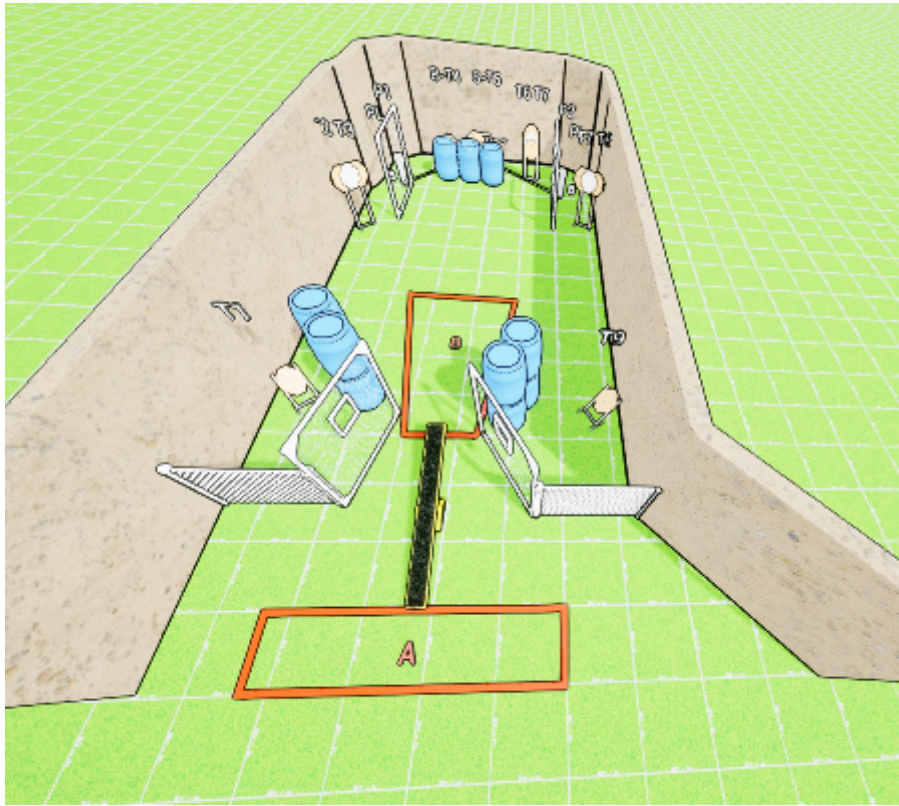


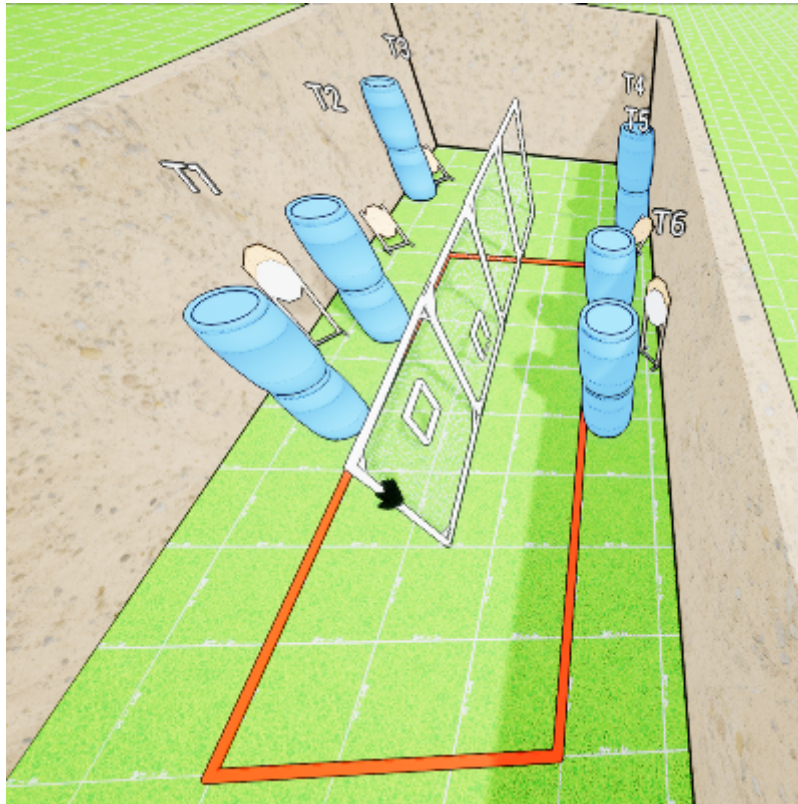
# 1.1



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	35.29%

Procedure	On signal engage all targets as they become visible from within the demarcated area P1 activates target T4 P2 activates target T5 All targets remain visible at rest
Starting position	Anywhere within demarcated area A
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90*
Setup notes	T1-T9 skal kun være synlige gjennom lukene i veggene når en står på vippeplanke

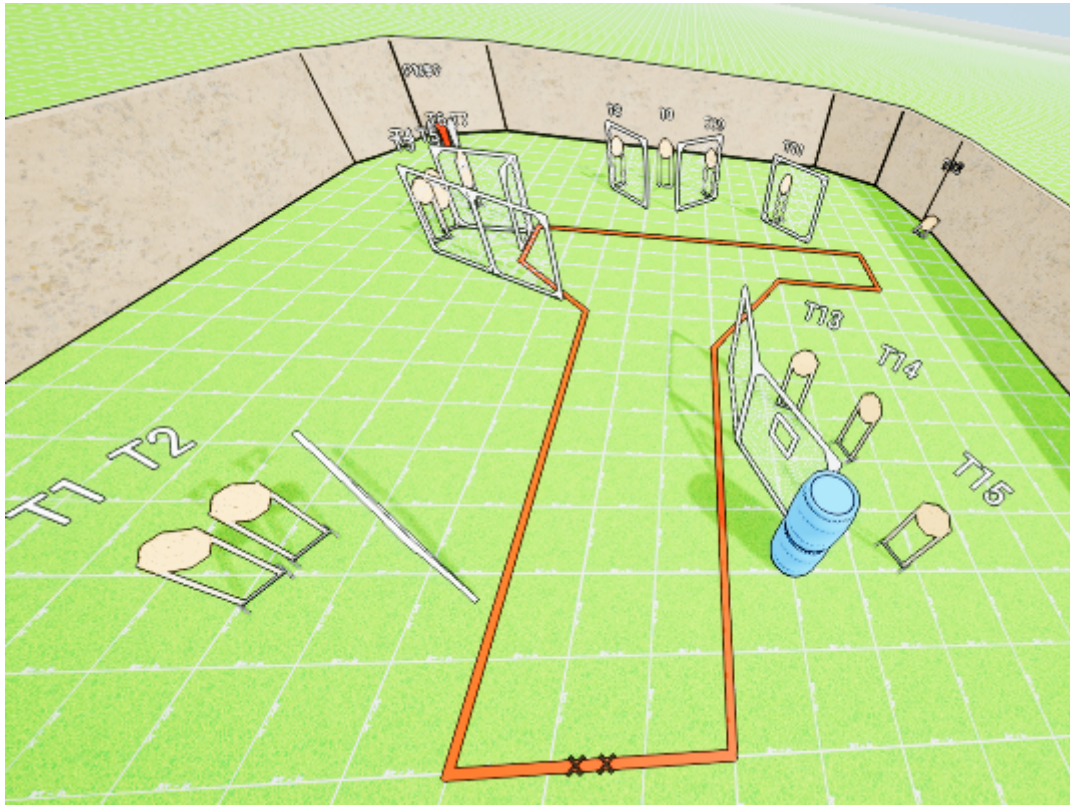
## 2. 2



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	17.65%

Procedure	On signal engage all targets as they become visible from within the demarcated area
Starting position	Both Hands touching marks on wall / PCC Muzzle touching X on wall
Firearm ready condition	Gun Loaded EMPTY Chamber
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90*
Setup notes	pass på at T3-T4 kan skytes gjennom lav luke i vegg

# 3. 3



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 3 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	47.06%

Procedure	On signal engage all targets as they become visible from within the demarcated area Pink popper is a NoShot
Starting position	Heels touching marks
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90*
Setup notes	