

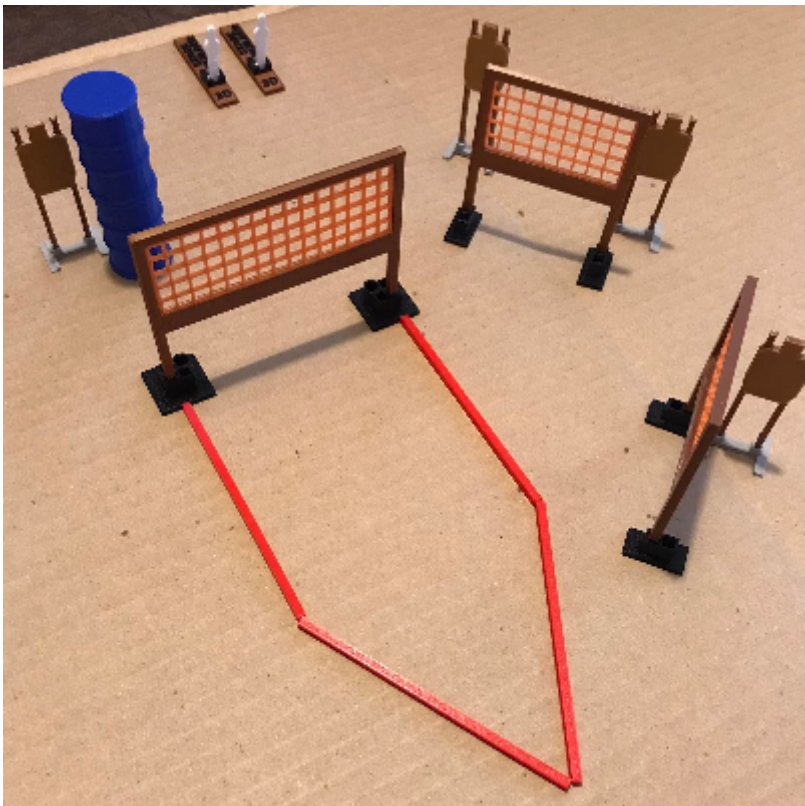
# 1. Stasjonsgata krok og spinner

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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%

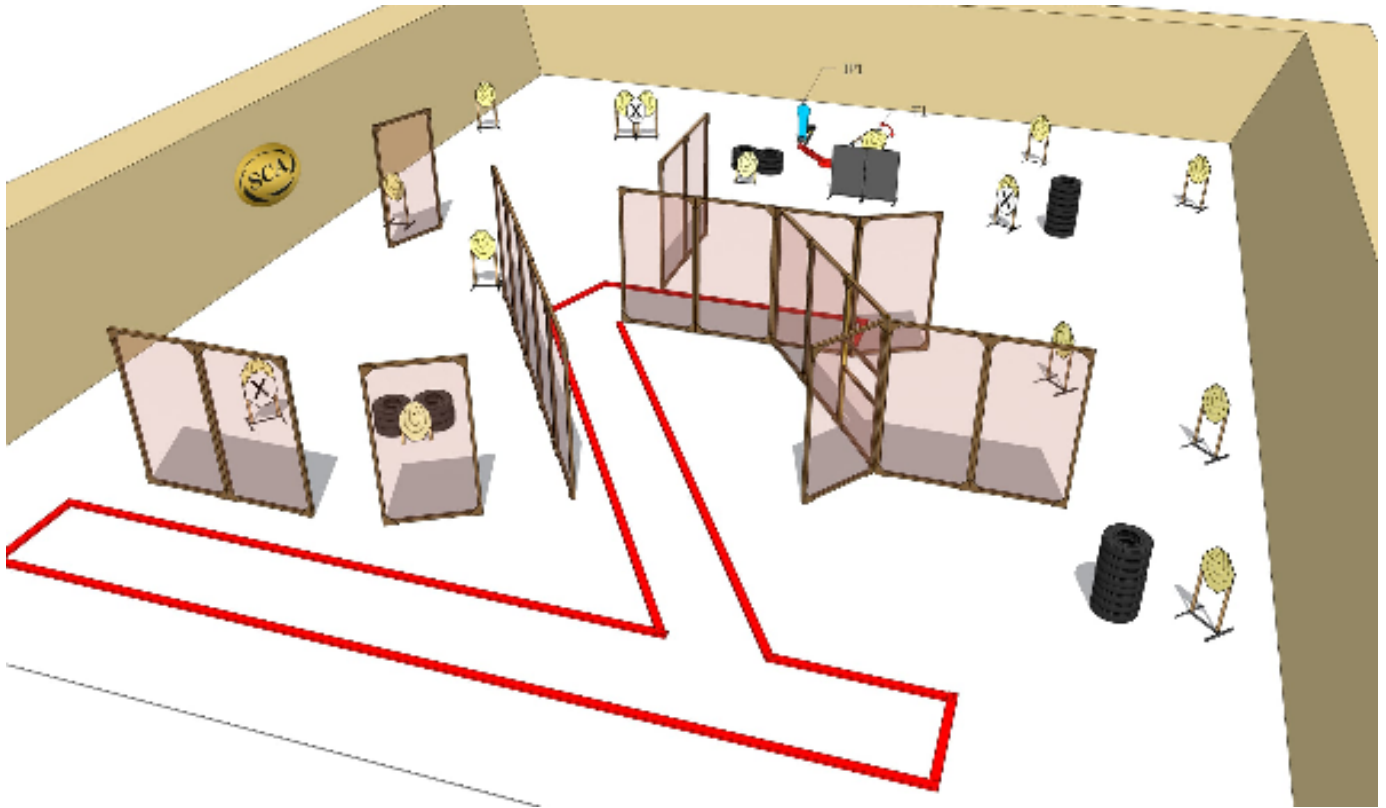
Procedure	Engage all targets within D area. T1 will release T2 and T2 is visible at rest
Starting position	Toes touching marks
Firearm ready condition	L and h
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 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			

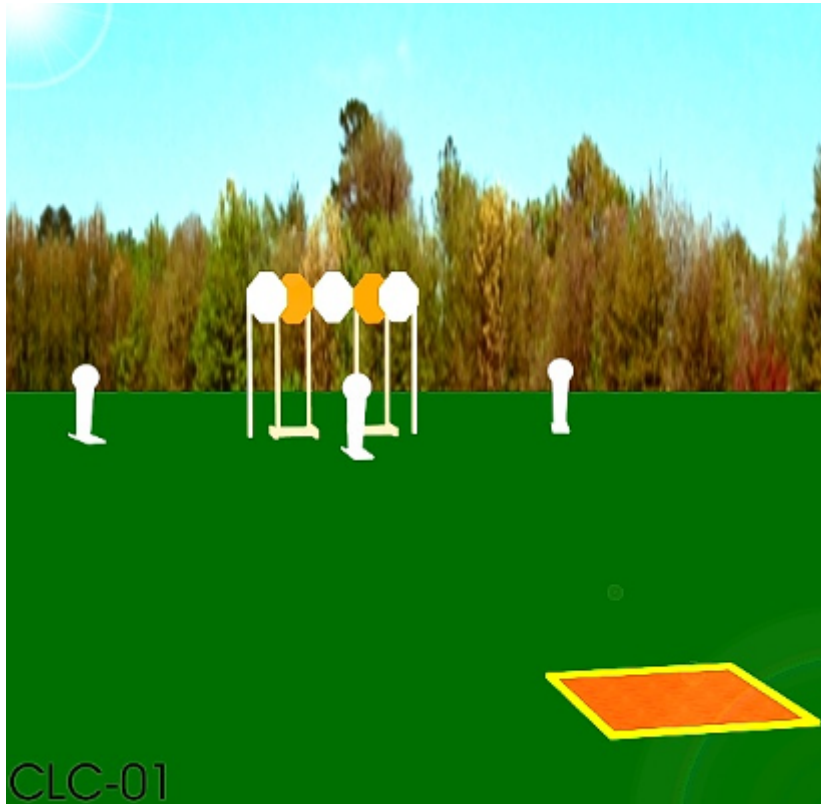
### 3. Laksetrappa



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	

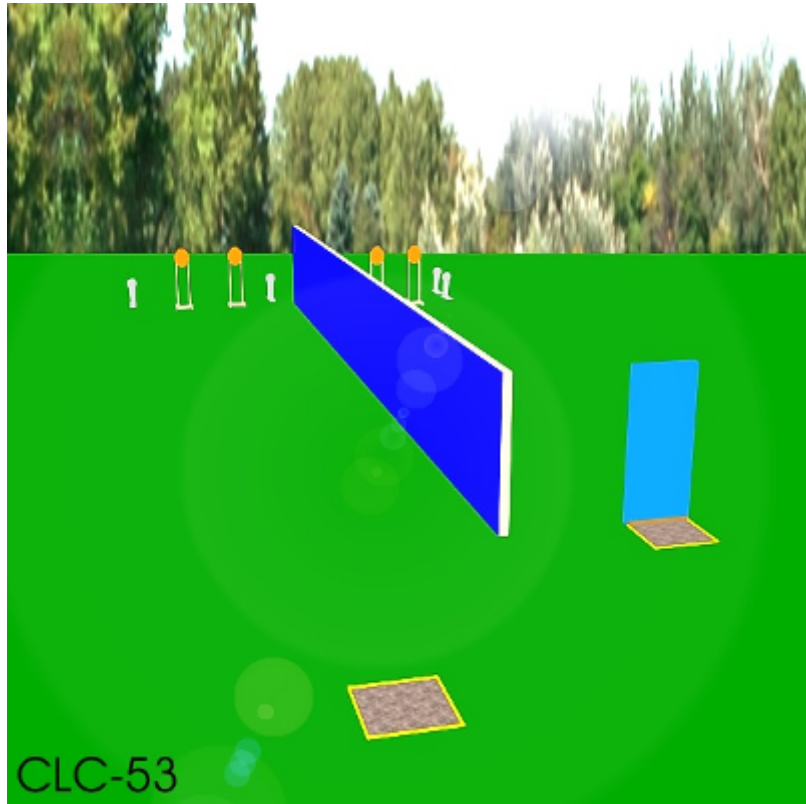
## 4. Krenken



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	