

1. B Tilldelad ficklampa

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.81%

Procedure	
Starting position	Stående med ficklampa i svag hand med fingrarna runt skaftet, ljusstrålen rakt nedåt.
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. C-Helljuset

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.81%

Procedure	På signal, vänd dig om och läs på lappen på motorhuven om du ska skjuta T1 eller T2 först
Starting position	Vid markering, ryggen mot det tända helljuset
Firearm ready condition	Oladdat på bord.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. D Utplacerade ljuskällor

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CoF	Comstock - Medium	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	19.82%

Procedure	Vapenlampor får vara aktiverade och användas
Starting position	
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. B ljust från grannbanan

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	9.91%

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

5. C Tilldelad pannlampa

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CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	21.62%

Procedure	Lampa får vara tänd före startsignal
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. D Fritt val

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CoF	Comstock - Long	Points	150 p
Targets	15 paper, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	27.03%

Procedure	Utrustning som inte emitterar ljus (t.ex ljusförstärkare får vara påslagen före startsignal. Ljusemitterande utrustning (t.ex lysgranater, stearinljus, ficklampor, vapenlampor) får aktiveras först efter startsignal.
Starting position	Stående vid markering
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	