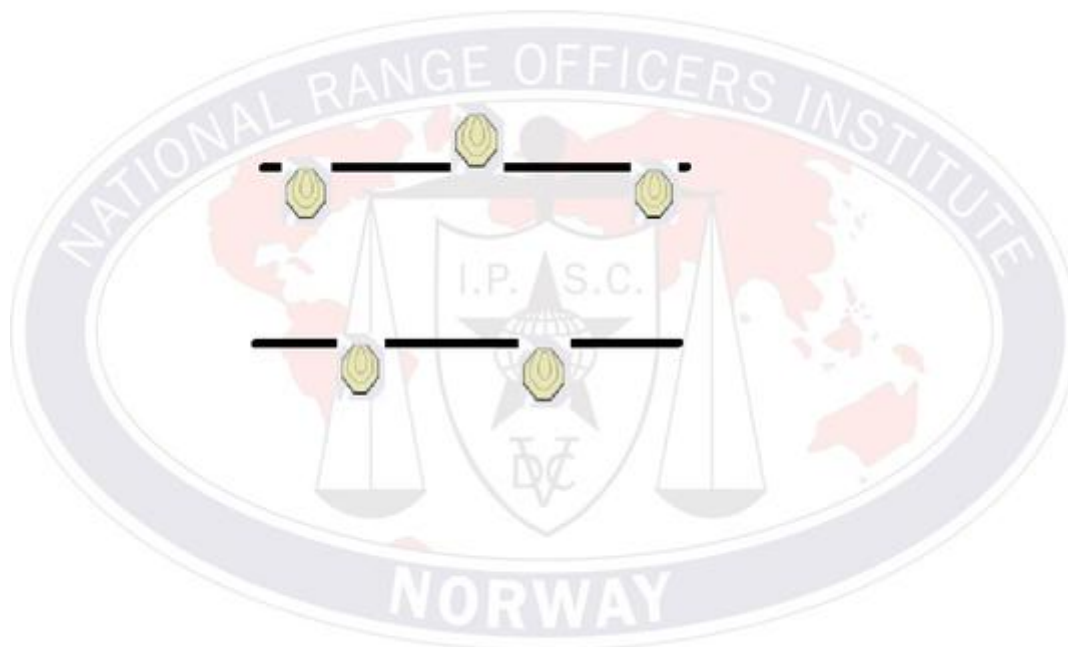


1. Right way



CoF	Comstock - Medium	Points	75 p
Targets	5 paper, Total 5 targets	Min rounds	15
Firearm	Handgun	Match-%	15.46%

Procedure	put 3 shots in every target, within the designated area
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 as marked
Setup notes	

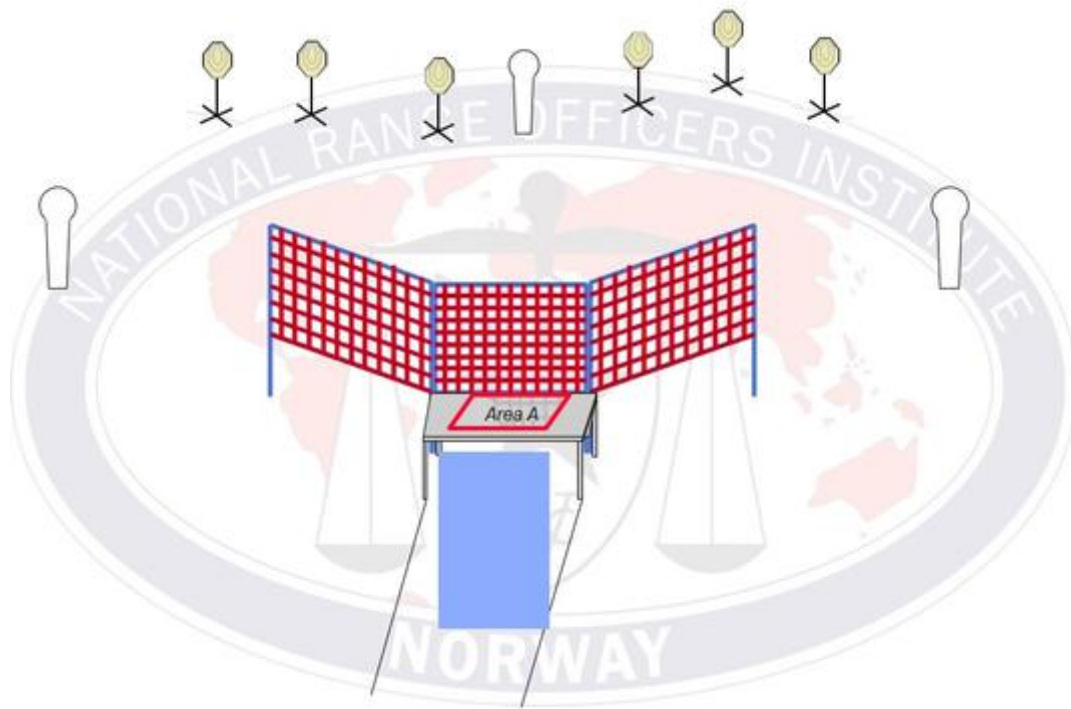
2. the wrong way

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	10.31%

Procedure	engage all targets whit weak hand, whitin designatet area
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 as marked
Setup notes	

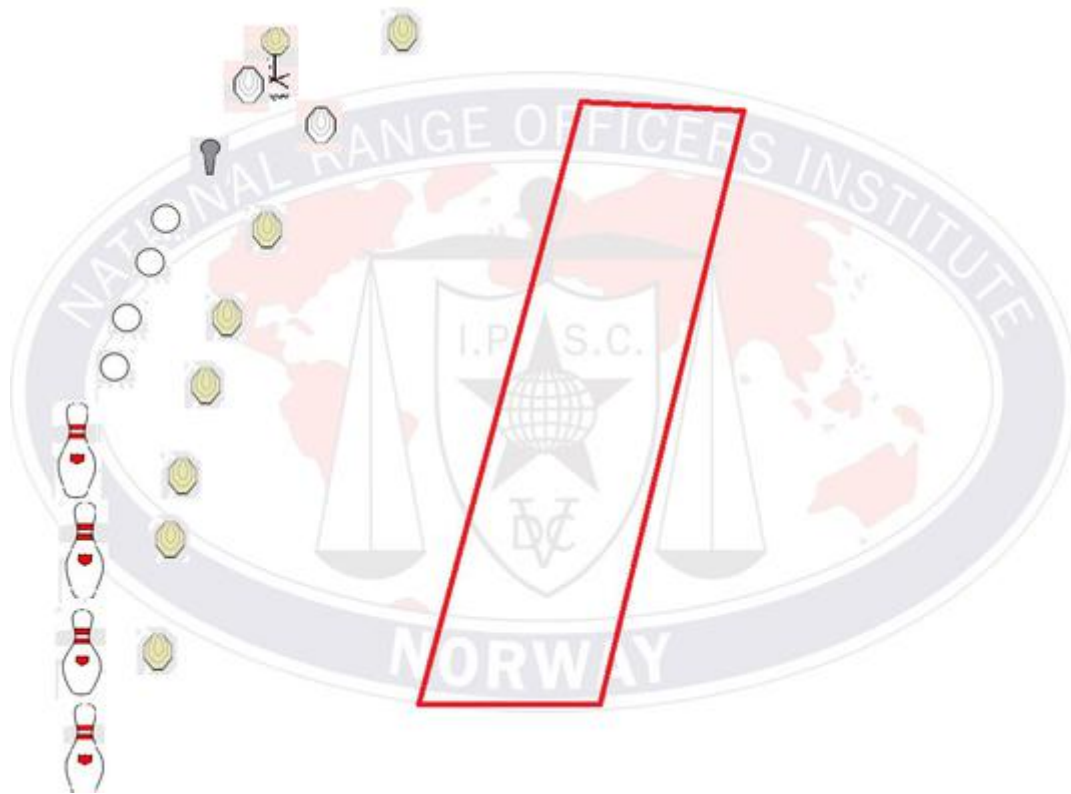
3. the change



CoF	Comstock - Medium	Points	105 p
Targets	9 paper, 2 popper, 1 plates, Total 12 targets	Min rounds	21
Firearm	Handgun	Match-%	21.65%

Procedure	start in boks A, engage all targets whitin the designatet area
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. Thats New



CoF	Comstock - Long	Points	155 p
Targets	11 paper, 1 popper, 8 plates, Total 20 targets	Min rounds	31
Firearm	Handgun	Match-%	31.96%

Procedure	as you can see not all plates are plates, engage all targets within the designated area.
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 as marked
Setup notes	

5. Popper forest

No image

CoF	Comstock - Medium	Points	100 p
Targets	20 popper, Total 20 targets	Min rounds	20
Firearm	Handgun	Match-%	20.62%

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 as marked
Setup notes	