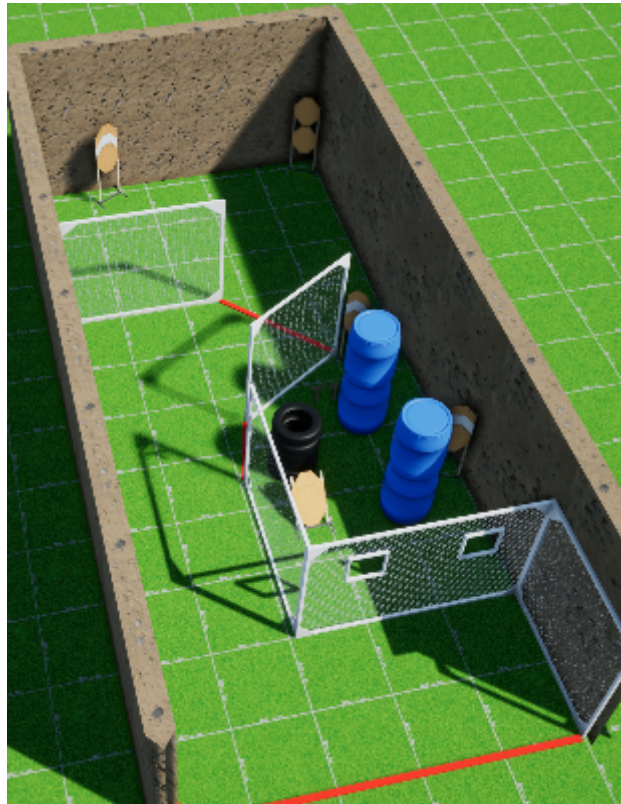


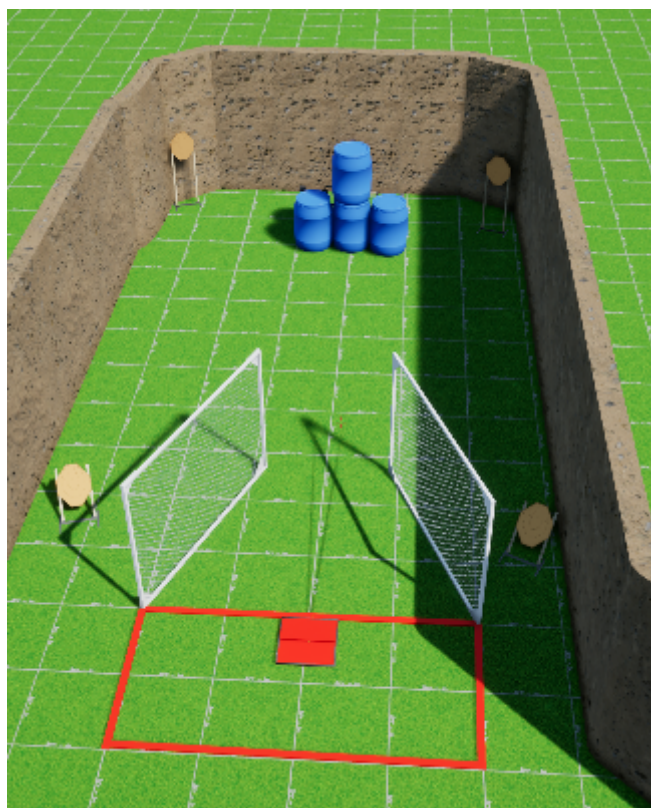
1. Double Trouble



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 3 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	26.32%

Procedure	On signal engage all targets as they become visible
Starting position	anywhere
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90
Setup notes	

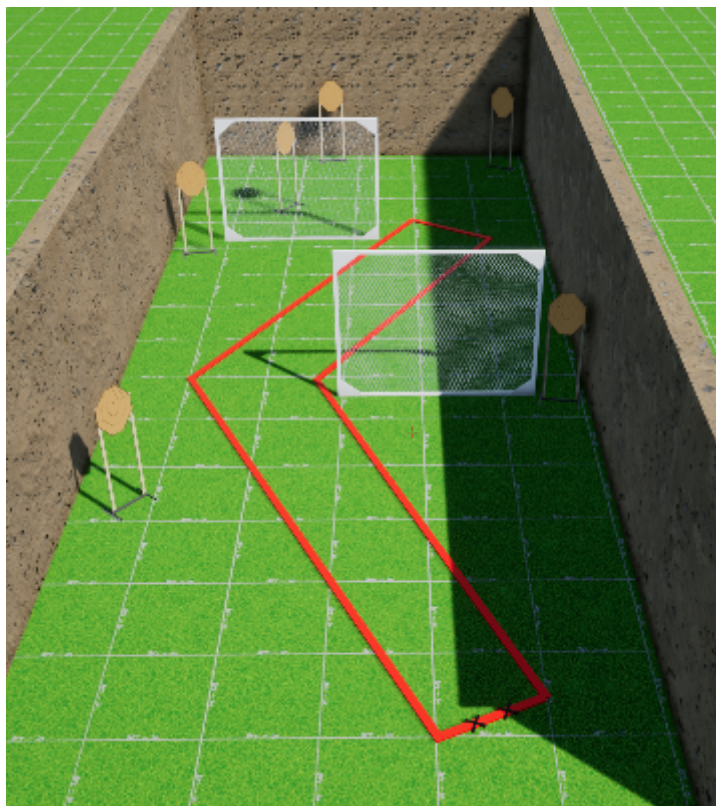
2. Swingers



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	15.79%

Procedure	On signal engage all targets as they become visible from within the demarcated area Stepper plate activates T3-T4 all targets remains visible at rest
Starting position	anywhere within the demarcated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90
Setup notes	2 stk svingere bak tønnene i midten utløst av stomp plate

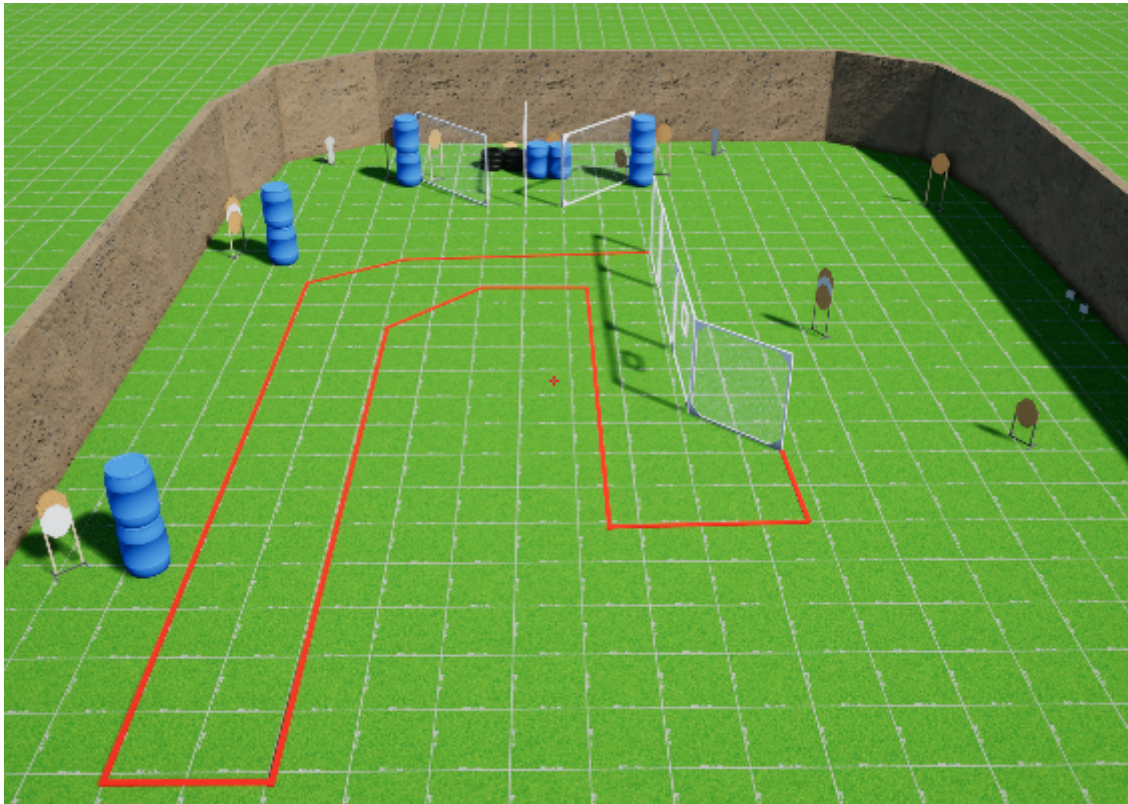
3. Go Go Fast



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	15.79%

Procedure	On signal engage all targets as they become visible
Starting position	heels touching marks
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90
Setup notes	

4. Far Away or Close Enough



CoF	Comstock - Long	Points	160 p
Targets	13 paper, 2 popper, 2 plates, 4 no-shoot, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	42.11%

Procedure	On signal engage all targets as they become visible from within the demarcated area P1 activates T6 P2 activates T7 all targets remain visible at rest
Starting position	anywhere
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90
Setup notes	P1 aktiverer Clamshell P2 aktiverer bobber