

1.

No Image

CoF	Comstock - Medium	Points	100 p
Targets	Total 0 targets	Min rounds	20
Firearm	Handgun	Match-%	13.70%

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	

2.

No Image

CoF	Comstock - Long	Points	160 p
Targets	Total 0 targets	Min rounds	32
Firearm	Handgun	Match-%	21.92%

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.

No Image

CoF	Comstock - Medium	Points	105 p
Targets	Total 0 targets	Min rounds	21
Firearm	Handgun	Match-%	14.38%

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	

4.

No Image

CoF	Comstock - Medium	Points	80 p
Targets	Total 0 targets	Min rounds	16
Firearm	Handgun	Match-%	10.96%

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	

5.

No Image

CoF	Comstock - Long	Points	160 p
Targets	Total 0 targets	Min rounds	32
Firearm	Handgun	Match-%	21.92%

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	

6.

No Image

CoF	Comstock - Short	Points	40 p
Targets	Total 0 targets	Min rounds	8
Firearm	Handgun	Match-%	5.48%

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	

7.

No Image

CoF	Comstock - Medium	Points	85 p
Targets	Total 0 targets	Min rounds	17
Firearm	Handgun	Match-%	11.64%

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	