

1. The ball



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.01%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline Ball må holdes i svak hånd. Med ball i hånd. Bare enhånds skyting. Når puttet ball i kasse. Kan man bruke 2 hender. Kommer ball i baken blir det en prosedyre. Bare en. Ball må oppi bøtte. Pcc må holde ball ved start. Ball må oppi bøtte før man skyter.
Starting position	Anywhere. Demonstrated by RO
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

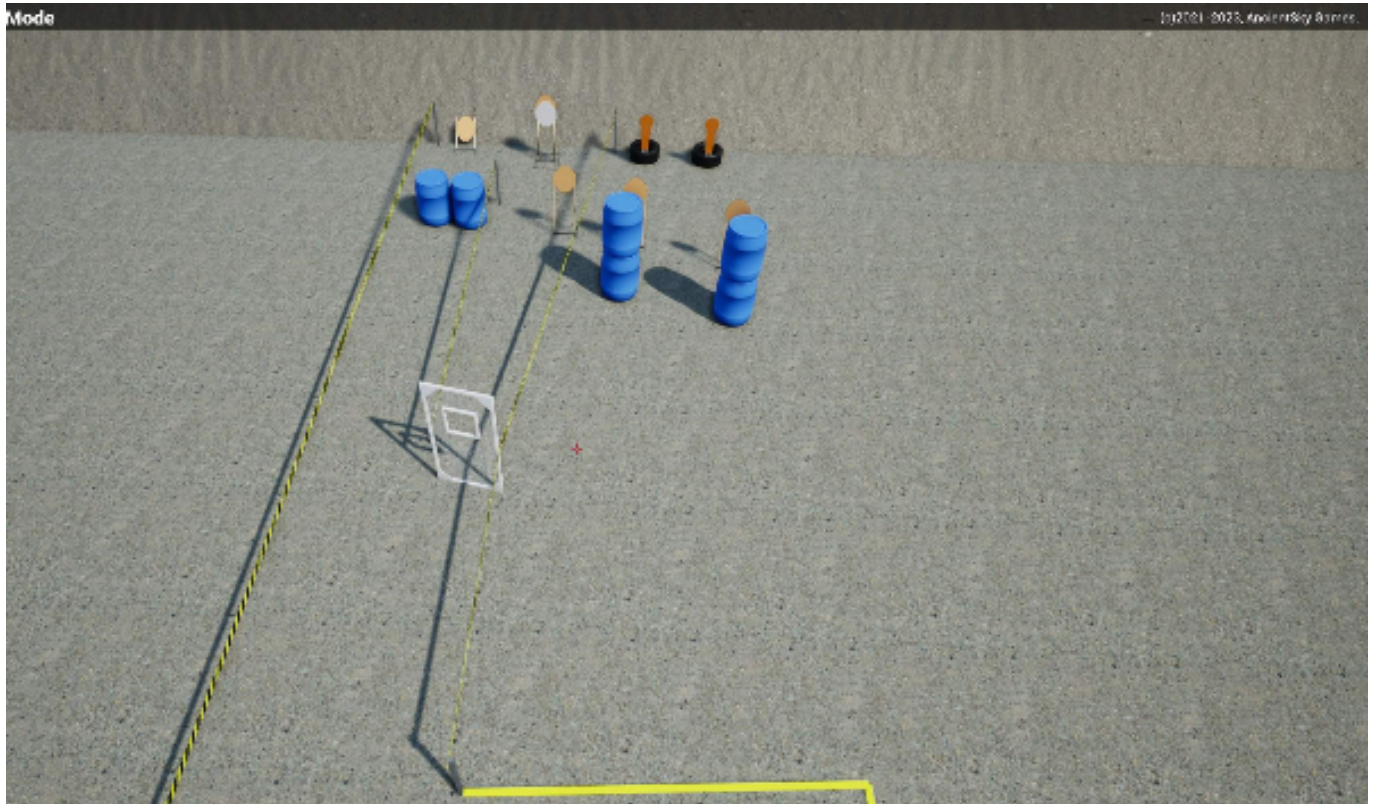
2. The luke

No image

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 2 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	22.02%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anyware.
Firearm ready condition	Unloaded on table. All magasin on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

3. The Petter's way



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.01%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anyware
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm
Setup notes	

4. Get them fast

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	29.36%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anyware. Standing relex
Firearm ready condition	Loaded and holstered. PCC. Unloaded opt. 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm
Setup notes	

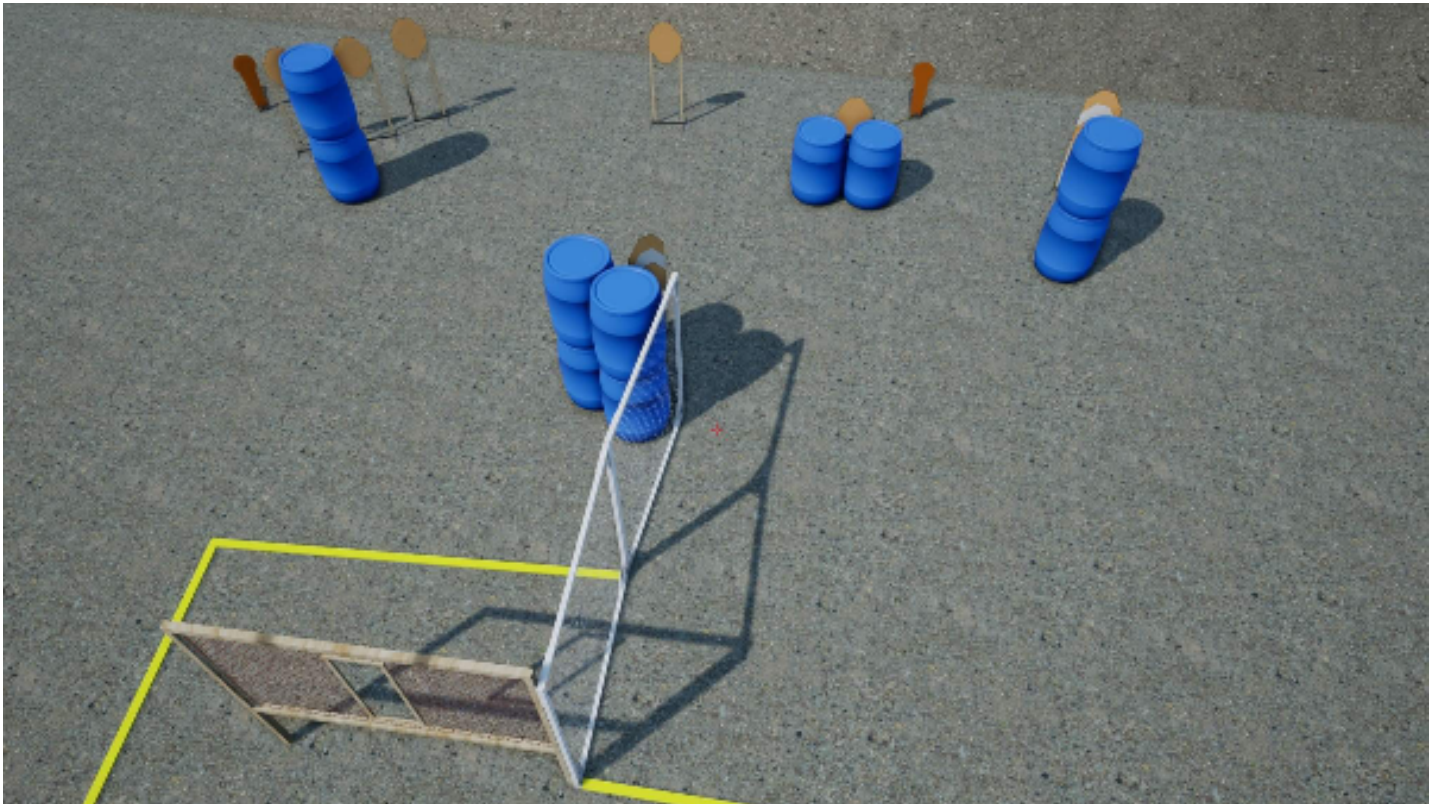
5. Don't show the weak side

No image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	8.26%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline Sitting on chair egen Shooting. Weak hand only
Starting position	Sitting on chair . Shooting sitting.
Firearm ready condition	Loaded on table. PCC Unloaded on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm
Setup notes	

6. The Petter's way vol.2



CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, 3 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	18.35%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Touching mark on wall whit hands.
Firearm ready condition	Loaded and holstered. PCC Unloaded. Opt. 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm
Setup notes	