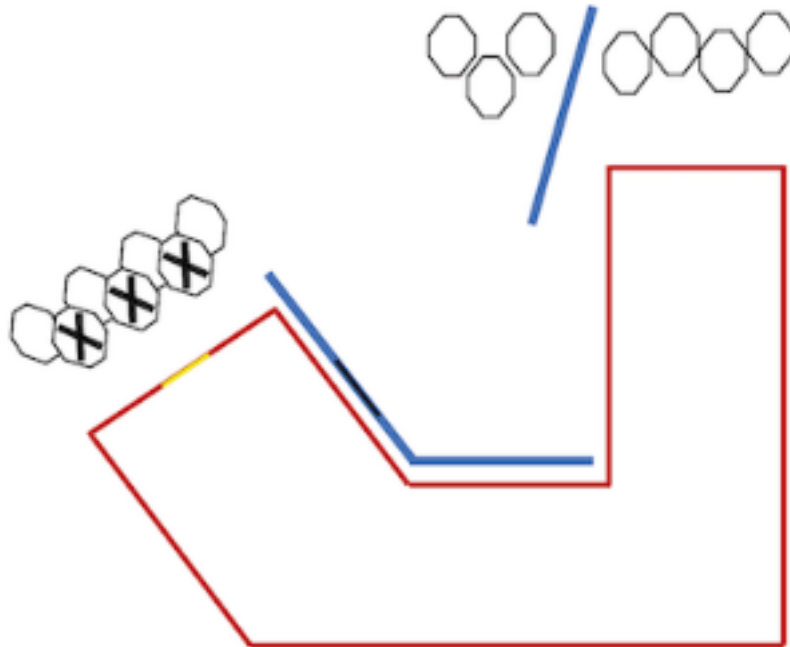


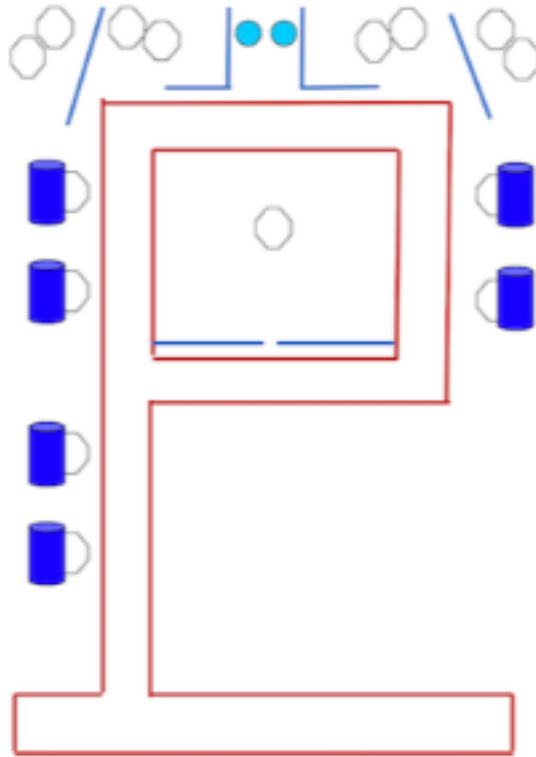
1. GDS - Duellen



CoF	Comstock - Short	Points	55 p
Targets	11 paper, 3 no-shoot, Total 11 targets	Min rounds	11
Firearm	Handgun	Match-%	9.73%

Procedure	After start signal engage all targets with a minimum of 1 round each.
Starting position	Toes touching yellow mark.
Firearm ready condition	Gun loaded, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	
Safety angles	Flags, left and right.
Setup notes	As per current edition of rules

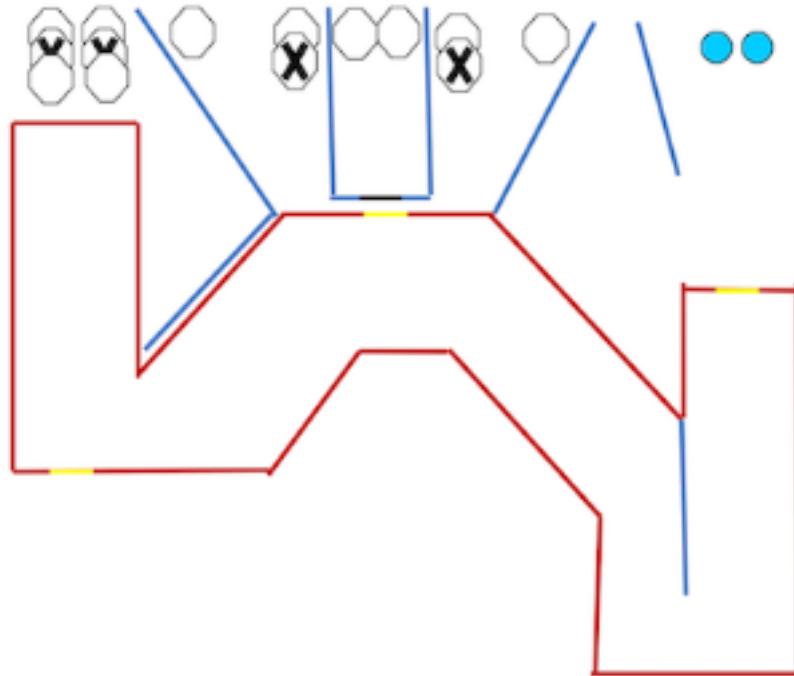
2. GDS - Gropen



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	28.32%

Procedure	After start signal engage all targets.
Starting position	Standing anywhere within 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	Flags, left and right. After mark 90/90.

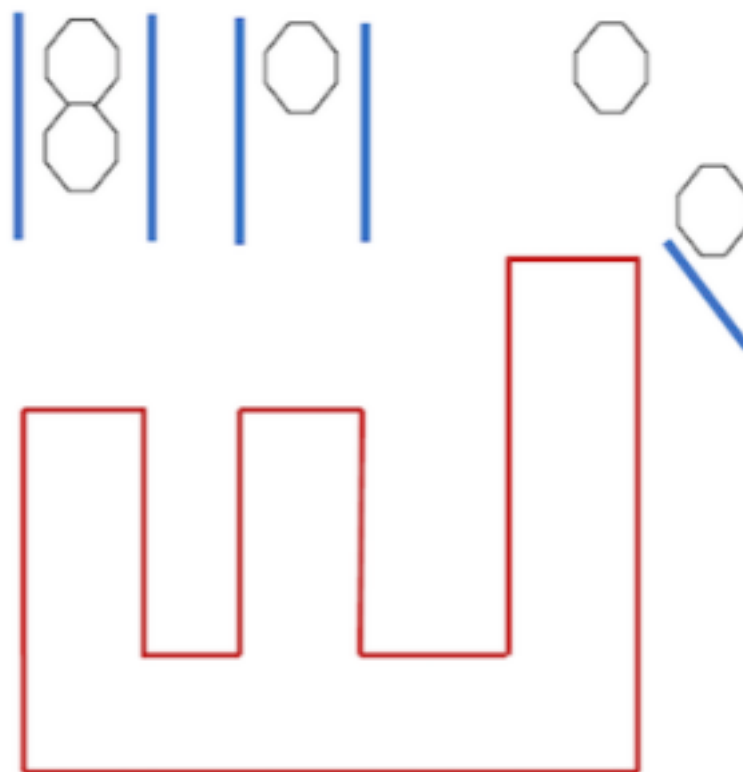
3. GDS - Fältet



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 plates, 4 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	19.47%

Procedure	After start signal engage all targets.
Starting position	One foot touching any yellow mark.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Flags, left and right.
Setup notes	

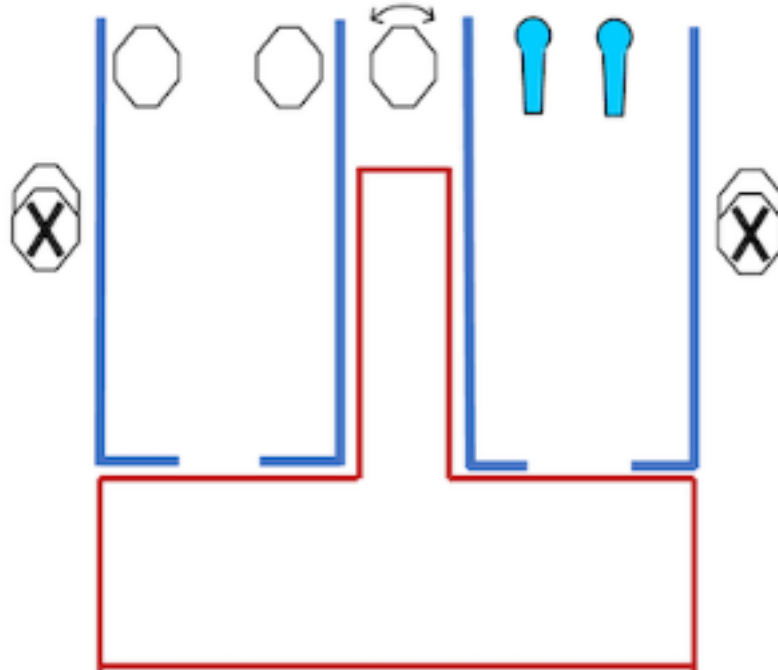
4. GDS - Facket



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.62%

Procedure	After start signal engage all targets.
Starting position	Standing anywhere within area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	
Safety angles	Flags, left and right.
Setup notes	As per current edition of rules

6. GPIF - Gräset höger



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.62%

Procedure	After start signal engage all targets. Left popper activates moving target, visible at rest.
Starting position	Standing anywhere within area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	
Safety angles	Flags, left and right.
Setup notes	As per current edition of rules