

# 1. Lilla Mobb

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.21%

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	
Setup notes	

## 2. Mobb

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	11.21%

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	
Setup notes	

### 3. Café Söder

No image

CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, 2 no-shoot, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	27.10%

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	
Setup notes	

## 4. Gräs Vänster

No image

CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 plates, 2 no-shoot, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	19.63%

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	
Setup notes	

# 5. Gräs Mitten

No image

CoF	Comstock - Medium	Points	110 p
Targets	6 paper, 10 plates, 2 no-shoot, Total 16 targets	Min rounds	22
Firearm	Handgun	Match-%	20.56%

Procedure	
Starting position	Sitting in chair with hands on knees, empty gun on table. Start mag. on other table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	

## 6. Gräs Höger

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 4 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	10.28%

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	
Setup notes	