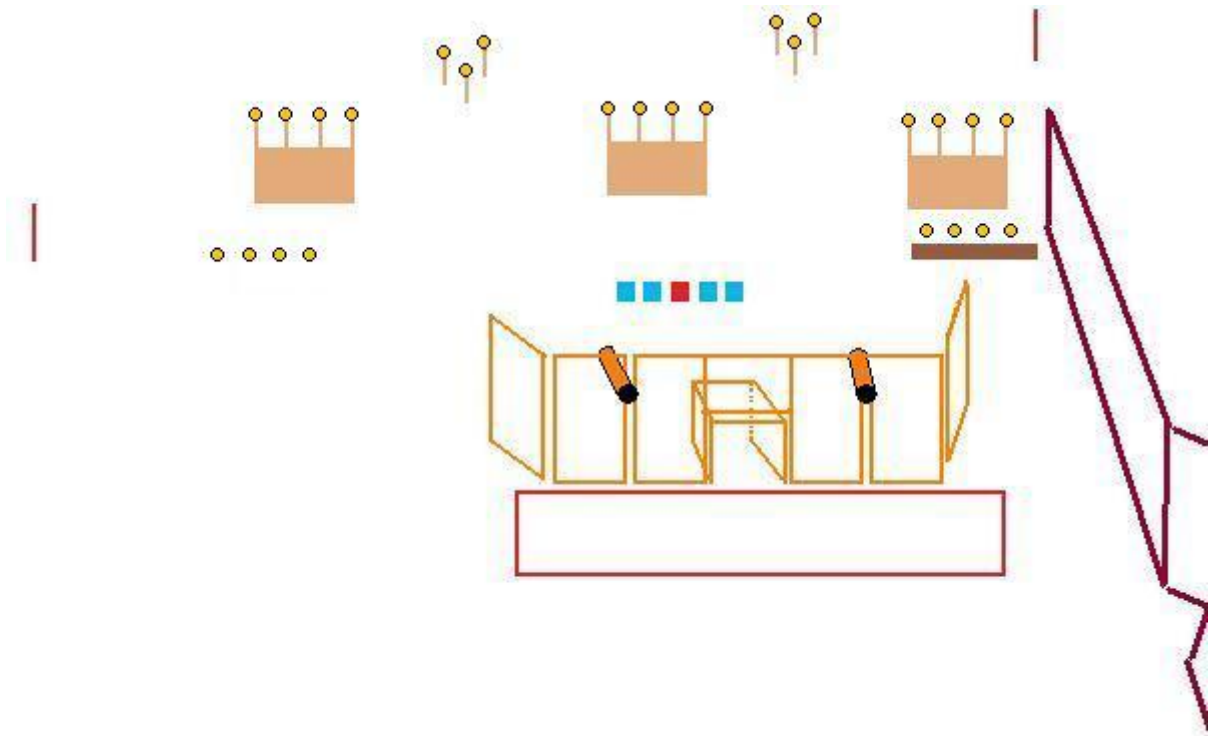


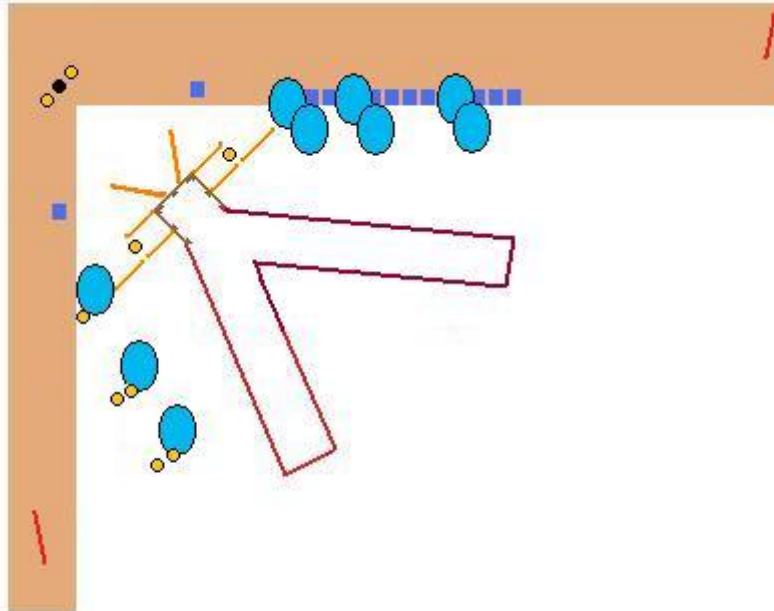
1. Övningshallen (long)



CoF	Comstock - Long	Points	150 p
Targets	4 plates, 26 frangible, 1 no-shoot, Total 30 targets	Min rounds	30
Firearm	Shotgun	Match-%	33.33%

Procedure	Engage targets from designated area. Birdshots only.
Starting position	Weapon ready condition 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red stick / R red stick
Setup notes	

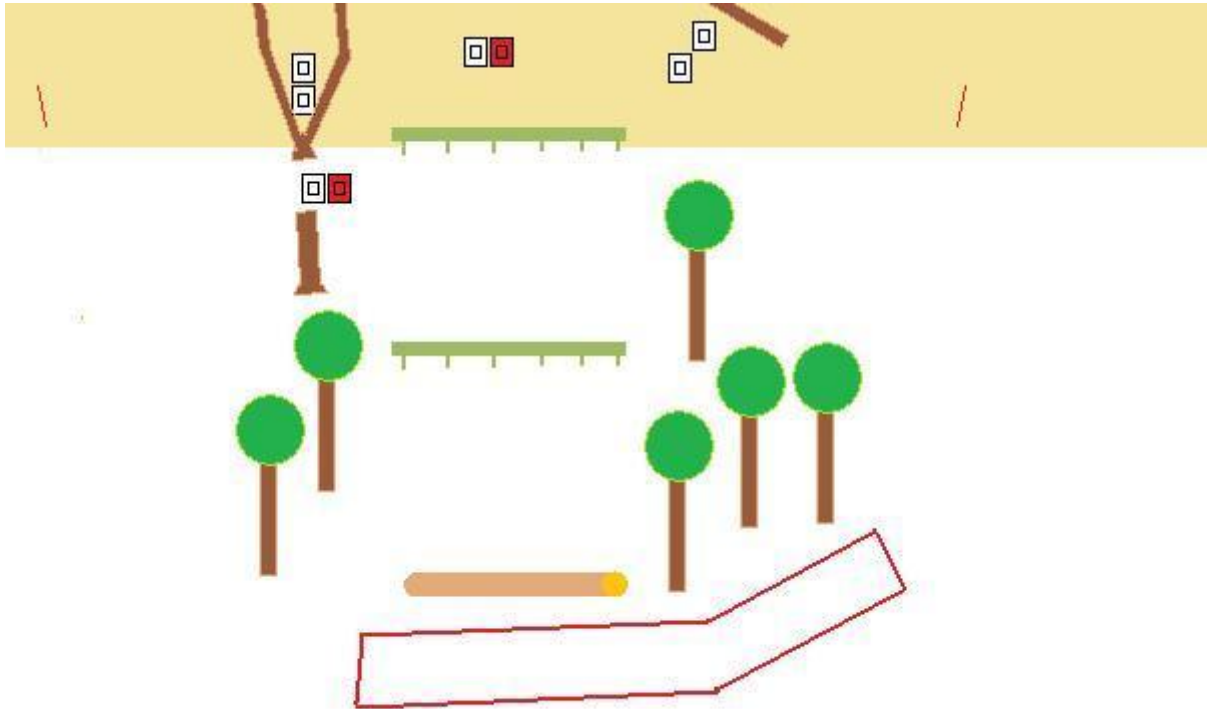
2. B-Hallen (medium)



CoF	Comstock - Long	Points	100 p
Targets	11 plates, 9 frangible, 1 no-shoot, Total 20 targets	Min rounds	20
Firearm	Shotgun	Match-%	22.22%

Procedure	Engage targets from designated area. Birdshots only.
Starting position	Weapon ready condition 3
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red stick /R red stick
Setup notes	

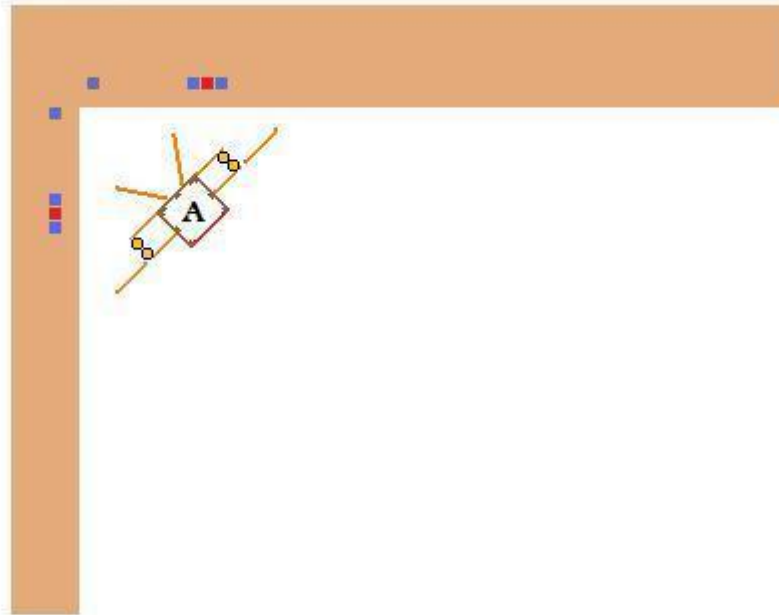
3. Fältstationen 1b (short)



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Shotgun	Match-%	13.33%

Procedure	Engage targets from designated area. Slugs only.
Starting position	Weapon ready condition 2
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red stick / R red stick
Setup notes	

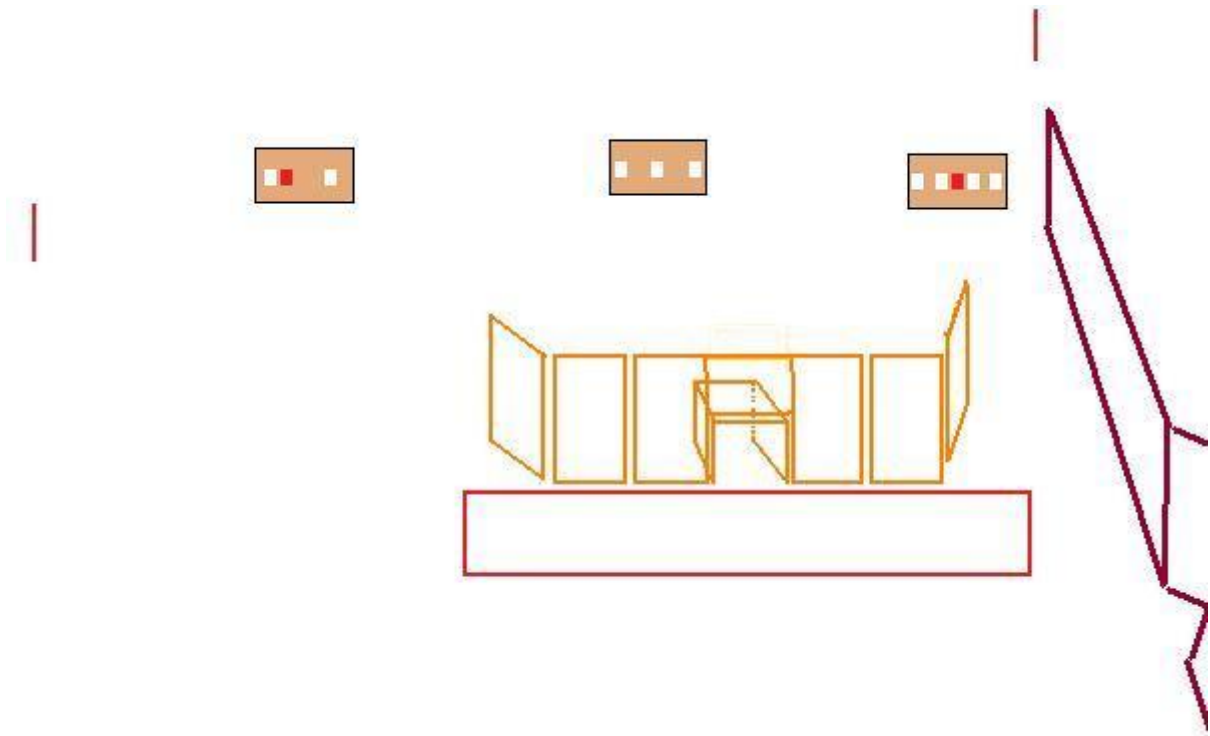
4. B-Hallen (short)



CoF	Comstock - Medium	Points	50 p
Targets	6 plates, 4 frangible, 2 no-shoot, Total 10 targets	Min rounds	10
Firearm	Shotgun	Match-%	11.11%

Procedure	Engage targets from box A. Birdshots only.
Starting position	Weapon ready condition 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red stick / R red stick
Setup notes	

5. Övningshallen (short)



CoF	Comstock - Long	Points	90 p
Targets	9 paper, 2 no-shoot, Total 9 targets	Min rounds	9
Firearm	Shotgun	Match-%	20.00%

Procedure	Engage targets from designated area. Two pellets in per target. Buckshots only.
Starting position	Weapon ready condition 1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red stick / R red stick
Setup notes	