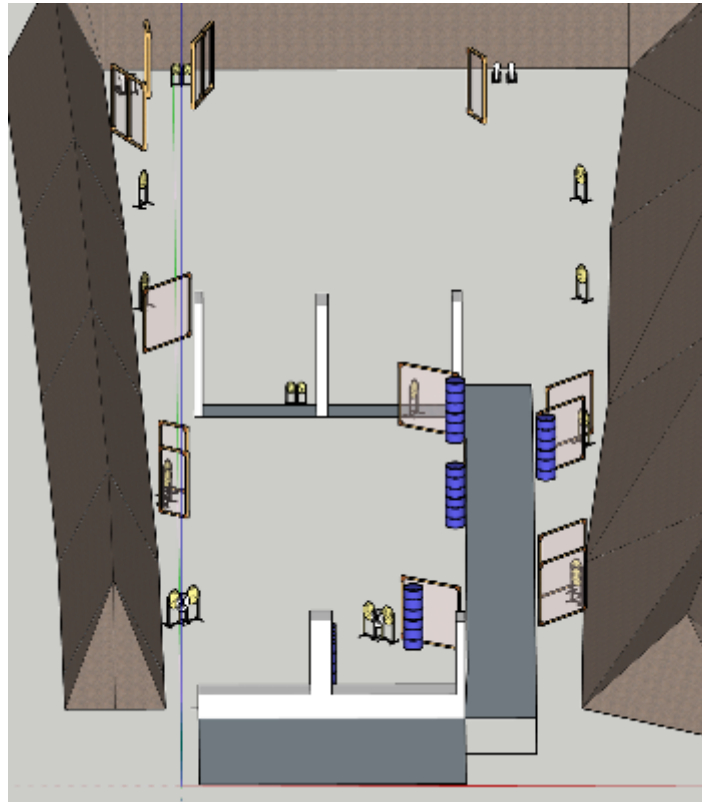


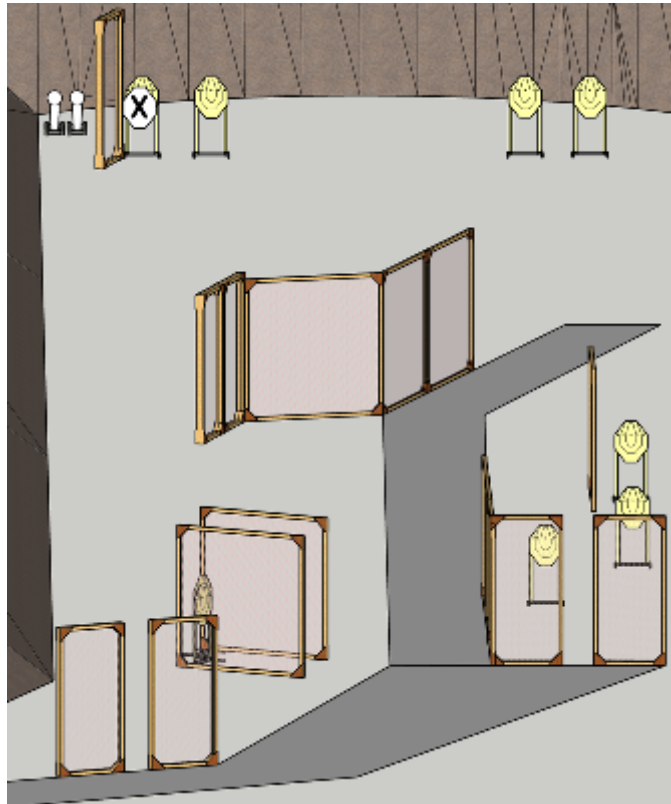
1. Limoen 1 - bay 1



CoF	Comstock - Long	Points	180 p
Targets	16 paper, 4 popper, Total 20 targets	Min rounds	36
Firearm	Rifle	Match-%	18.85%

Procedure	Max distance 55 m Shooting Poppers after crossing the marks indicated by the RO leads to a match DQ per rule 10.4.7
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R right side - red mark, then 90 degrees after passing
Setup notes	

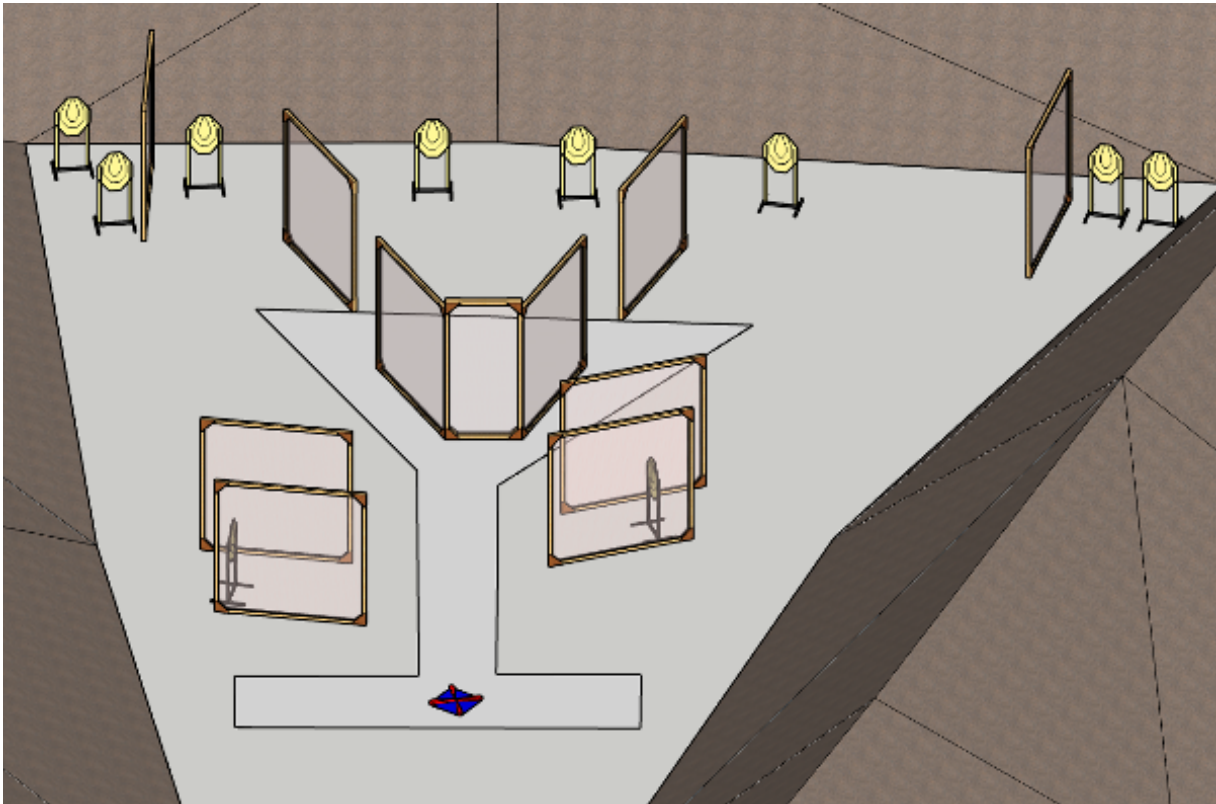
2. Limoen 2 - bay 2



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	10.47%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red mark, then 90 degrees moving forward
Setup notes	

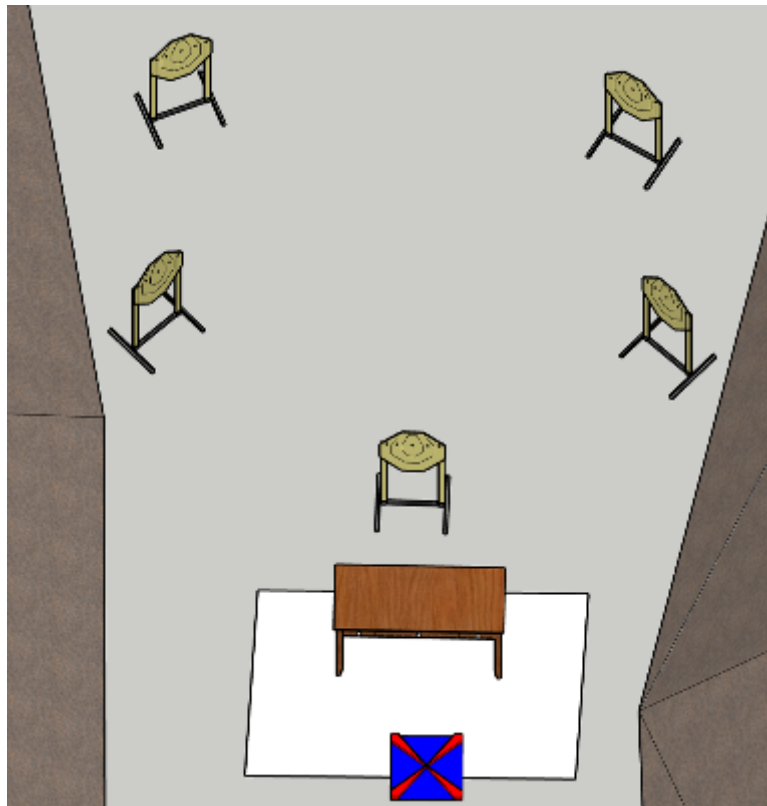
3. Limoen 3 - bay 3



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	10.47%

Procedure	Engage all targets from within the demarkated area
Starting position	At mark
Firearm ready condition	Option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90
Setup notes	

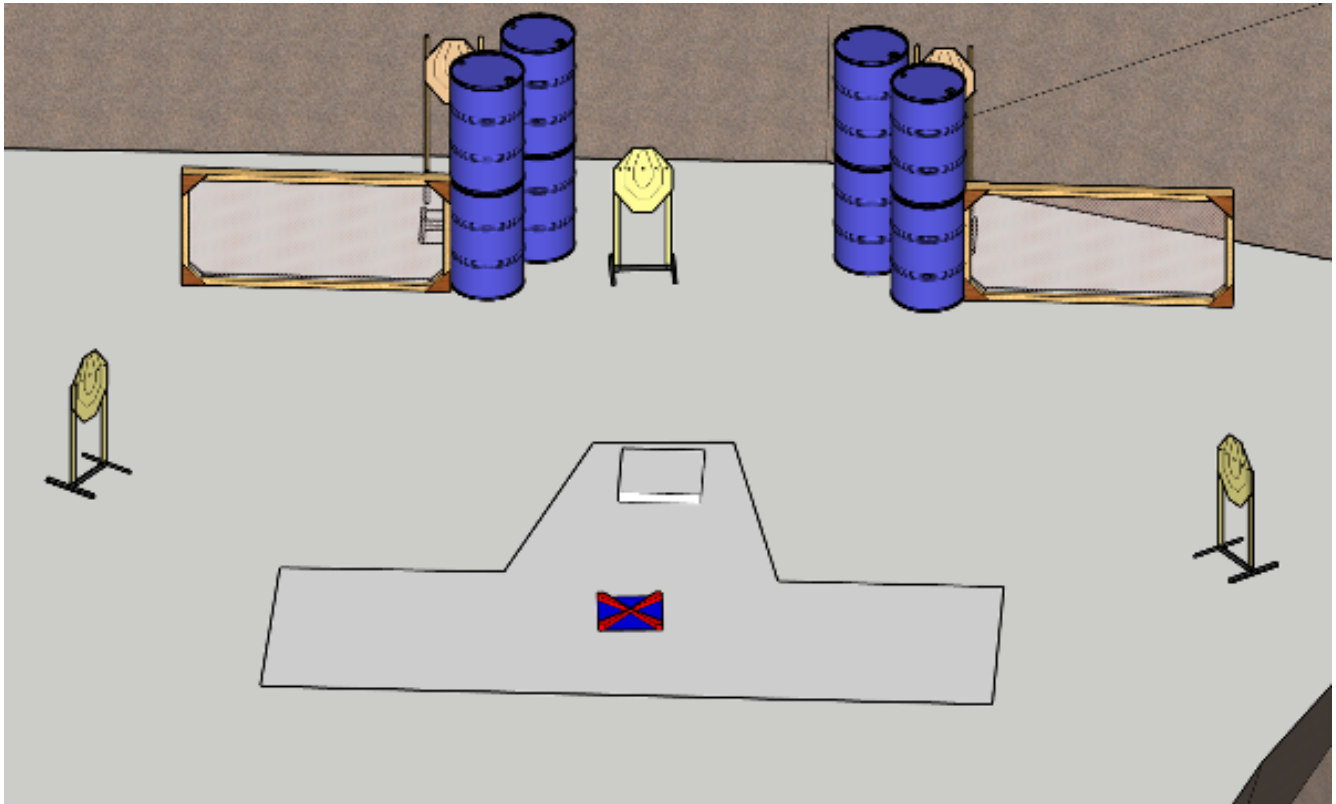
4. Limoen 4 -bay 4



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	5.24%

Procedure	On signal engage all targets from the demarkated area
Starting position	Heels touching marks
Firearm ready condition	Rifle laying flat om table - Option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R - Do not point above birm on right side!
Setup notes	Ensure sufficient bullet catch for the center target

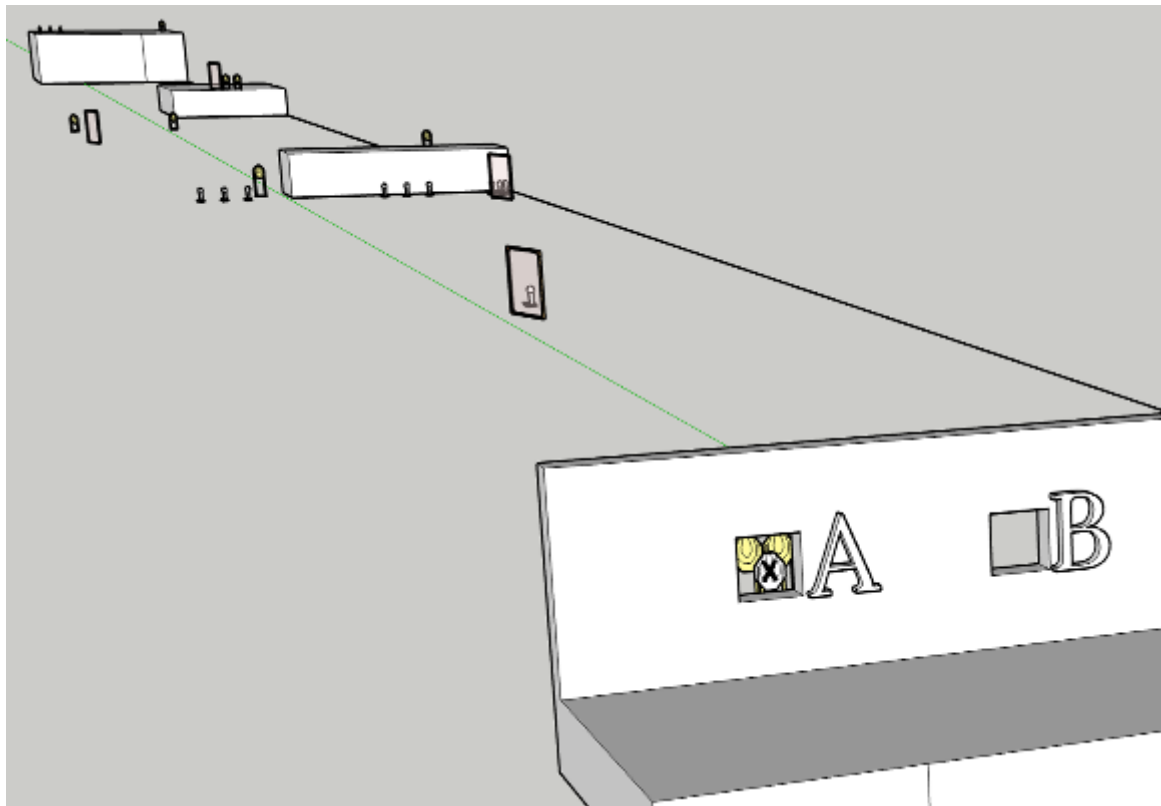
5. Limoen 5 -bay 4 - Double the fun



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	5.24%

Procedure	Door releases moving target(s) which are visible at rest
Starting position	Anywhere
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R - Do not point above birm on right side!
Setup notes	

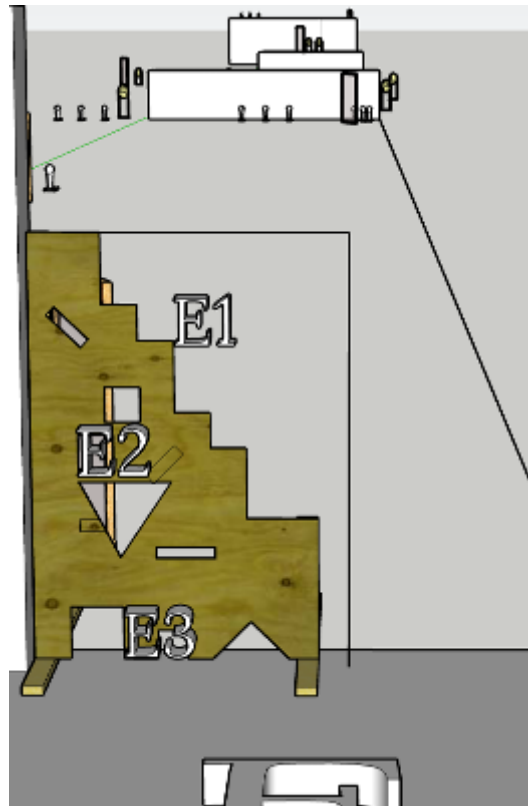
6. Hjarthdal 1 - Windows 95



CoF	Comstock - Long	Points	150 p
Targets	8 paper, 7 popper, (with 7 10p), Total 15 targets	Min rounds	23
Firearm	Rifle	Match-%	15.71%

Procedure	Max distance 290m Max shooting time 1 minute and 30 seconds. Area A: Paper targets T1 (290m), T3(150m) and T6 (100m) Area B: Poppers P4-P9 (100m) Close range papers (T7, T8) can be engaged as they become visible NB: Electronically scored targets is not subject to protests. The auto-resetting steel targets will be set to 45 seconds reset time. If they recover during your stage and you shoot them again, you will not earn a reshoot, nor two hits...
Starting position	Heels touching mark
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 45 degree
Setup notes	

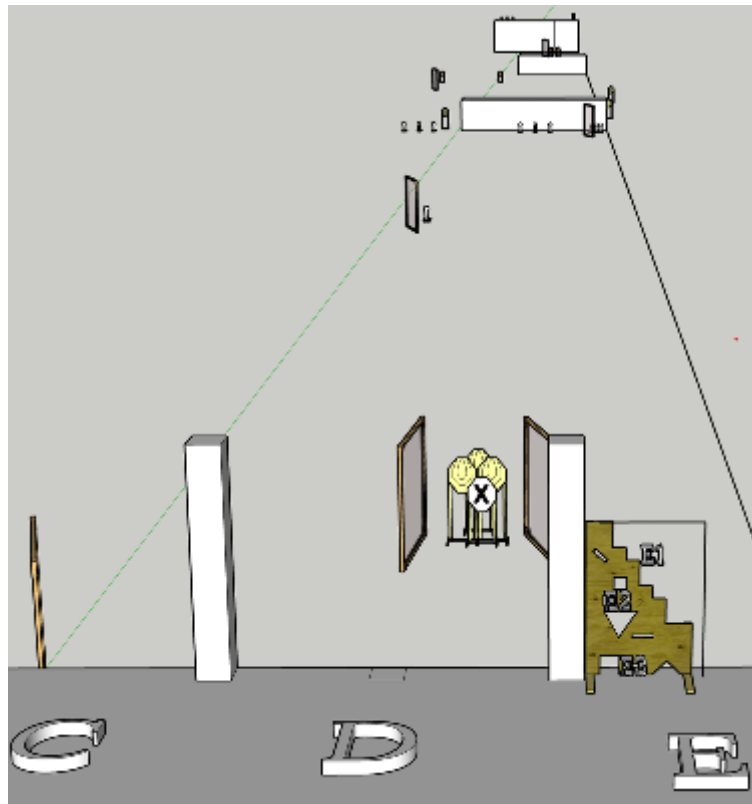
7. Hjarthdal 2



CoF	Comstock - Medium	Points	100 p
Targets	3 paper, 7 popper, (with 7 10p), Total 10 targets	Min rounds	13
Firearm	Rifle	Match-%	10.47%

Procedure	Shooting area E is marked E1, E2, E3 (Different barricade options) E1: T6(100m) T2 (150 m) , P7-P9 (100 m) E2: P1-3 (270m), T1 (290m) E3: P12 (50m) Max shooting time 1 minute and 30 seconds. NB: Electronically scored targets are not subject to protests. The auto-resetting steel targets will be set to 45 seconds reset time. If they recover during your stage and you shoot them again, you will not earn a reshoot, nor two hits...		
Starting position	Anywhere		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 45 degree		
Setup notes			

8. Hjarthdal 3 -emotional rollercoaster



CoF	Comstock - Long	Points	180 p
Targets	8 paper, 10 popper, (with 10 10p), Total 18 targets	Min rounds	26
Firearm	Rifle	Match-%	18.85%

Procedure	<p>Shooting areas C, D, E C: Long range (270 m P1-3 + T1 290 m) D: T2 (150 m) T4, T5 (200 m) E: T6, P4-P9 (100m)</p> <p>Close range as they become visible (T9-T11, P12) Max shooting time 2 minutes. NB: Electronically scored targets are not subject to protests. The auto-resetting steel targets will be set to 45 seconds reset time. If they recover during your stage and you shoot them again, you will not earn a reshoot, nor two hits...</p>		
Starting position	Standing anywhere in area D		
Firearm ready condition	Option 1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 45 degree		
Setup notes			

9. Hjartdal 4 My favourite ride



CoF	Comstock - Short	Points	45 p
Targets	2 paper, 2 popper, (with 3 10p), Total 4 targets	Min rounds	6
Firearm	Rifle	Match-%	4.71%

Procedure	On start signal engage designated targets.
Starting position	Sitting in chair
Firearm ready condition	Option 2 laying on designated spot
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 45 degrees
Setup notes	