1. Long



| CoF | Comstock - Long | Points | 130 p |
|---------|---|------------|--------|
| Targets | 8 paper, 2 popper, 1 no-shoot, Total 10 targets | Min rounds | 26 |
| Firearm | Handgun | Match-% | 32.91% |

| Procedure | On signal engage all targets – IPSC targets requires 3 shots each. |
|-------------------------|--|
| Starting position | At white mark – as demonstrated by the RO. |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | Tønde i midten skal sættes fast. |

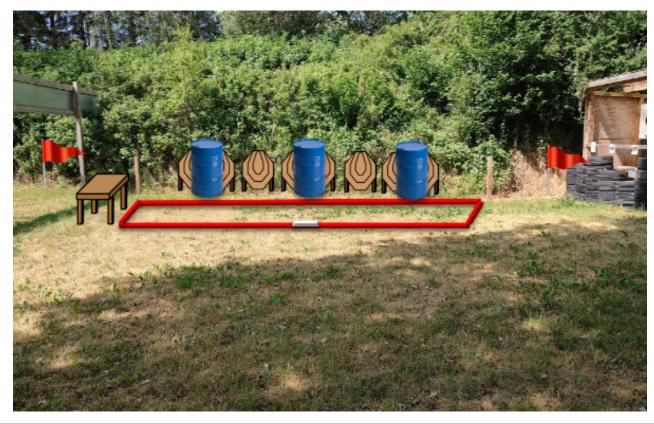
2. Short



| CoF | Comstock - Short | Points | 50 p |
|---------|------------------------------------|------------|--------|
| Targets | 4 paper, 2 popper, Total 6 targets | Min rounds | 6 |
| Firearm | Handgun | Match-% | 12.66% |

| Procedure | On signal engage all targets - weak hand only – IPSC targets requires 1 shot each. |
|-------------------------|--|
| Starting position | At barrel – as demonstrated by the RO. |
| Firearm ready condition | Loaded – laying flat on barrel. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | Tønde i midten skal sættes fast. |

3. Medium



| CoF | Comstock - Medium | Points | 80 p |
|---------|--------------------------|------------|--------|
| Targets | 8 paper, Total 8 targets | Min rounds | 16 |
| Firearm | Handgun | Match-% | 20.25% |

| Procedure | On signal engage all targets. |
|-----------------------|--|
| Starting position | At white mark – as demonstrated by the RO. |
| Firearm ready | |
| condition Start on | Audible signal |
| | |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Indicated by flags left and right. |
| Setup notes | Shootin Score It https://ehootinecoreit.com 2025-08-08 15:37 |

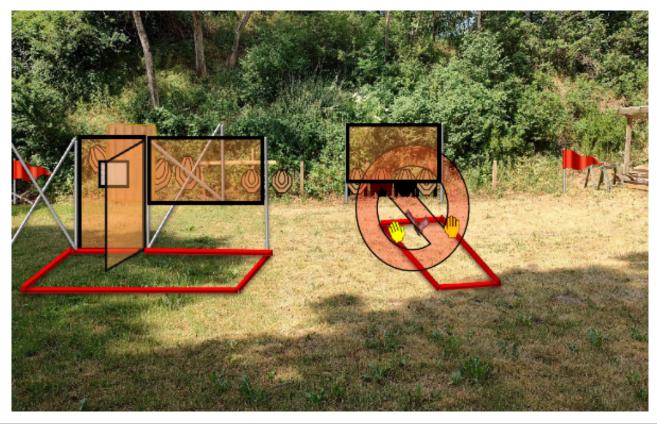
4. Short



| CoF | Comstock - Short | Points | 20 p |
|---------|--------------------------|------------|-------|
| Targets | 2 paper, Total 2 targets | Min rounds | 4 |
| Firearm | Handgun | Match-% | 5.06% |

| Procedure | On signal engage all targets. |
|-------------------------|--|
| Starting position | At white mark – as demonstrated by the RO. |
| Firearm ready condition | Unloaded – chamber and magwell empty. All magazines to be used laying flat on table. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Indicated by flags left and right. |
| Setup notes | Shoot'n Score It https://chootoscoreit.com 2025.08-08 15:37 |

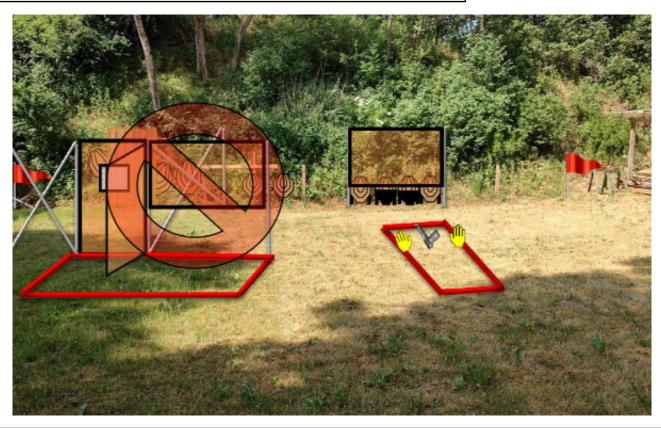
5. Medium



| CoF | Comstock - Medium | Points | 75 p |
|---------|--------------------------|------------|--------|
| Targets | 5 paper, Total 5 targets | Min rounds | 15 |
| Firearm | Handgun | Match-% | 18.99% |

| Procedure | On signal engage all targets – each target requires 3 shots. |
|-------------------------|--|
| Starting position | Anywhere inside designated area. |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Indicated by flags left and right. |
| Setup notes | Krydsfiner eller lign. bruges til at gemme to skiver. Der skal være softcover på vindue. |

6. Short



| CoF | Comstock - Short | Points | 40 p |
|---------|--------------------------|------------|--------|
| Targets | 4 paper, Total 4 targets | Min rounds | 8 |
| Firearm | Handgun | Match-% | 10.13% |

| Procedure | On signal engage all targets. |
|-------------------------|---|
| Starting position | Laying on the ground – as demonstrated by the RO. |
| Firearm ready condition | Loaded – laying flat on the mark. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Indicated by flags left and right. |
| Setup notes | Targets må kun kunne ses fra liggende position. Pistolen lægges på en bakke el.lign. Shoot'n Score It https://shootnecoreit.com = 2025-08-08 15:37 |