1. Huska

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	10.68%

Procedure	Ladd på huksa
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	

2. Svinger

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	13.59%

Procedure	Ladd hylster Tærne inntil pinne. Alt stål må skytes bak pinne
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. Tå på merke

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	15.53%

Procedure	Ladd. Tå på merke
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	

5. Svinger og 2 poppere

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	9.71%

Procedure	Våpen ladd på tønne. Sterk hånd bare
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	

6. Hele løp 2

CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	25.24%

Procedure	Start i sirkel. Magasin på fremre tønne. Våpen på midtre tønne.
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	

7. Den egentlige stage 3

CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	25.24%

Procedure	
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	