1. 25an vänster

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.91%

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

2. 25an höger

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.91%

Procedure	Strong hand only
Starting position	Standing
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. 50m

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	29.09%

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

4. 50 höger

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	9.09%

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

5. Polisen vänster

CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 4 plates, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	18.18%

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

6. Polisen höger

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	21.82%

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