

# 1. weekhand

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	13.95%

Procedure	Shoot all targets from within foul lines
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	After line on floor, week hand only.

## 2. Prone.

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	13.95%

Procedure	Shoot all targets from designated area only.
Starting position	Gun loaded on plate.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

### 3. Asphalt Jungle

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CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	18.60%

Procedure	Shoot all targets from within foul lines.
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	

## 4. Skytterhjørnet

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CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	16.28%

Procedure	Shoot all targets from within foul lines.
Starting position	Gun loaded & holstered heels touching yellow 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	PP 1 and 2 activates moving targets.

## 5. Run and gun.

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CoF	Comstock - Long	Points	160 p
Targets	14 paper, 2 popper, 2 plates, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	37.21%

Procedure	Shoot all targets from within foul lines.
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 90°
Setup notes	Popper 1 activates svinger 1.