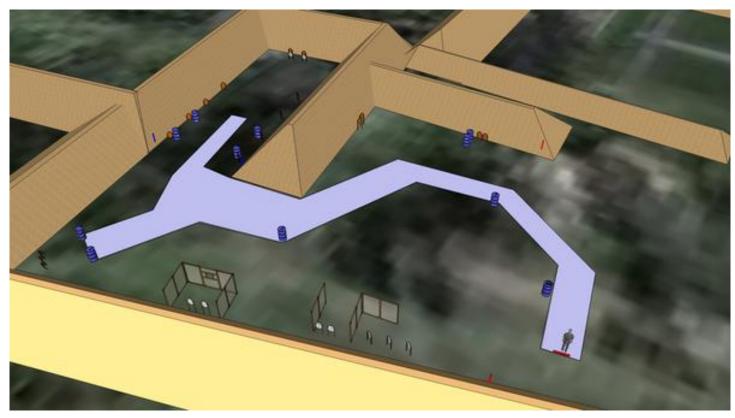
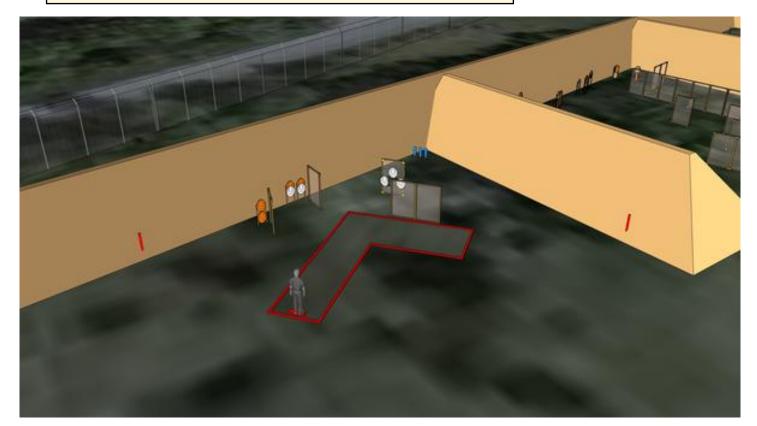
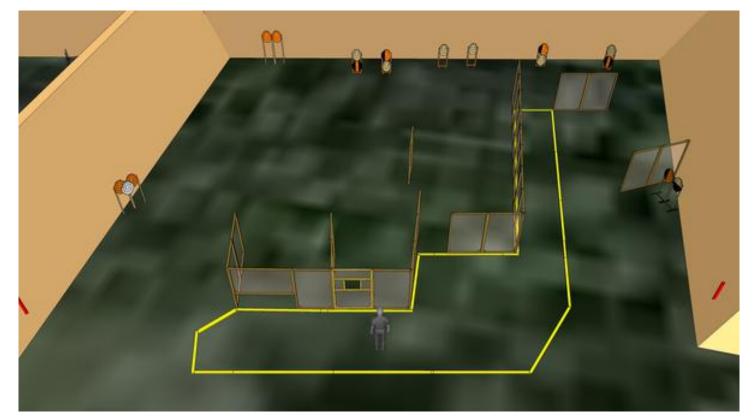
1. Containern



CoF	Comstock - Medium	Points	120 p
Targets	24 paper, 2 no-shoot, Total 24 targets	Min rounds	24
Firearm	Handgun	Match-%	16.44%
Procedure	On signal engage targets with a minimum of round each, with the best hit to be scored. All ammo to be used must be placed on one barrel		
Starting position	Chamber and magwell empty, firearm placed on marked barrel, he	eels touching red ma	ark
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red stick on the berm left and right. After passing blue sticks, 90 c	legrees L/R	
Setup notes			



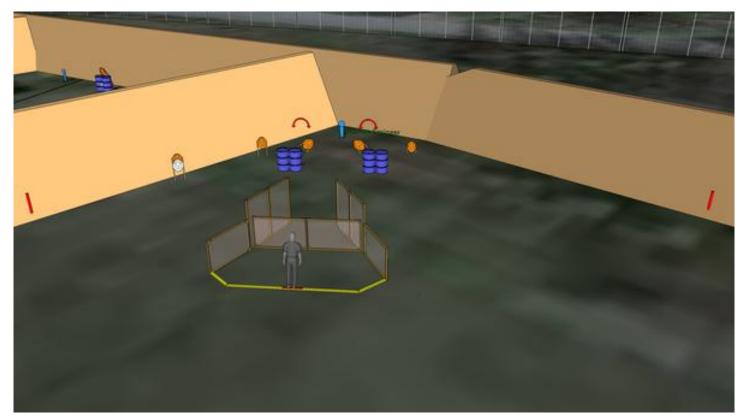
CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 5 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	7.53%
Procedure	On signal, engage targets		
Starting position	Heels touching mark		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red sticks on the berms, left and right		
Setup notes			



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 1 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	21.92%
Procedure	On signal, engage targets		
Starting position			
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red sticks on the berms, left and right.		
Setup notes			

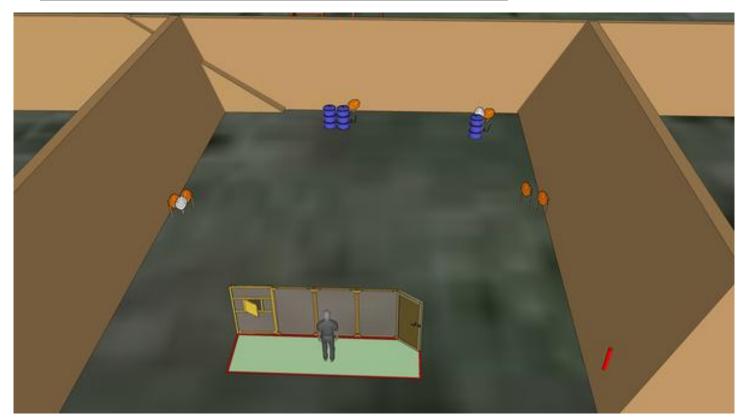


CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.22%
Procedure	On signal, engage targets. Right popper will activate swinger. Swir	nger is visible at rest	
Starting position	Gun loaded & holstered, heels touching red mark		
Firearm ready			
condition Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red sticks on the berms, left and right		
Setup notes			



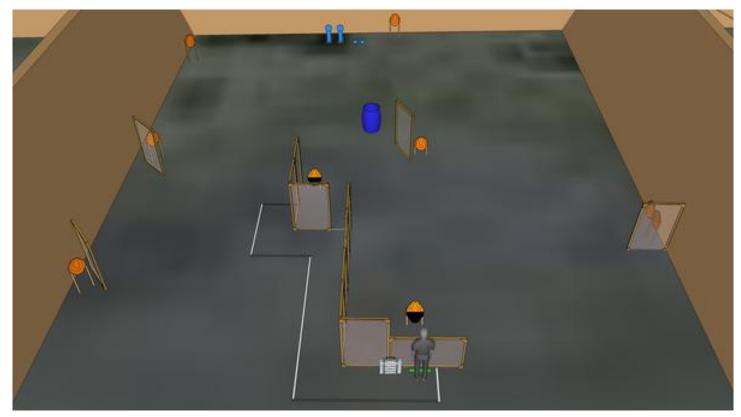
CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 1 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	7.53%
Procedure	On signal, engage targets. Popper will activate both moving target	s. Both moving targe	ets are visible at rest.
Starting position	Heels touching red mark		
Firearm ready			
condition Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red sticks on the berms, left and right		
Setup notes			

6. Träsket 3



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.22%
Procedure	On signal engage targets. Hatch will activate left moving target. Do be visible at rest.	oor will active right n	noving target. Moving targets will
Starting position			
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red sticks on berms, left and right		
Setup notes			

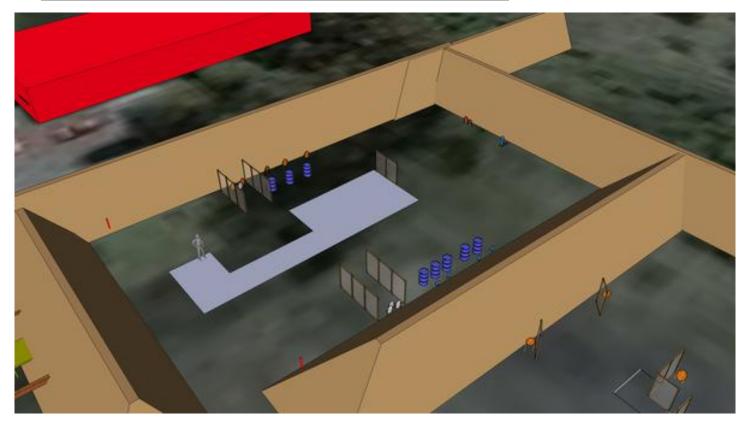
7. Träsket 2



CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 2 popper, 2 plates, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	15.07%
Procedure	On signal, engage targets. Suitcase must be held in handle during	all shots fired.	
Starting position	Toes touching green 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			

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8. Träsket 1



CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 1 popper, 3 plates, 2 no-shoot, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	15.07%
Procedure	On signal, engage targets		
Starting position	Heels touching red mark		
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Red sticks on berms, left and right		
Setup notes			