

1. 1 tommer

No image

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 2 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	11.92%

Procedure	Engage target as they become visible Notise! Targets on right side is visible after safetyangel!
Starting position	Anywhere Inside aeria
Firearm ready condition	Opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red and white ribbon L/R
Setup notes	

2. Vri åtter

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	5.30%

Procedure	All magasin to be used on barrel. Engage all target as they become visible
Starting position	Inside box
Firearm ready condition	Opt 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R black and yellow ribbon
Setup notes	

3. Lang vei

No image

CoF	Comstock - Long	Points	200 p
Targets	20 paper, Total 20 targets	Min rounds	40
Firearm	Handgun	Match-%	26.49%

Procedure	Engage all targets as they become visible.
Starting position	Start at mark. Both heels touching mark as demonstrated by RO
Firearm ready condition	Opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R red/white ribbon and top of berm
Setup notes	

4. Tivoli

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	5.30%

Procedure	Engage all targets from shooting area. Step plate Will engage svinger and bobber
Starting position	Insider shooting area
Firearm ready condition	Opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/Rred/white ribbon and red mark on stone
Setup notes	

5. Tivoli++

No image

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	11.92%

Procedure	Engage all targets from shooting area. Step plate Will engage svinger and bobber
Starting position	Anywere insider shooting area
Firearm ready condition	Opt1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/RL/Rred/white ribbon and red mark on stone
Setup notes	

6. Grusom

No image

CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	13.91%

Procedure	Engage all targets from shooting area. All shooting tru apperature.
Starting position	Anyvere inside shooting erea
Firearm ready condition	Opt 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/RL/Rred/white ribbon and red mark on stone
Setup notes	

7. Vanskelig as

No image

CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 popper, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	5.30%

Procedure	Engage all targets from shooting area. Tiers can be used as support as they are
Starting position	Inside shooting area
Firearm ready condition	Opt1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/RL/Rred/white ribbon and red mark on stone and top of berm
Setup notes	

8. Langt å gå

No image

CoF	Comstock - Long	Points	150 p
Targets	13 paper, 2 popper, 2 plates, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	19.87%

Procedure	Engage all targets from shooting area. Notice! Targets on leftside is visible after 90°
Starting position	Anywere inside shooting area
Firearm ready condition	Opt1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/Rred/white ribbon
Setup notes	