

# 1. Strong hand

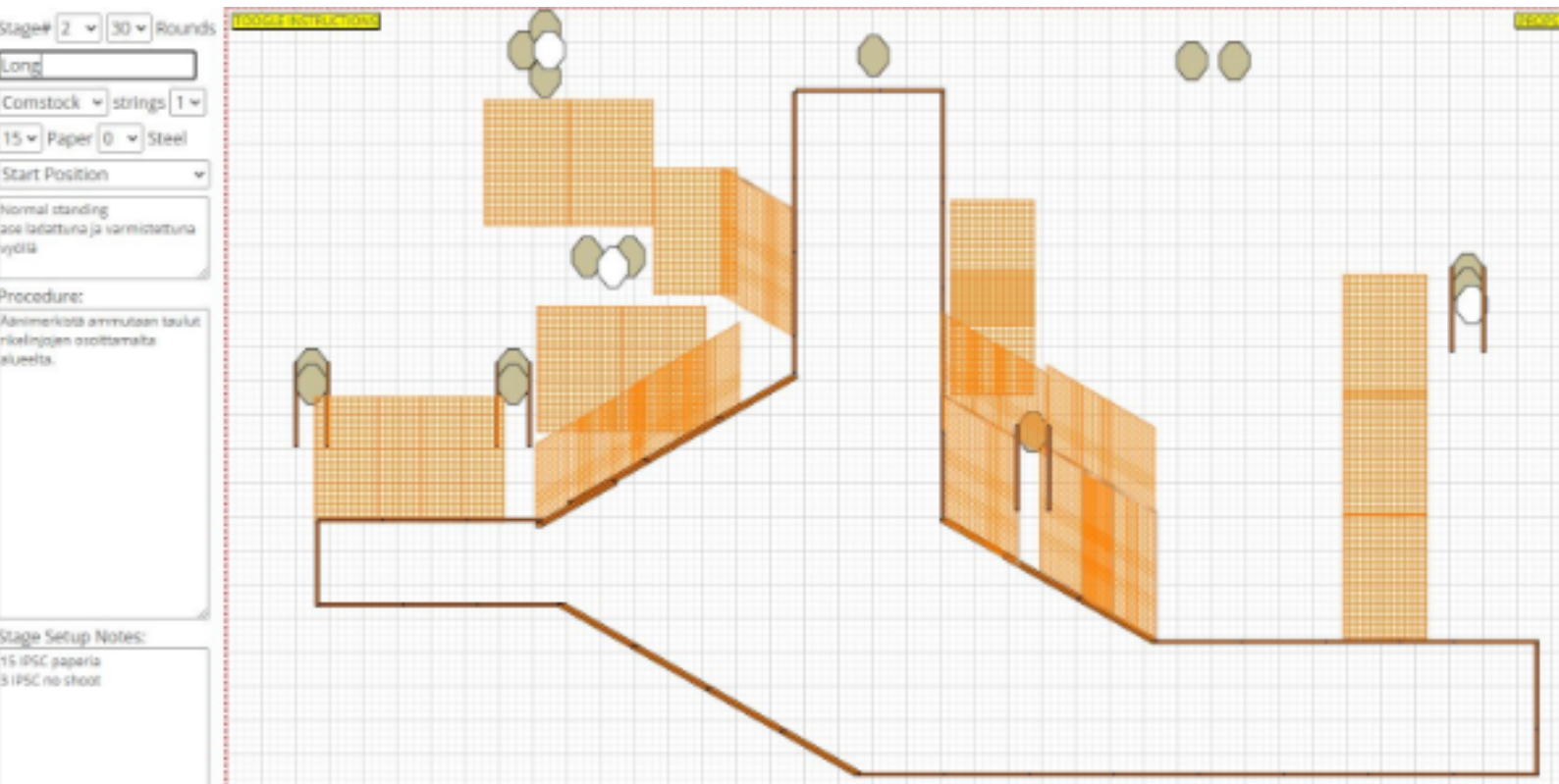
Stage#   Rounds  
  
Comstock    
 Paper  Steel  
Start Position   
Normal standing  
ase ladattuna ja varmistettuna  
vyöllä  
Procedure:  
Äänimerkistä ammutaan taulut  
rikelinjöiden osoittamalta  
alueelta, vahvempaa kättä  
käyttäen.  
Stage Setup Notes:  
6 IPSC paperia  
1 IPSC no shoot

TOGGLE INSTRUCTIONS

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	16.22%

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	

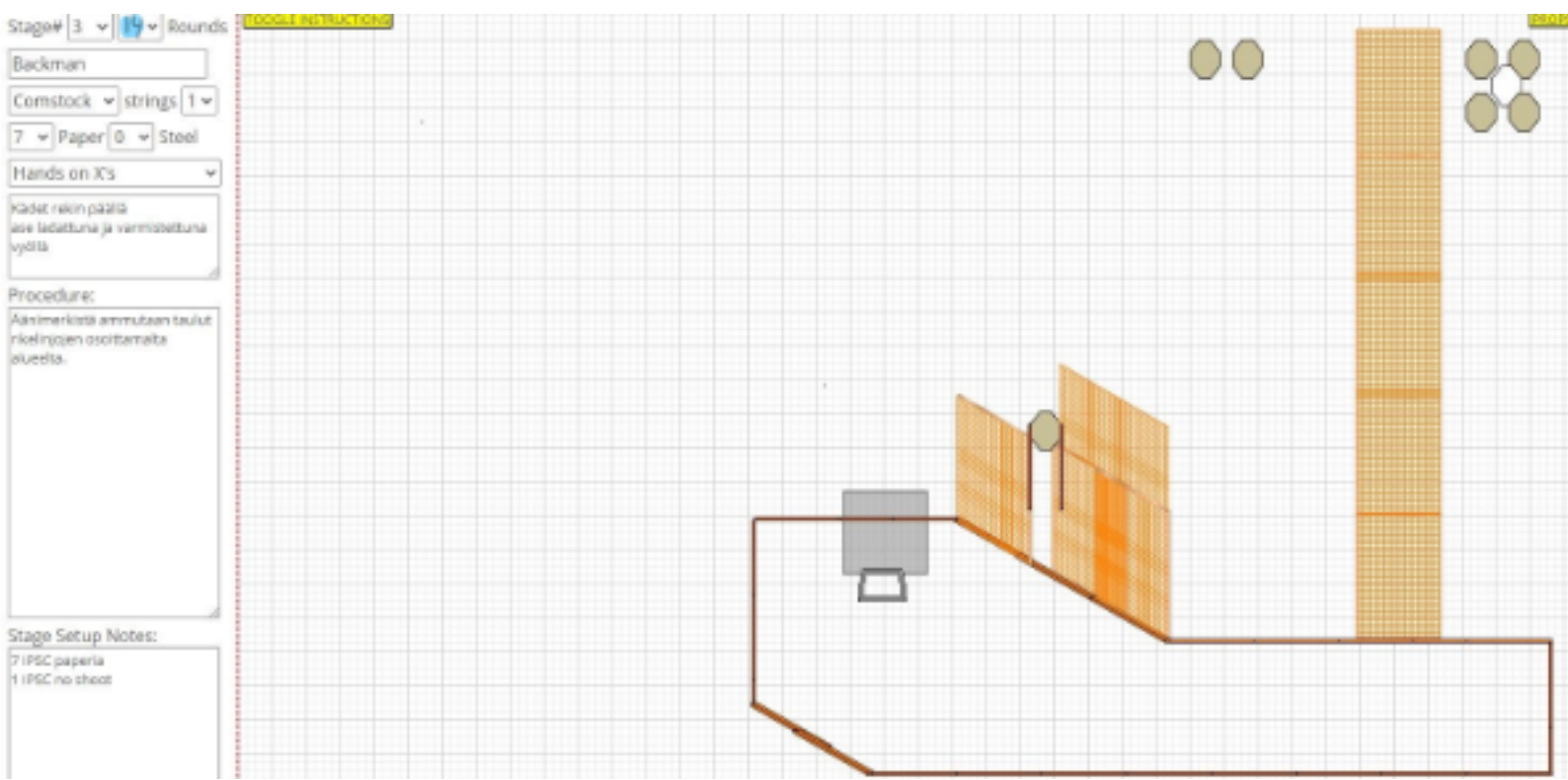
2. Long



CoF	Comstock - Long	Points	150 p
Targets	15 paper, 1 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	40.54%

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	

### 3. Backman



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 1 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	18.92%

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	

## 4. Table start

Stage# 4 18 Rounds

Table Start

Comstock strings 1

9 Paper 0 Steel

Other:

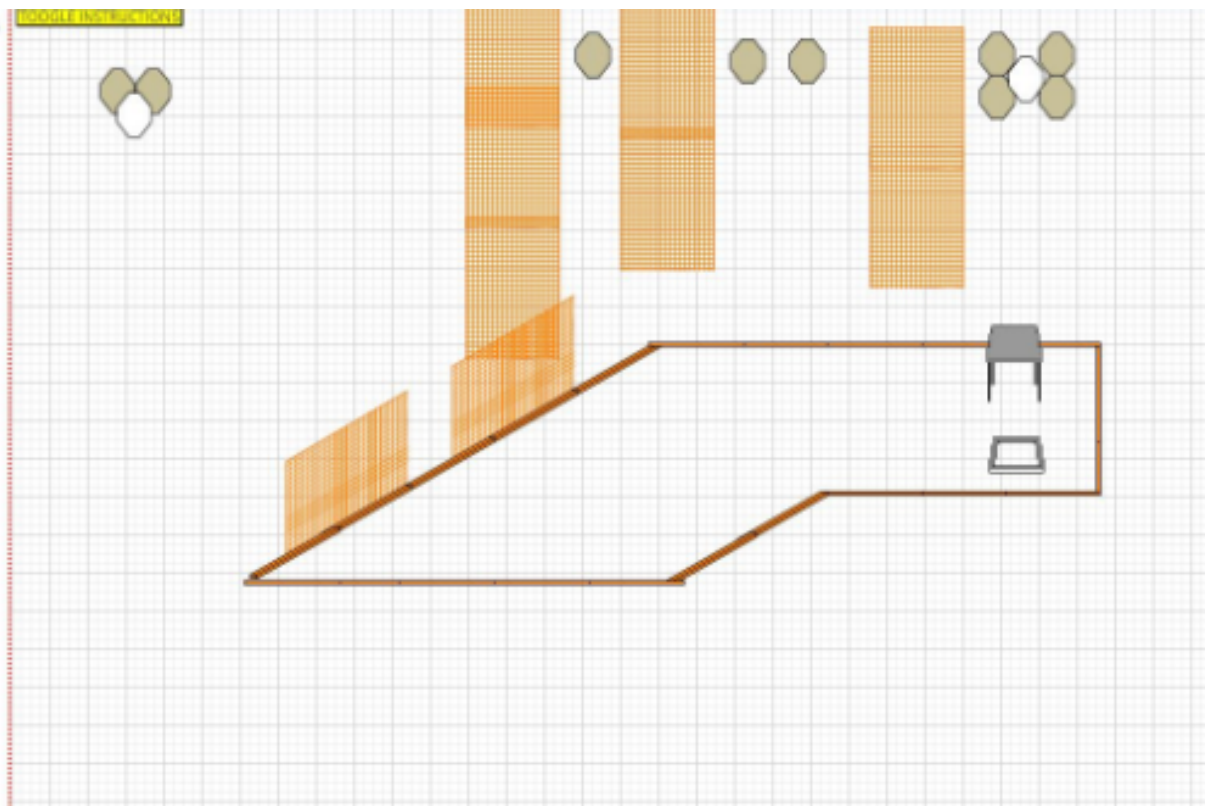
Lähtö penkillä istuen,  
käytettävät lippaat ja ase  
lataamattomana pöydällä

Procedure:

Äänimerkistä ammutaan taukut  
rikelinjojen osoittamalta  
alueelta.

Stage Setup Notes:

9 IPSC paperia  
2 IPSC no shoot



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 2 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	24.32%

Procedure	
Starting position	Ase ja käytettävät lippaa pöydällä
Firearm ready condition	Ase lataamattomana pöydällä
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	