

1. Get Carter.

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CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	18.52%

Procedure	
Starting position	Foot touching mark
Firearm ready condition	loaded 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

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CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 1 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	19.75%

Procedure	
Starting position	
Firearm ready condition	Opt 1. l&h;
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

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CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 3 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	22.22%

Procedure	Må skyte gjennom dekk
Starting position	
Firearm ready condition	Unloaded and holstered 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	

4. The last of us

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CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	39.51%

Procedure	
Starting position	
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	