## 1. Far, far away?

No Image

| CoF | Comstock - Medium | Points | 80 p |
| :---: | :--- | :---: | :---: |
| Targets | 8 paper, 4 no-shoot, Total 8 targets | Min rounds | 16 |
| Firearm | Handgun | Match- $\%$ | $15.53 \%$ |


|  |  |
| :--- | :--- |
| Procedure | On signal, engage all targets as they become visible. All shots to be fired from within designated area. |
|  |  |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Start on ramp, with heels touching faultline. Gun laying anywhere on table. |
| Stop on and placed on table. | Last shot. |
| Penalties | As per current edition of rules. |
| Safety angles | L/R 90 degrees. |
| Setup notes |  |

## 2. Backwards

## No Image

| CoF <br> Targets <br> Firearm | Comstock - Long | Points Min rounds Match-\% | 135 p |
| :---: | :---: | :---: | :---: |
|  | 12 paper, 1 popper, 2 plates, 7 no-shoot, Total 15 targets |  | 27 |
|  | Handgun |  | 26.21\% |
|  |  |  |  |
| Procedure | On signal, engage all targets as they become visible. All shots to be fired from within designated area. |  |  |
| Starting position Firearm ready condition Start on | Start with toes touching faultine at mark X . |  |  |
|  | Gun loaded and holstered. |  |  |
|  | Audible signal. |  |  |
| Stop on | Last shot. |  |  |
| Penalties | As per current edition of rules. |  |  |
| Safety angles | L/R 90 degrees. |  |  |
| Setup notes |  |  |  |

## 3. Where to go...

No Image

| CoF | Comstock - Long | Points | 160 p |
| :---: | :--- | :---: | :---: |
| Targets | 16 paper, 5 no-shoot, Total 16 targets | Min rounds | 32 |
| Firearm | Handgun | Match- $\%$ | $31.07 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | On signal, engage all targets as they become visible. All shots to be fired from within designated area. |
| Starting position | Start in box A. |
| Firearm ready <br> condition <br> Start on <br> Stop on | Gun loaded and holstered. |
| Penalties | Last shot. |
| As per current edition of rules. |  |
| Safety angles | L/R 90 degrees. |
| Setup notes |  |

## 4. Window'ed

## No Image



## 5. Hand at steel.

## No Image

| CoF | Comstock - Short | Points | 20 p |
| :---: | :--- | :---: | :---: |
| Targets | 2 popper, 2 plates, 2 no-shoot, Total 4 targets | Min rounds | 4 |
| Firearm | Handgun | Match-\% | $3.88 \%$ |


| Procedure |  |
| :--- | :--- |
|  | On signal, engage all targets as they become visible. All shots to be fired from within designated area. STRONG <br> HAND ONLY. |
| Starting position <br> Firearm ready <br> condition <br> Start on | Gun loaded and holstered. |
| Stop on | Last shot signal |
| Penalties | As per current edition of rules |
| Safety angles | L/R 90 degrees. |
| Setup notes |  |

## 6. Left and Right.

## No Image

| CoF | Comstock - Short | Points | 40 p |
| :---: | :--- | :---: | :---: |
| Targets | 4 paper, 2 no-shoot, Total 4 targets | Min rounds | 8 |
| Firearm | Handgun | Match-\% | $7.77 \%$ |


|  |  |
| :--- | :--- |
|  |  |
| Procedure | On signal, engage all targets as they become visible. All shots to be fired from within designated area. |
| Starting position |  |
| Firearm ready |  |
| condition |  |
| Start on | Start on mark $X$ Audible signal. |
| Stop on | Last shot. |
| Penalties | As per current edition of rules. |
| Safety angles | L/R 90 degrees. |
| Setup notes |  |

