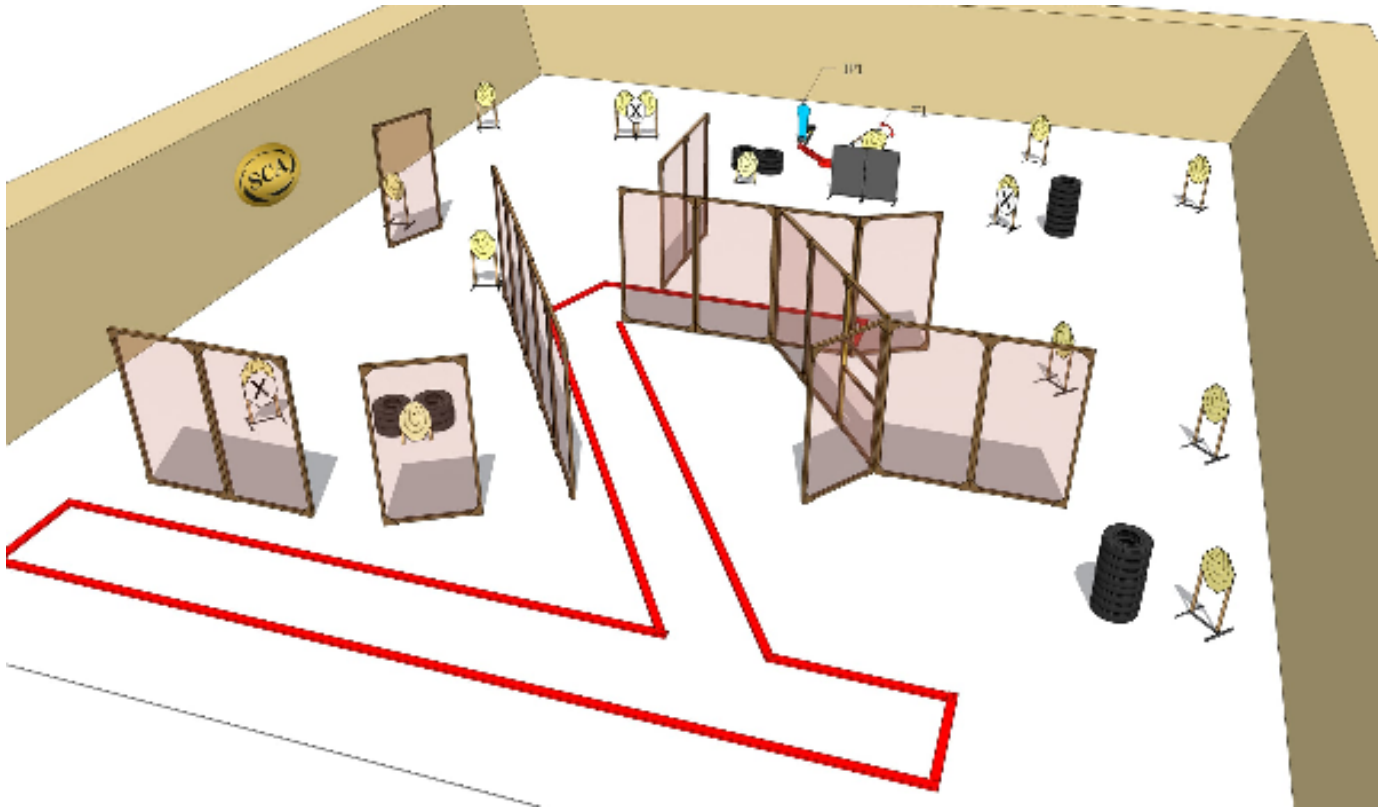
## 2. Søkke og snøre på Holtefjell



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                  | Points     | 130 p  |
| Targets | 12 paper, 2 popper, 2 no-shoot, Total 14 targets | Min rounds | 26     |
| Firearm | Handgun  | Match-%    | 24.53% |

|                         |  |
|-------------------------|--|
| Procedure               | Engage all targets from within designated area. Steel must be shot from window |
| Starting position       | Toes touching marks  |
| Firearm ready condition | Gun loaded & holstered   |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

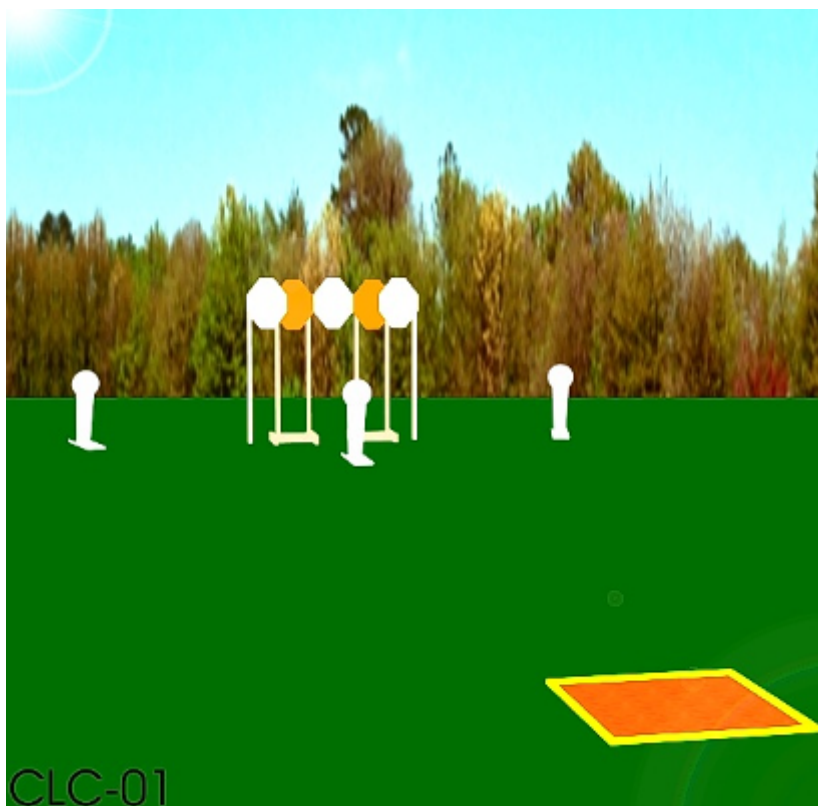
### 3. Laksetrappa



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                        | Points     | 140 p  |
| Targets | 14 paper, 4 no-shoot, Total 14 targets | Min rounds | 28     |
| Firearm | Handgun                                | Match-%    | 26.42% |

|                         |  |
|-------------------------|--|
| Procedure               | Shoot all targets twice as they become visible |
| Starting position       | Heels touching marks                           |
| Firearm ready condition | Gun on barrel, unloaded                        |
| Start on                | Audible signal                                 |
| Stop on                 | Last shot                                      |
| Penalties               | As per current edition of rules                |
| Safety angles           | L/R  |
| Setup notes             |  |

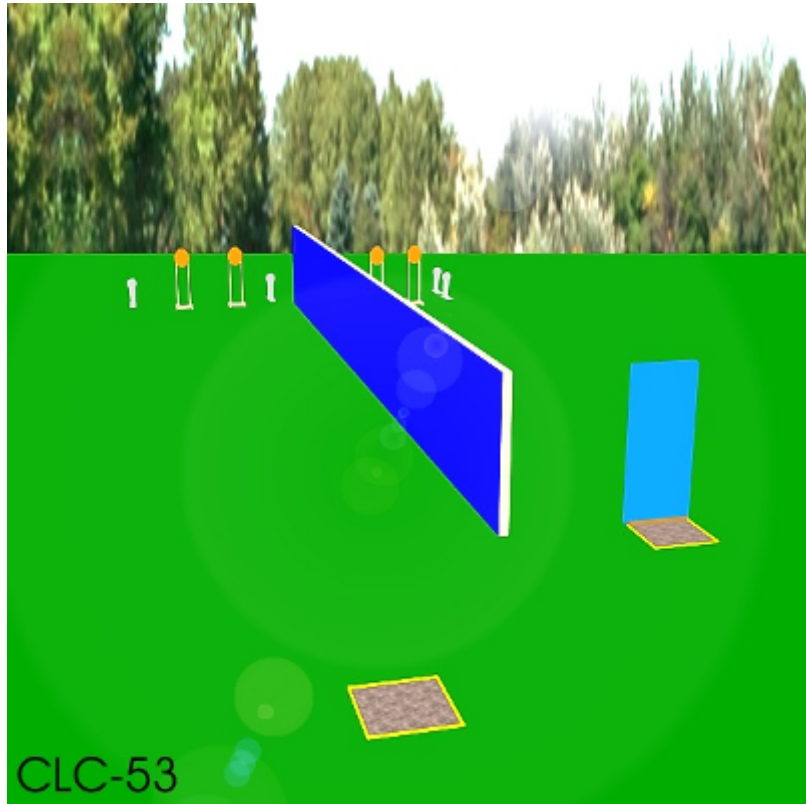
## 4. Krenken



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                               | Points     | 45 p  |
| Targets | 3 paper, 3 popper, 3 no-shoot, Total 6 targets | Min rounds | 9     |
| Firearm | Handgun  | Match-%    | 8.49% |

|                         |  |
|-------------------------|--|
| Procedure               | Engage all targets from D area, green box. 4 and 5 will be shot as a hot range stage |
| Starting position       | Outside box  |
| Firearm ready condition | Gun loaded &   |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

## 5. Mike Mike Noshoot



|         |                                    |            |        |
|---------|------------------------------------|------------|--------|
| CoF     | Comstock - Short                   | Points     | 60 p   |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12     |
| Firearm | Handgun                            | Match-%    | 11.32% |

|                         |  |
|-------------------------|--|
| Procedure               | Engage all from D areas as shown by RO |
| Starting position       | Outside box A                          |
| Firearm ready condition | Gun loaded &                           |
| Start on                | Audible signal                         |
| Stop on                 | Last shot                              |
| Penalties               | As per current edition of rules        |
| Safety angles           | L/R                                    |
| Setup notes             |  |