1. Duellen vä

CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 plates, 1 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	12.22%
Procedure	Empty chamber, starting left or right mark.		
Starting position	Empty chamber		
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. Duell hö

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	17.78%
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			

3. Gropen

CoF	Comstock - Long	Points	140 p
Targets	13 paper, 2 popper, Total 15 targets	Min rounds	28
Firearm	Handgun	Match-%	31.11%
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			

CoF	Comstock - Short	Dointo	60 5
		Points	60 p
Targets	4 paper, 1 popper, 3 plates, 3 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	13.33%
Procedure	Start on X, heels touching mark.		
Starting position Firearm ready	Gun loaded & holstered		
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

5. Grus mitt

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 plates, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	10.00%
Procedure	Strong hand		
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on	Audible sizes		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	15.56%
Procedure	All shooting from bridge		
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			