

1. Tricky

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|---------|--|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 5 paper, 2 popper, 1 no-shoot, Total 7 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 15.00% |

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|-------------------------|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline All skyting må gjøres gjennom dekkene. |
| Starting position | Start in box. Demonstrated by RO |
| Firearm ready condition | Magasin in gun, but empty chamber. Condition 2 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading |
| Setup notes | |

2. Risky

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|---------|------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 4 paper, 4 popper, Total 8 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 15.00% |

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| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline |
| Starting position | Anyware Demonstrated by RO |
| Firearm ready condition | Loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading |
| Setup notes | |

3. Use the strong hand

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|---------|--------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 15.00% |

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|-------------------------|---|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground and red stick = faultline Strong hand only. PCC unloaded option 3 |
| Starting position | Demonstrated by RO. Anywhere inside stage |
| Firearm ready condition | Loaded and holstered. PCC option 3 |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: Wooden box on ground, Right: End of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading |
| Setup notes | |

4. Run Forest Run

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|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 8 paper, 2 popper, 1 no-shoot, Total 10 targets | Min rounds | 18 |
| Firearm | Handgun | Match-% | 22.50% |

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| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline |
| Starting position | Start in midle the corner. Hands touching topp of wall demonstrated by RO |
| Firearm ready condition | Loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left: Wooden box on ground, Right: End of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading |
| Setup notes | |

5. Almost there

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|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Long | Points | 130 p |
| Targets | 11 paper, 4 popper, Total 15 targets | Min rounds | 26 |
| Firearm | Handgun | Match-% | 32.50% |

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|-------------------------|---|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline |
| Starting position | Anyware. Demonstrated by RO |
| Firearm ready condition | Loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Left/right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading |
| Setup notes | |