1. Täydennys

CoF	Unlimited - Long	Points	170 p
Targets	16 paper, 2 no-shoot, . Optional tasks 1x10pTotal 16 targets	Min rounds	32
Firearm	Rifle	Match-%	24.46%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Vankina

CoF	Unlimited - Medium	Points	110 p
Targets	10 paper, 2 no-shoot, . Optional tasks 1x10pTotal 10 targets	Min rounds	20
Firearm	Rifle	Match-%	15.83%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Kujanjuoksu

CoF	Unlimited - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	14.39%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Murto

CoF	Unlimited - Medium	Points	55 p
Targets	10 plates, . Optional tasks 1x5p,Total 10 targets	Min rounds	10
Firearm	Shotgun	Match-%	7.91%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Kivääri 3

CoF	Unlimited - Long	Points	150 p
Targets	15 paper, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	21.58%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Asetalo

CoF	Unlimited - Medium	Points	110 p
Targets	9 paper, 2 popper, 4 no-shoot, (with 2 10p), Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	15.83%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	