#### 1. 100 m

CoF	Comstock - Short	Points	10 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Rifle	Match-%	14.29%

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
Setup notes	

#### 2. 25:an

CoF	Comstock - Short	Points	10 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Rifle	Match-%	14.29%

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
Setup notes	

# 3. Älg

CoF	Comstock - Short	Points	10 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Rifle	Match-%	14.29%

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
Setup notes	

#### 4. Gris

CoF	Comstock - Short	Points	10 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Rifle	Match-%	14.29%

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
Setup notes	

5. 300

CoF	Comstock - Short	Points	10 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Rifle	Match-%	14.29%

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
Setup notes	

#### 6. E-vallen

CoF	Comstock - Short	Points	10 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Rifle	Match-%	14.29%

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
Setup notes	

7. 200

CoF	Comstock - Short	Points	10 p
Targets	1 paper, Total 1 targets	Min rounds	2
Firearm	Rifle	Match-%	14.29%

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
Setup notes	