### 1. Warmup

CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	8.79%
Procedure	Stansing inside area 1		
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on	Audible sizes		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

## 2. Martin spesial

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 plates, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	15.38%
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. The Long run

CoF	Comstock - Long	Points	145 p
Targets	13 paper, 3 plates, Total 16 targets	Min rounds	29
Firearm	Handgun	Match-%	31.87%
Procedure			
Starting position	Heels touching marks		
Firearm ready condition	Unloaded lying on table with first magazine to be used		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

### 4. Pistolcup runde 3

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	17.58%
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			

### 5. Pistolcup runde 2

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	17.58%
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. Ding swing

CoF	Comstock - Short	Points	40 p
Targets	2 paper, 1 popper, 3 plates, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	8.79%
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			