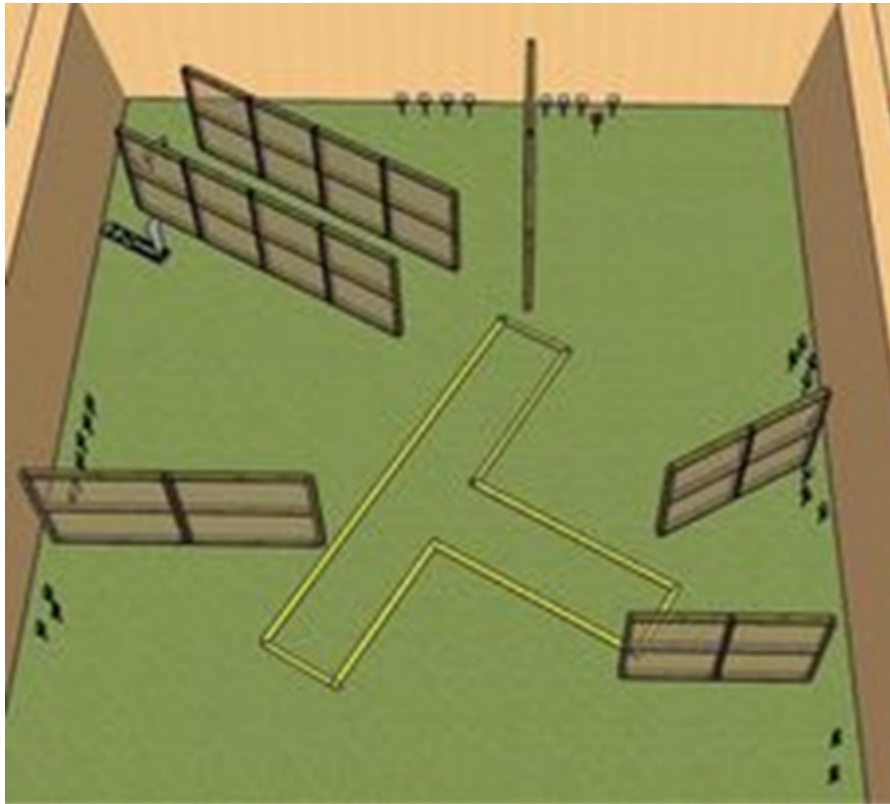


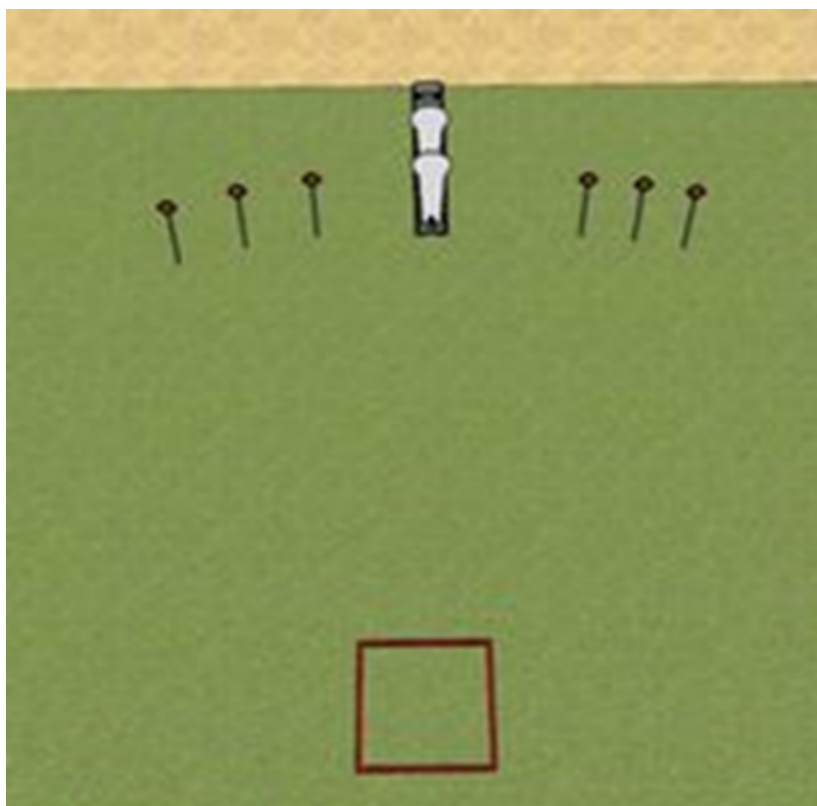
1. K-Vallen



CoF	Comstock - Long	Points	140 p
Targets	1 popper, 27 plates, 4 no-shoot, Total 28 targets	Min rounds	28
Firearm	Shotgun	Match-%	16.37%

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

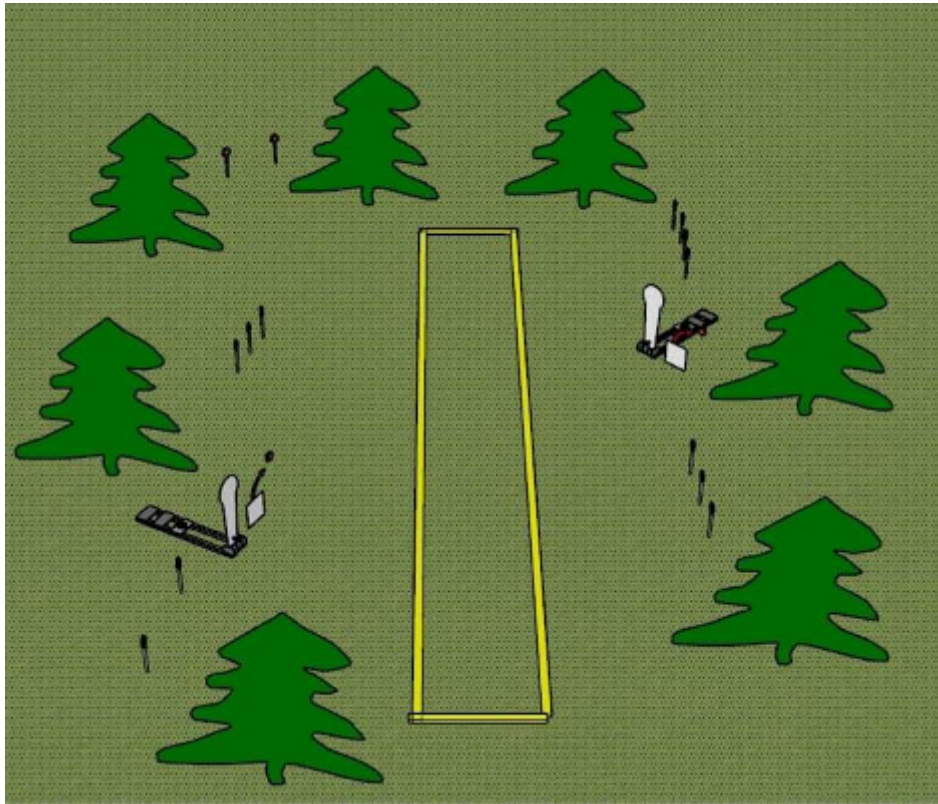
2. K2



CoF	Comstock - Short	Points	40 p
Targets	2 popper, 6 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.68%

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

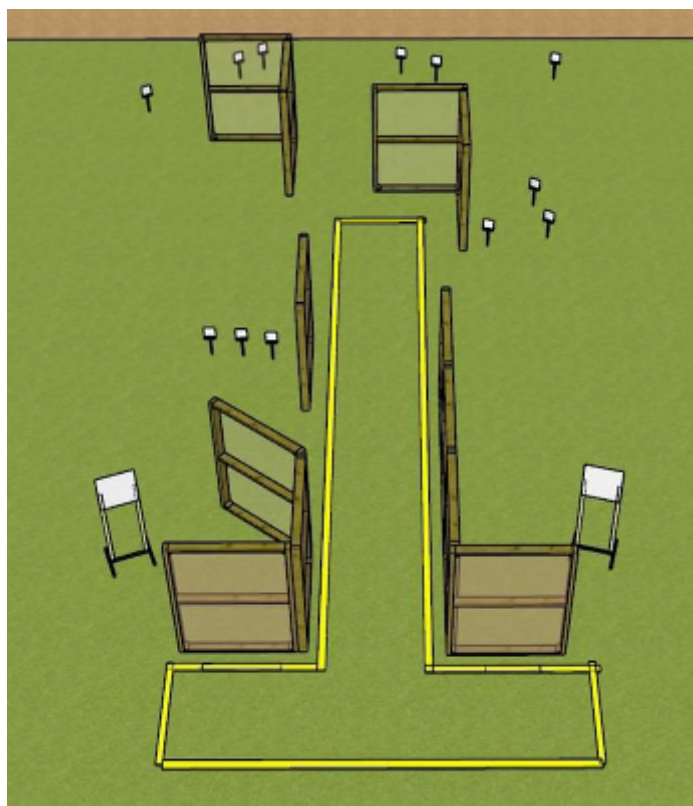
3. Vändplanen



CoF	Comstock - Long	Points	100 p
Targets	2 popper, 16 frangible, (with 2 10p), Total 18 targets	Min rounds	16
Firearm	Shotgun	Match-%	11.70%

Procedure	Poppers releases flying clay. Bonus targets score 10 p each.
Starting position	Standing
Firearm ready condition	Gun loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

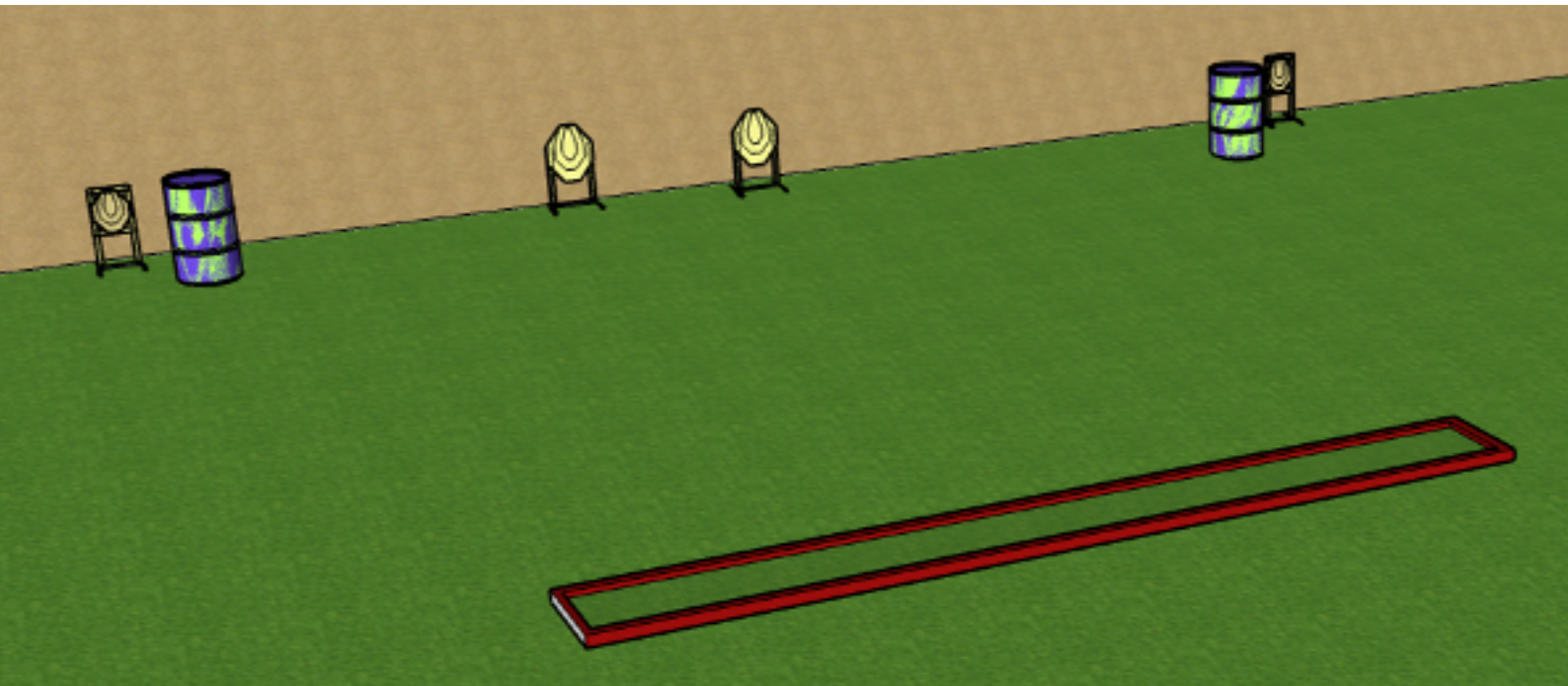
4. 100 m



CoF	Comstock - Medium	Points	80 p
Targets	2 paper, 12 plates, Total 14 targets	Min rounds	14
Firearm	Shotgun	Match-%	9.36%

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

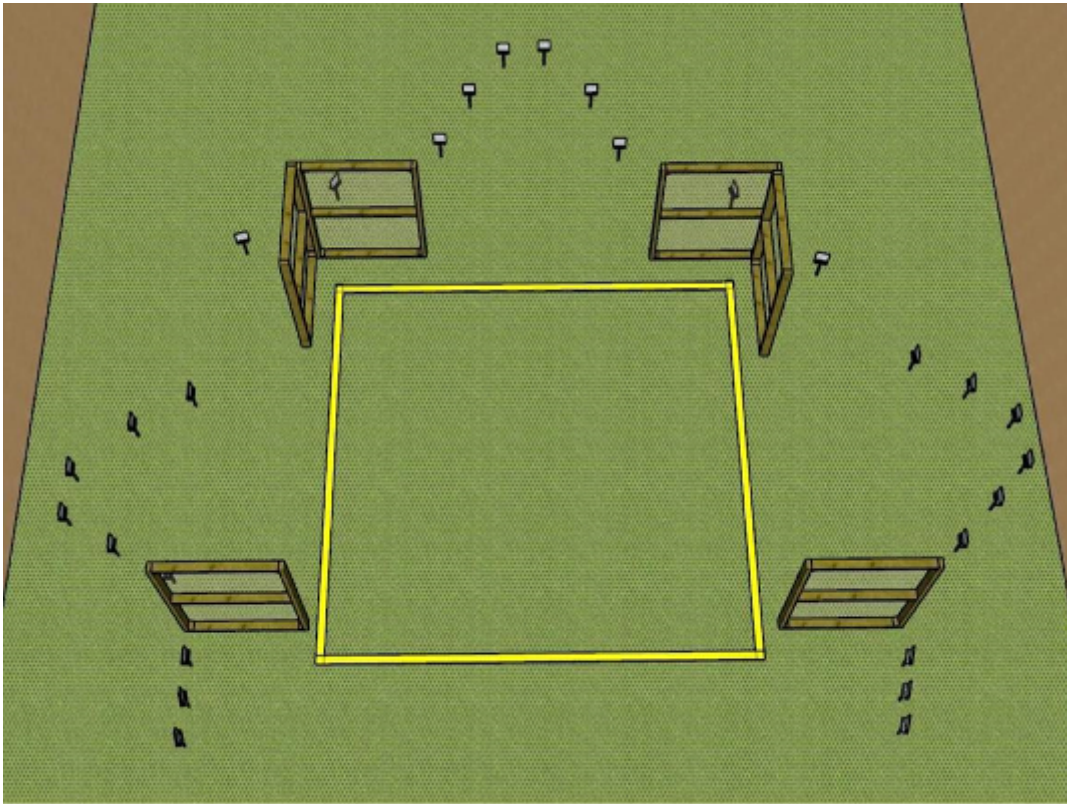
5. 300 m



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.68%

Procedure	IPSC paper targets score 2 hits each.
Starting position	Standing
Firearm ready condition	Gun loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

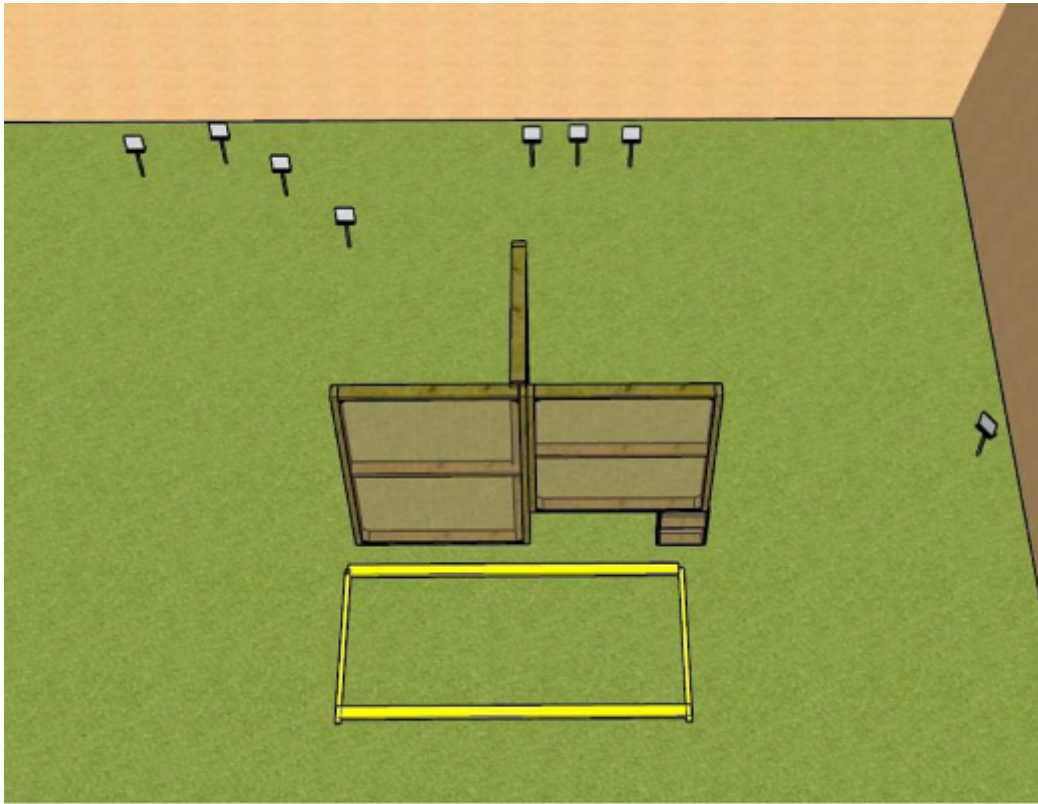
6. I



CoF	Comstock - Long	Points	140 p
Targets	28 plates, Total 28 targets	Min rounds	28
Firearm	Shotgun	Match-%	16.37%

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

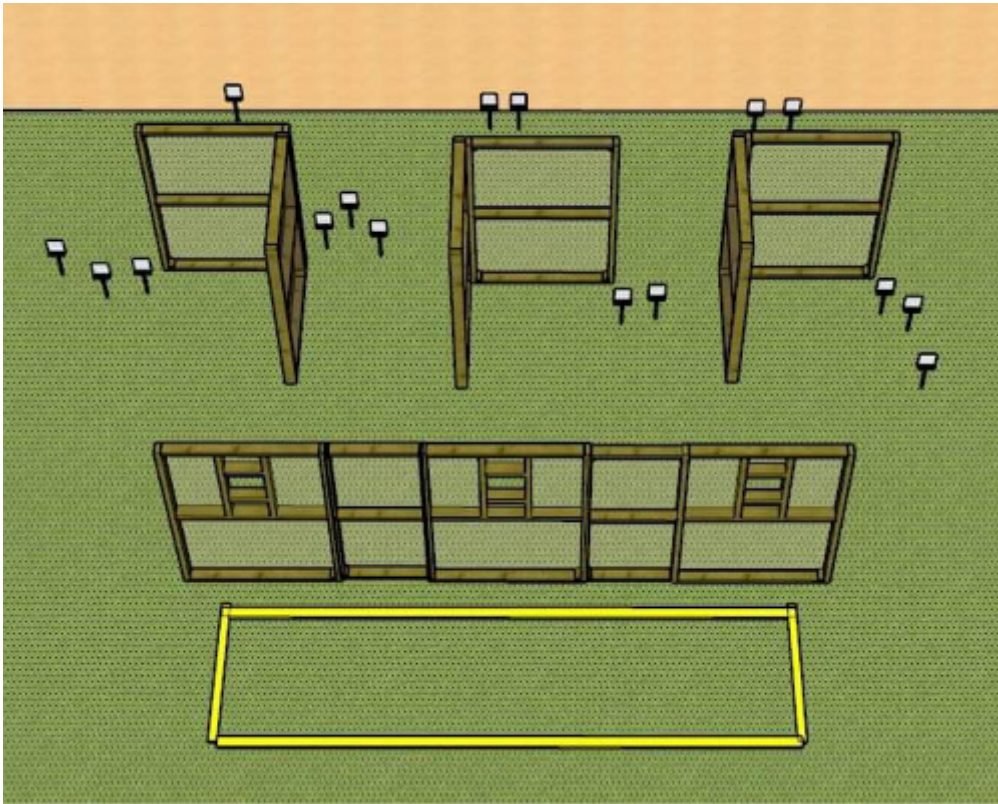
7. H1



CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.68%

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

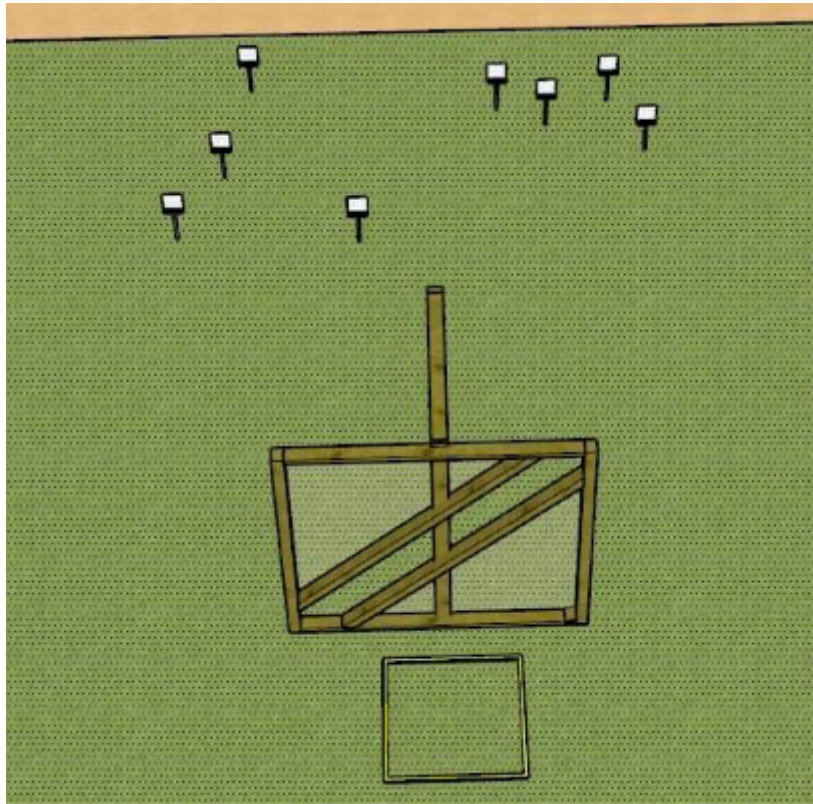
8. H2



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.36%

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

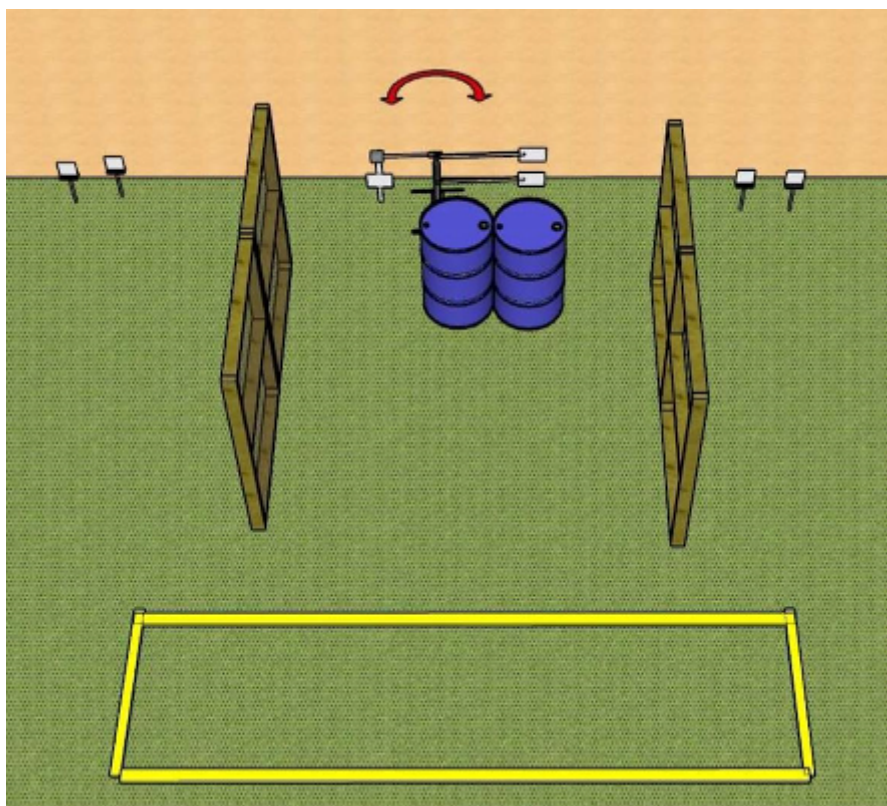
9. H3



CoF	Comstock - Short	Points	40 p
Targets	8 plates, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.68%

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

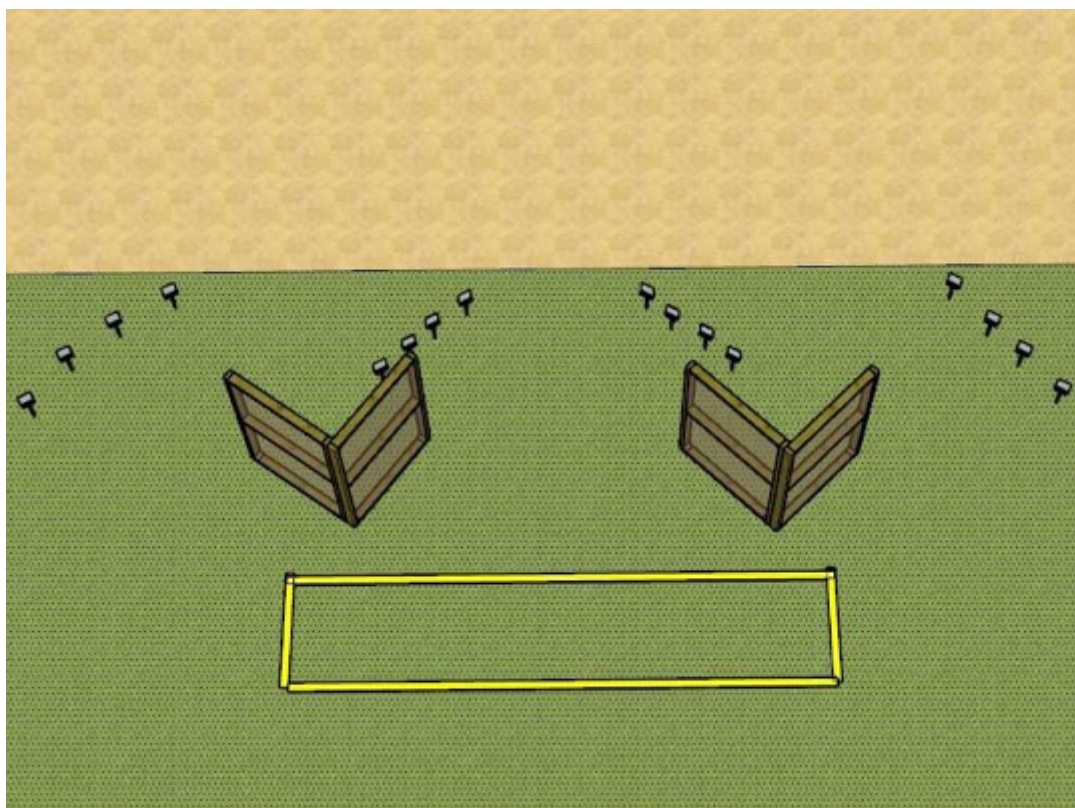
10. H4



CoF	Comstock - Short	Points	35 p
Targets	7 plates, Total 7 targets	Min rounds	7
Firearm	Shotgun	Match-%	4.09%

Procedure	Plate activates swinger. Swinger visible at rest,
Starting position	Standing
Firearm ready condition	Gun loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

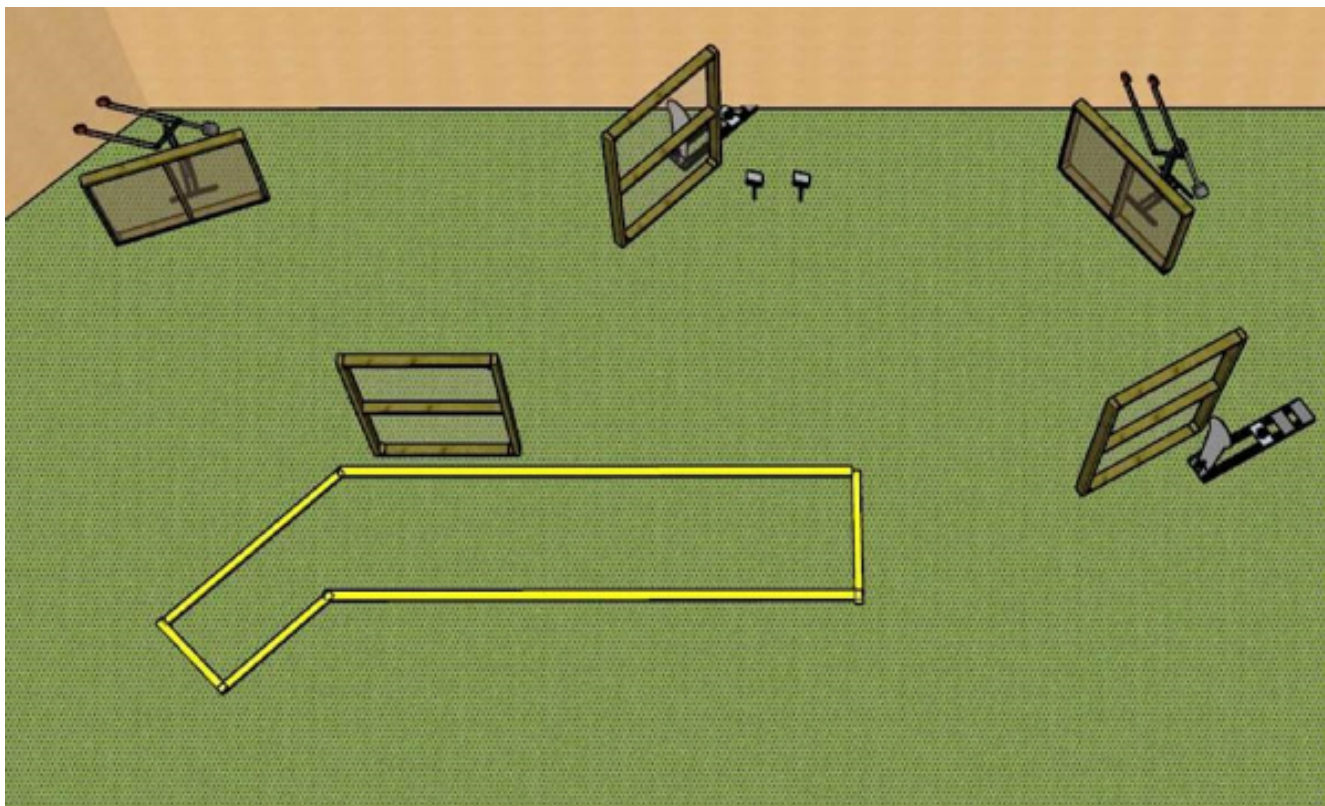
11. H5



CoF	Comstock - Medium	Points	80 p
Targets	16 plates, Total 16 targets	Min rounds	16
Firearm	Shotgun	Match-%	9.36%

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

12. H6



CoF	Comstock - Short	Points	40 p
Targets	2 popper, 2 plates, 4 frangible, Total 8 targets	Min rounds	8
Firearm	Shotgun	Match-%	4.68%

Procedure	Poppers releases swingers. Swingers visible at rest.
Starting position	Standing
Firearm ready condition	Gun loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	