

1. Get Carter.

No image

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	16.87%

Procedure	
Starting position	Toe touching mark
Firearm ready condition	Unloaded and Holsteref
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red stick , right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

2. Rambo

No image

CoF	Comstock - Long	Points	125 p
Targets	12 paper, 1 popper, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	30.12%

Procedure	
Starting position	L&H;
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

3. Engler og Demoner

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	14.46%

Procedure	Må skyte gjennom dekk
Starting position	
Firearm ready condition	L&H;
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

4. The last of us

No image

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	38.55%

Procedure	
Starting position	In front of door
Firearm ready condition	L&H.; Pcc opt 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	