

# 1. Amerika

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 1 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	7.38%

Procedure	Start in box shown by RO. Shoot targets as they become visible. Walls are mile high. A-zone visible at rest
Starting position	As shown by RO
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	

## 2. Sahara

No image

CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 popper, Total 7 targets	Min rounds	13
Firearm	Handgun	Match-%	8.72%

Procedure	Start in box shown by RO. Shoot targets as they become visible. Walls are mile high. A-zone visible at rest
Starting position	Shown by RO
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	

### 3. Letab

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	16.11%

Procedure	Start in box shown by RO. Shoot targets as they become visible. Walls are mile high. A-zone visible at rest
Starting position	Start in box shown by RO
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	

## 4. STS

No image

CoF	Comstock - Short	Points	30 p
Targets	6 plates, Total 6 targets	Min rounds	6
Firearm	Handgun	Match-%	4.03%

Procedure	Start in box shown by RO. Shoot targets as they become visible. Walls are mile high.
Starting position	Start in box shown by RO
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	

## 5. Lesjöfors fjäder

No image

CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 plates, Total 7 targets	Min rounds	13
Firearm	Handgun	Match-%	8.72%

Procedure	Start in box shown by RO. Shoot targets as they become visible. Walls are mile high.
Starting position	Start in box shown by RO
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	

## 6. Haag

No image

CoF	Comstock - Medium	Points	90 p
Targets	6 paper, 6 plates, Total 12 targets	Min rounds	18
Firearm	Handgun	Match-%	12.08%

Procedure	Start in box shown by RO. Shoot targets as they become visible. Walls are mile high.
Starting position	Start in box shown by RO
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	

# 7. Sågen

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	10.74%

Procedure	Start in box shown by RO. Shoot targets as they become visible. Walls are mile high.
Starting position	Shown by RO
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	

## 8. Smeddammen

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	10.74%

Procedure	Start in box shown by RO. Shoot targets as they become visible. Walls are mile high..
Starting position	Start in box shown by RO
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	



## 9. Kanalen

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	21.48%

Procedure	Start in box shown by RO Shoot targets as they become visible. Walls are mile high.
Starting position	Start in box shown by RO
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	