## 1. 150m - Kyttäyskeikka

CoF	Unlimited - Long	Points	130 p
Targets	6 paper, 11 popper, (with 3 10p), Total 17 targets	Min rounds	23
Firearm	Rifle	Match-%	16.35%

Procedure	
Starting position	
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. 100m - Kotona rajan takana

CoF	Unlimited - Long	Points	120 p
Targets	10 paper, 2 popper, 1 no-shoot, (with 2 10p), Total 12 targets	Min rounds	22
Firearm	Rifle	Match-%	15.09%

Procedure	
Starting position	
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. Hirvi - Taunusmiehen paluu

CoF	Unlimited - Long	Points	120 p
Targets	12 paper, 6 no-shoot, Total 12 targets	Min rounds	24
Firearm	Rifle	Match-%	15.09%

Procedure	
Starting position	
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. M1+M2 - Ilmastokompensoitu pikatoim

CoF	Unlimited - Long	Points	230 p
Targets	22 paper, 2 popper, Total 24 targets	Min rounds	46
Firearm	Handgun, Rifle	Match-%	28.93%

Procedure	
Starting position	
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. M3 - Kuuma keskiviikkoyö

CoF	Unlimited - Medium	Points	120 p
Targets	6 paper, 7 popper, (with 3 10p), . Optional tasks 1x10pTotal 13 targets	Min rounds	19
Firearm	Handgun	Match-%	15.09%

Procedure	
Starting position	
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. M4 - Metsäluuta

CoF	Unlimited - Medium	Points	75 p
Targets	7 popper, 8 plates, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	9.43%

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