

1. Älgen

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|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 160 p |
| Targets | 16 paper, 1 no-shoot, Total 16 targets | Min rounds | 32 |
| Firearm | Handgun | Match-% | 27.59% |

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|-------------------------|--|
| Procedure | After signal engage targets. Light sensor activates moving targets T11 & T12 which will move from the left to the right, then back again. The targets may be activated as many times as the shooter wants. |
| Starting position | Start anywhere inside area |
| Firearm ready condition | Loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

2. Jakt-tornet

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|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, 2 no-shoot, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 10.34% |

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| Procedure | Firearm laying flat on desk Engage all targets from the hunting tower Pulling the rope will activate/pull away the noshoots and make T3 and T4 visible |
| Starting position | Start in the hunting tower |
| Firearm ready condition | Loaded |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

3. Spången

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|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 12 paper, 2 no-shoot, Total 12 targets | Min rounds | 24 |
| Firearm | Handgun | Match-% | 20.69% |

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|-------------------------|--|
| Procedure | After signal engage targets Light sensor activates moving targets T7 and T12 |
| Starting position | Standing anywhere inside area |
| Firearm ready condition | Loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

4. Vildsvinet

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| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 12 paper, 2 no-shoot, Total 12 targets | Min rounds | 24 |
| Firearm | Handgun | Match-% | 20.69% |

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|-------------------------|---|
| Procedure | After signal engage targets Light sensor activates T9 Stomp box activates T11 |
| Starting position | Standing anywhere insida area |
| Firearm ready condition | Loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

5. Haren

No image

| | | | |
|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, 2 no-shoot, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 10.34% |

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|-------------------------|-----------------------------------|
| Procedure | After start signal engage targets |
| Starting position | Standing, heels touching mark |
| Firearm ready condition | Loaded, empty chamber |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

6. Skit-fiske

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|---------|--------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 10.34% |

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|-------------------------|---|
| Procedure | After signal engage targets Pulling the fishing rod will activate T3 and T5 |
| Starting position | Standing anywhere in area |
| Firearm ready condition | Loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |