

1. Älgen

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CoF	Comstock - Long	Points	160 p
Targets	16 paper, 1 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	27.59%

Procedure	After signal engage targets. Light sensor activates moving targets T11 & T12 which will move from the left to the right, then back again. The targets may be activated as many times as the shooter wants.
Starting position	Start anywhere inside area
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Jakt-tornet

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

Procedure	Firearm laying flat on desk Engage all targets from the hunting tower Pulling the rope will activate/pull away the noshoots and make T3 and T4 visible
Starting position	Start in the hunting tower
Firearm ready condition	Loaded
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Spången

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CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

Procedure	After signal engage targets Light sensor activates moving targets T7 and T12
Starting position	Standing anywhere inside area
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. Vildsvinet

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

Procedure	After signal engage targets Light sensor activates T9 Stomp box activates T11
Starting position	Standing anywhere insida area
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	

5. Haren

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

Procedure	After start signal engage targets
Starting position	Standing, heels touching mark
Firearm ready condition	Loaded, empty chamber
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Skit-fiske

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

Procedure	After signal engage targets Pulling the fishing rod will activate T3 and T5
Starting position	Standing anywhere in area
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	