1. 100m

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 3 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	17.24%

Procedure	
Starting position	Gun loaded
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. Dynamiska

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 2 no-shoot, Total 9 targets	Min rounds	18
Firearm	Rifle	Match-%	15.52%

Procedure	
Starting position	Gun loaded
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. Hästskon

CoF	Comstock - Long	Points	200 p
Targets	20 paper, 4 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	34.48%

Procedure	
Starting position	Gun loaded
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. Lilla 25:an

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Rifle	Match-%	6.90%

Procedure	
Starting position	Gun loaded
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. 25:an

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 3 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	8.62%

Procedure	
Starting position	Gun loaded Option 2
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. 200m

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	8.62%

Procedure	
Starting position	Gun loaded
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. 300m

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	8.62%

Procedure	
Starting position	Gun loaded
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	