### 1. 200 Meter vänster

CoF	Comstock - Short	Points	40 p
Targets	2 popper, 6 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	9.64%

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. 200 meter höger

CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	9.64%

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. IPSC Bås

CoF	Comstock - Long	Points	140 p
Targets	2 popper, 22 plates, 4 frangible, Total 28 targets	Min rounds	28
Firearm	Shotgun	Match-%	33.73%

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. IPSC bås 2 vänster

CoF	Comstock - Medium	Points	80 p
Targets	16 plates, 4 no-shoot, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	19.28%

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. IPSC bås 2 höger

CoF	Comstock - Medium	Points	75 p
Targets	11 plates, 4 frangible, Total 15 targets	Min rounds	15
Firearm	Shotgun	Match-%	18.07%

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. 300m left

CoF	Comstock - Short	Points	40 p
Targets	8 plates, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	9.64%

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	