

1. Spöket

No image

CoF	Comstock - Long	Points	130 p
Targets	13 paper, 2 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	26.53%

Procedure	
Starting position	In marked 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	

2. Zombie

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.24%

Procedure	
Starting position	Heels touching mark
Firearm ready condition	Unloaded empty chamber and holstred
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Varulven

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CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	16.33%

Procedure	Top three Barrels must be pushed down.
Starting position	Heels 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	

4. Vampyren

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 3 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	32.65%

Procedure	
Starting position	Heels 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	

5. Frankenstein

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.24%

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