1. Strong hand

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 plates, 2 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	12.94%

Procedure	On start signal, engage all targets with strong hand only.
Starting position	Gun loaded & holstered. Standing anywhere in demarcated area.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Winke lanche svak hånd.

CoF	Comstock - Short	Points	45 p
Targets	8 paper, 1 popper, 8 no-shoot, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	10.59%

Procedure	Shoot all targets weak hand Only.
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	Popper activates ns 1-8

3.

CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, 4 no-shoot, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	24.71%

Procedure	P1, T1, T2 and T3 (three first paper targets on left side) to be shot before fault lines.
Starting position	Gun unloaded on table. Slide on mark. All magazines to be used on barrel. 1 foot touching black 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	

4. The Stick

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	14.12%

Procedure	Poppers P1 + P2 and targets T1 + T2 + T3 to be shot before leaving box.
Starting position	Gun loaded & holstered. Standing inside box, both hands holding around stick.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. The long one

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 4 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	37.65%

Procedure	T1 + T2 to be shot in left window, T3 + T4 + T5 + P1 to be shot in right window. P2 must be shot through window.
Starting position	Gun loaded & holstered. Standing in smiley.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	