

1. B2:Tor

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.24%

Procedure	
Starting position	Standing anywhere
Firearm ready condition	Loaded & Holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. B3: Freja

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 2 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	11.22%

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. B4: Seated Viking

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	8.16%

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. B5: Valhall

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CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	20.41%

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. B6: Yggdrasil

No image

CoF	Comstock - Long	Points	140 p
Targets	11 paper, 6 plates, 1 no-shoot, Total 17 targets	Min rounds	28
Firearm	Handgun	Match-%	28.57%

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. B100: Gunnr

No image

CoF	Comstock - Medium	Points	95 p
Targets	9 paper, 1 popper, 3 no-shoot, Total 10 targets	Min rounds	19
Firearm	Handgun	Match-%	19.39%

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	