

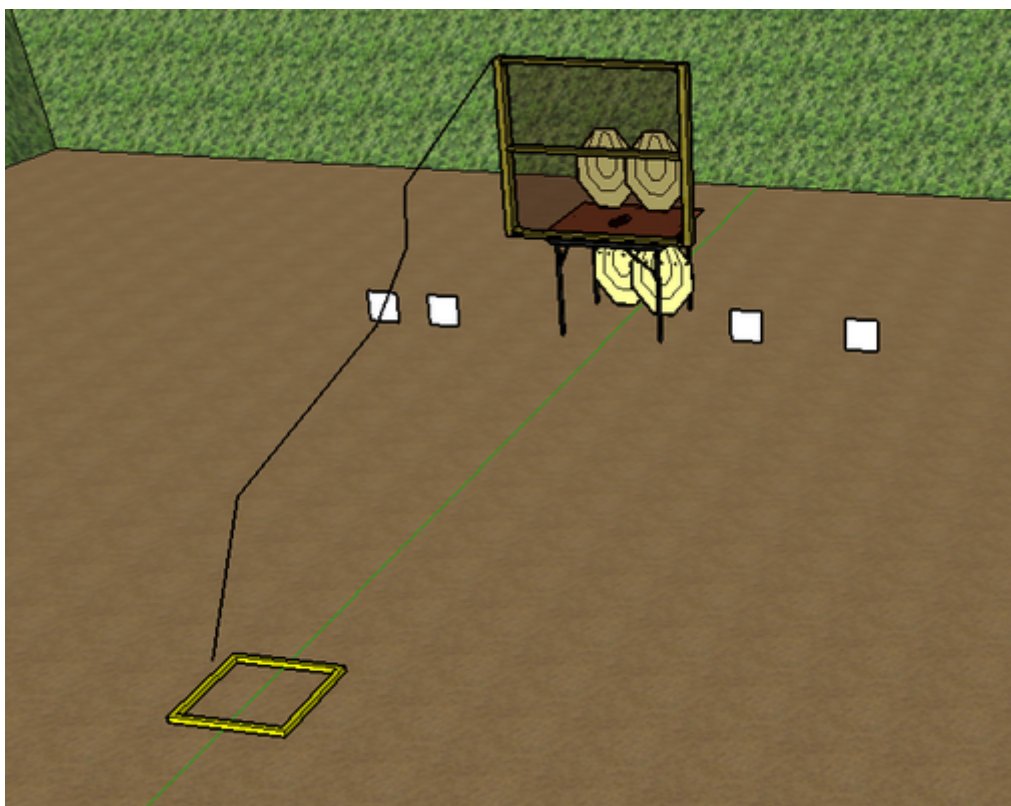
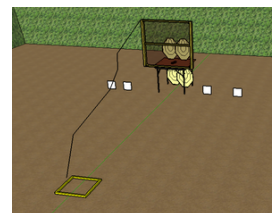
# 1. Light Tower



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

Procedure	On signal engage targets as they become visible
Starting position	Standing anywhere inside area hands on marks
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Boström

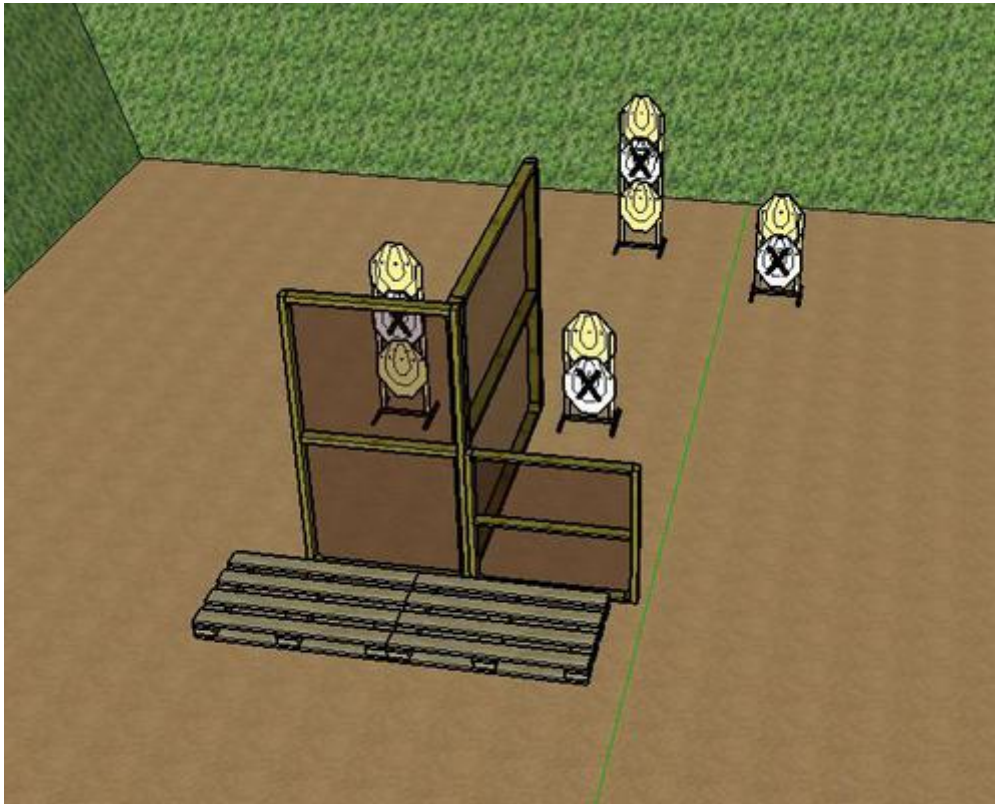
## 2. Mouse trap



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

Procedure	On signal engage target. Rope activates wall to fall and visualize T1 and T2
Starting position	Standing inside area
Firearm ready condition	Gun loaded & Holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Krol

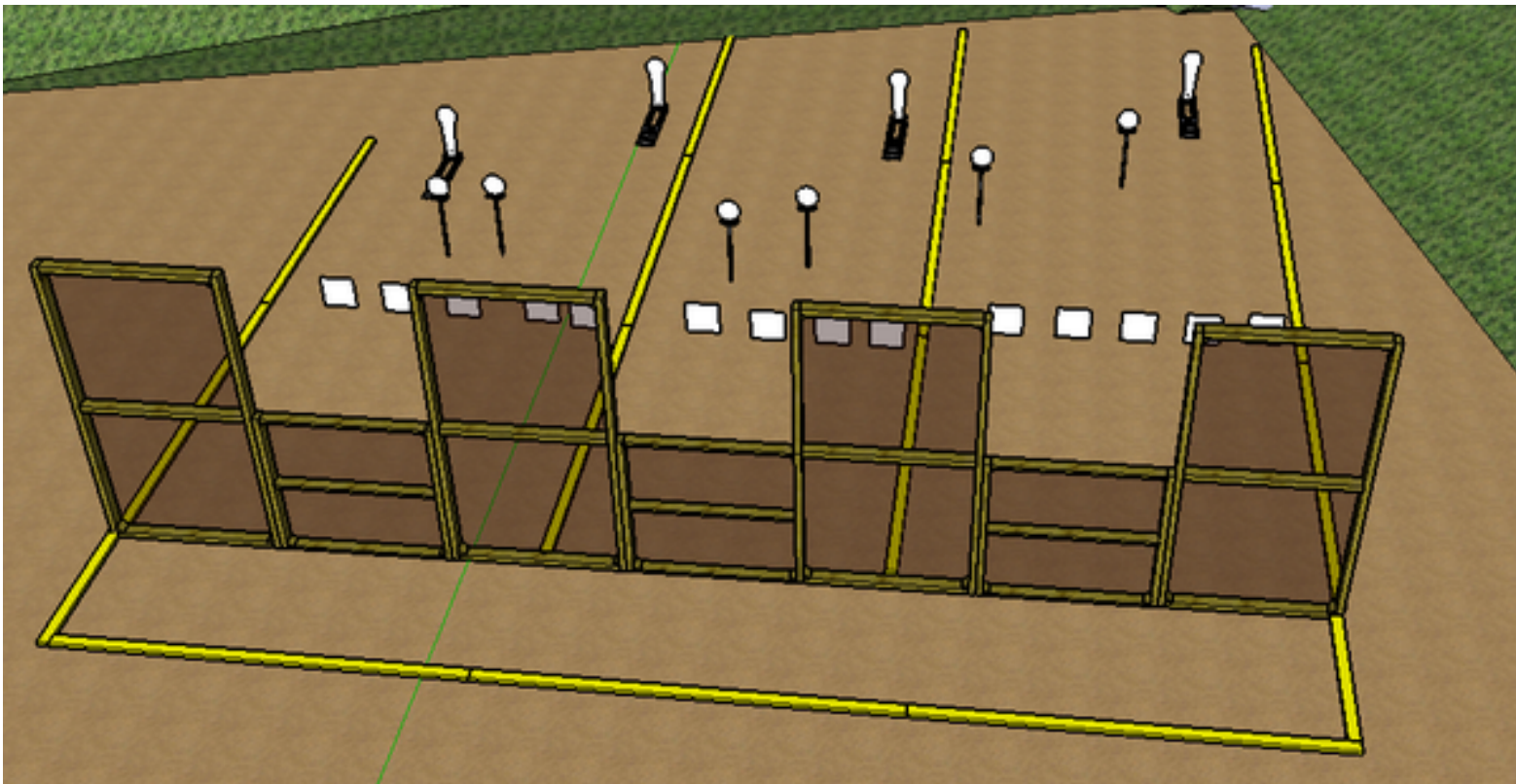
### 3. Bunkern



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

Procedure	On signal engage all targets.
Starting position	Standing Relaxed inside area
Firearm ready condition	Gun Loaded & Holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Andreas

## 4. Railway North

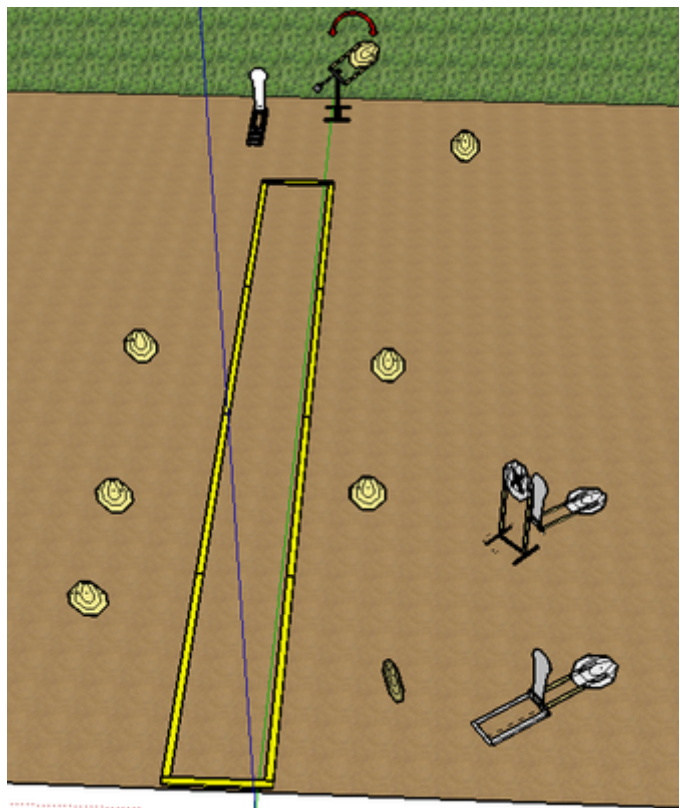


CoF	Comstock - Medium	Points	120 p
Targets	4 paper, 4 popper, 12 plates, 2 no-shoot, Total 20 targets	Min rounds	24
Firearm	Handgun	Match-%	12.97%

Procedure	On signal engage targets as they become visual
Starting position	Anywhere inside area
Firearm ready condition	Gun Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Andreas

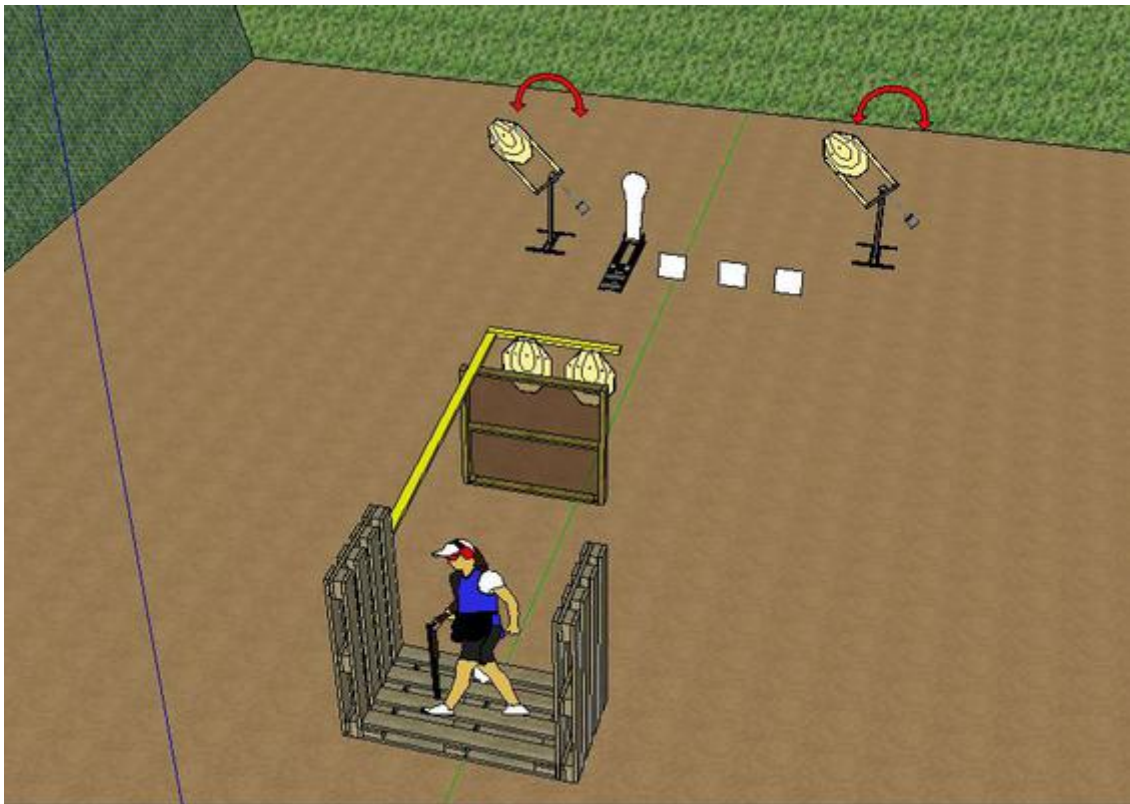


## 5. Road to nowhere



CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 1 popper, 2 plates, 1 no-shoot, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	12.43%
Procedure	On signal engage targets as they become visible		
Starting position			
Firearm ready condition	Gun Loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes	Andreas		

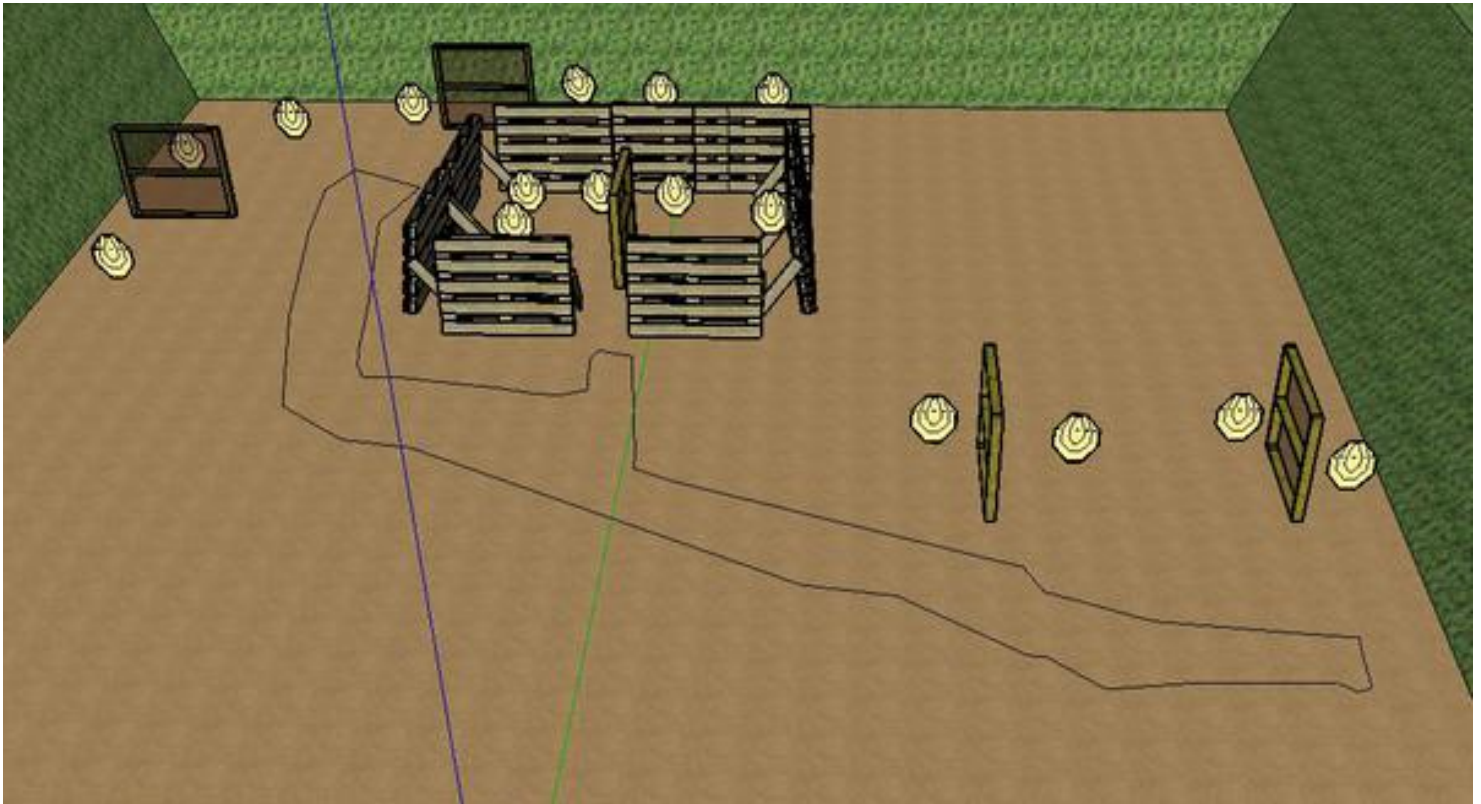
## 6. Swingers paradise



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

Procedure	Popper activate Swinger 1,2 and 3 Svingers Visible at rest.
Starting position	Standing inside area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Krol

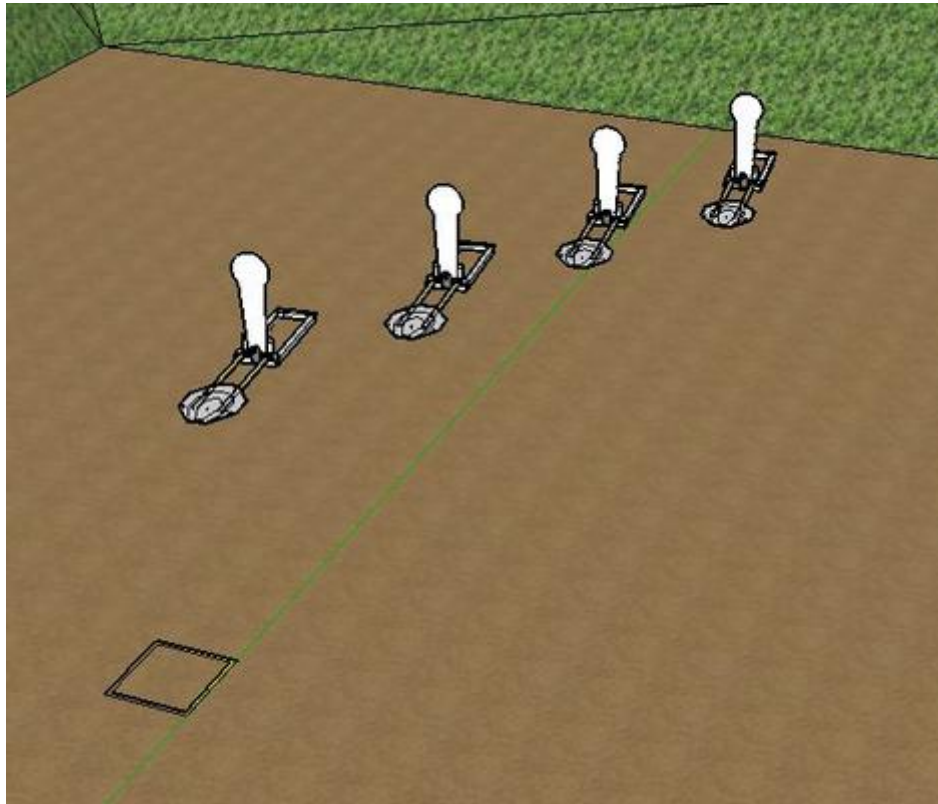
## 7. Point de hoc



CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	17.30%

Procedure	Engage all target as they become visible
Starting position	Standing Anywhere inside area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Jari

## 8. Robotkullen

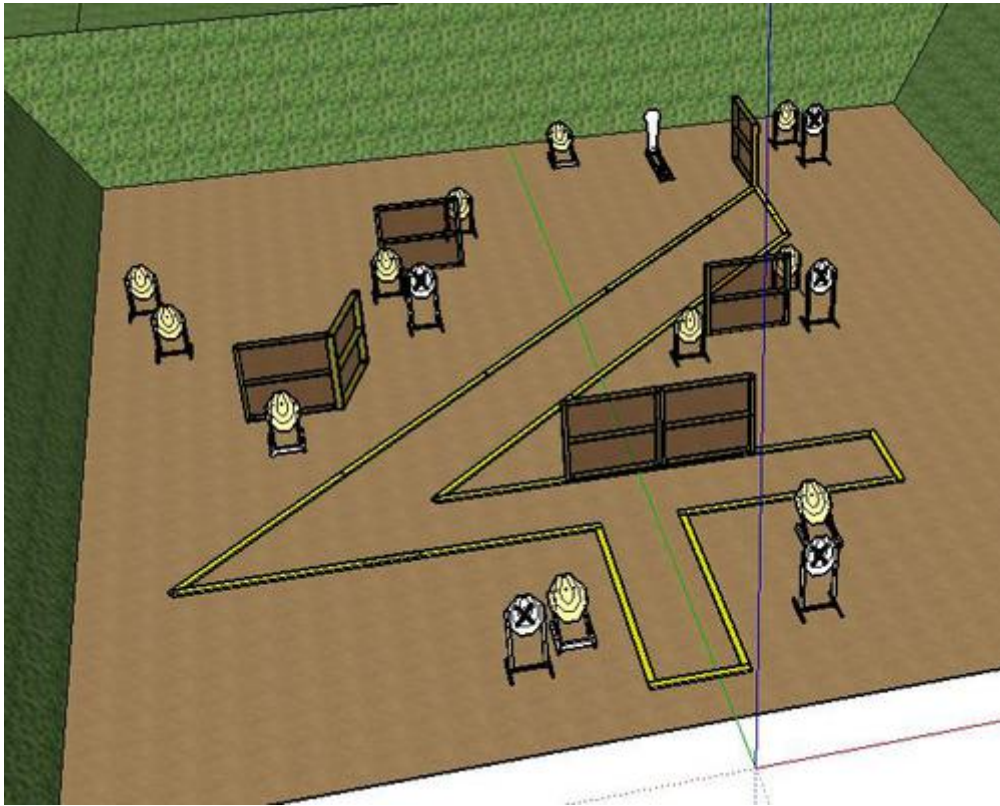


CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	6.49%

Procedure	On signal engage target Popper 1-4 activates T1 - T4
Starting position	Standing relaxed inside area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Boström



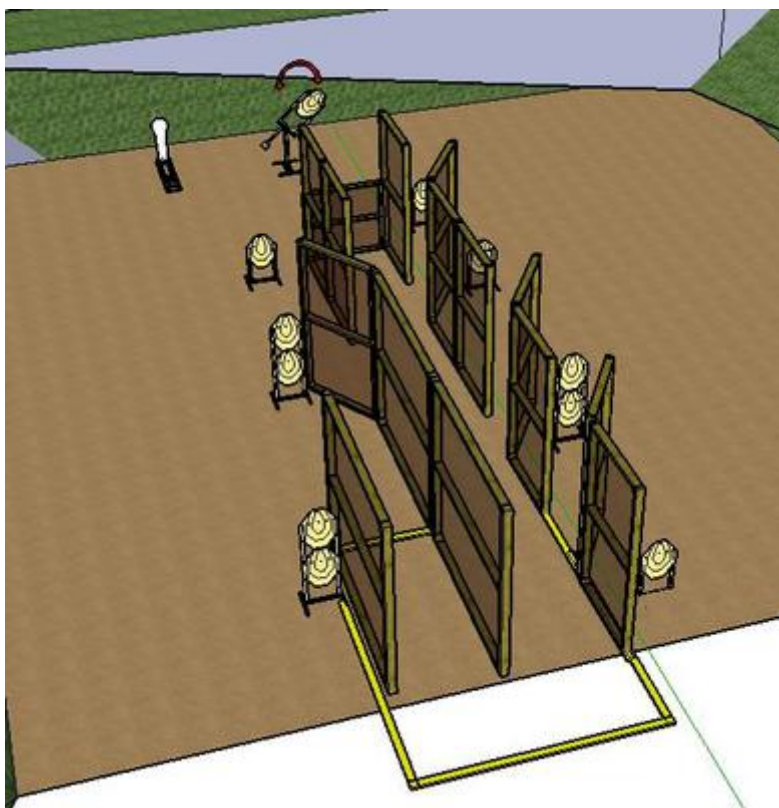
## 9. Lake Stage



CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	12.43%

Procedure	On signal engage targets as they become visible
Starting position	Standing relaxed anywhere in area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Ola

## 10. Mingården



CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	12.43%

Procedure	On Signal engage targets as they become visible. Popper activates swinger. Swinger visible at rest
Starting position	The toes on mark, RO shows.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Jari