

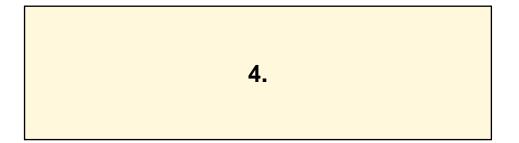
CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	18.95%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity. Tirethreads on ground = faultline	e demarcated area.	Red/white tape = walls
Starting position	Anyware. Demostrated by RO		
Firearm ready condition	Unloaded on table. All magasin to be used on table.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading		
Setup notes			

2. Get them all

CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 popper, 1 no-shoot, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	10.53%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity. Tirethreads on ground = faultline	e demarcated area.	Red/white tape = walls
Starting position	Start in midle in stage touching mark on wal. Pcc on hipp		
Firearm ready condition	Loaded and holstered.PCC option 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top o reloading	of berm, but 20 degre	ees over horizontal when
Setup notes			

3. Steel baby

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	33.68%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity. Tirethreads on ground = faultline	e demarcated area.	Red/white tape = walls
Starting position	Anyware Demostrated by RO		
Firearm ready condition	Loaded and holstered.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading		
Setup notes			



CoF	Comstock - Medium	Points	115 p
Targets	9 paper, 5 popper, Total 14 targets	Min rounds	23
Firearm	Handgun	Match-%	24.21%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity. Tirethreads/sticks on ground = faultli før man skyter skiver.		-
Starting position	Start in front midle of stage. Demostrated by RO		
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: 90deg when facing berm, vertical: top of berm, but max 20 de	grees over horizont	al when reloading
Setup notes			

5. Be square

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	12.63%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity. Tirethreads/sticks on ground = faultli vi starte i. Strong hand only.		
Starting position	In box 1 or 2. Demostrated by RO		
Firearm ready condition	Loaded and holstered. PCC opt 3		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 de	grees over horizonta	al when reloading
Setup notes			