

1. 200V

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	
Starting position	Standing
Firearm ready condition	Vapnet, tomt opt3, placerat på hö eller vä tunna, alla magasin som ska användas placeras på mittentunnan
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flagga vä, flagga hö
Setup notes	

2. 200 H

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	
Starting position	Standing
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flagga vä, flagga hö
Setup notes	

3. Bay 2

No image

CoF	Comstock - Medium	Points	115 p
Targets	7 paper, 9 plates, Total 16 targets	Min rounds	23
Firearm	Handgun	Match-%	20.18%

Procedure	
Starting position	Standing, one foot touching mark
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. 75dr

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	21.05%

Procedure	
Starting position	Standing
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flagga vä, flagga hö
Setup notes	

5. 75ur

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	Stompbox must be activated with the stick.
Starting position	Standing, one foot touching either mark, stick in either hand.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flagga vä, flagga hö
Setup notes	

6. Bay1

No image

CoF	Comstock - Long	Points	155 p
Targets	11 paper, 1 disappering/bonus, 2 popper, 5 plates, Total 19 targets	Min rounds	29
Firearm	Handgun	Match-%	27.19%

Procedure	Loaded, holstered, empty chamber. PP1 activates T2, T3 and T4. PP2 activates T7. All moving targets visible at rest. Note new angle to the left.
Starting position	Standing. Heels touching mark shown by RO
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	