

# 1. Främre vallen

No image

CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	18.82%

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	L/R
Setup notes	

2. 2:1

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	9.41%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	loaded on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. 2.2

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	9.41%

Procedure	Strong hand only
Starting position	Gun loaded & holstered
Firearm ready condition	loaded on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. 4

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 plates, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	10.59%

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	L/R
Setup notes	

5. 100 m

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	23.53%

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	L/R
Setup notes	

6. 25:an

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	28.24%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	Unloaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	