

1. Juokse

No Image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.36%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

2. Alta Pois

No Image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	6.57%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

3. Takapakki

No Image

CoF	Comstock - Medium	Points	80 p
Targets	5 paper, 2 popper, 4 plates, Total 11 targets	Min rounds	16
Firearm	Handgun	Match-%	11.68%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

4. Metallimies

No Image

CoF	Comstock - Short	Points	45 p
Targets	1 paper, 8 plates, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	6.57%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

5. Vedenjakaja

No Image

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 plates, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	23.36%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

6. Raitasen pojat

No Image

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	10.22%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

7. Pikku Jussi

No Image

CoF	Comstock - Medium	Points	80 p
Targets	5 paper, 6 popper, Total 11 targets	Min rounds	16
Firearm	Handgun	Match-%	11.68%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

8. Ylä mummo

No Image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 plates, 3 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	6.57%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	