0 5	Comstock - Short		
CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	16.00%
Procedure	Shoot all targets from openings in the wall.		
Starting position	Gun loaded & holstered		
Firearm ready			
condition	A sufficient state of		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

2. mini targets

CoF	Comstock - Short	Points	45 p
Targets	9 paper, 4 no-shoot, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	12.00%
Procedure	Shoot all targets from area A.		
Starting position	Gun loaded on barrel		
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes	classic mini targets		

3. speedloader

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	10.67%
Procedure	Shoot all targets from area A.		
Starting position	Gun unloaded & holstered		
Firearm ready			
condition Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

4. svinger from hell

CoF	Comstock - Medium	Dointo	90 p
COF		Points	80 p
Targets	7 paper, 2 popper, 2 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	21.33%
Procedure	Shoot all targets from within the foultlines.		
Starting position	Gun loaded & holstered		
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes	T 4 is aktivaited by P 1		

5. long shoot

CoF	Comstock - Long	Points	150 p
Targets	14 paper, 1 popper, 1 plates, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	40.00%
Procedure	Shoot all targets from behind foultlines.		
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes	popper and plate are only wisible throw hatch 1		