

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 2 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	17.97%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready			
condition	Audible signal		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, 2 no-shoot, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	22.66%
Procedure	Stomping on board Will release swinger		
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	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	7.81%
Procedure	Strong hand only		
Starting position	Gun lying flat on table		
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	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	7.81%
Procedure	Week hand only		
Starting position	Gun lying flat on table		
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 - Long	Points	125 p
Targets	12 paper, 1 popper, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	19.53%
Procedure	Popper release swinger		
Starting position	Gun loaded & holstered		
Firearm ready			
condition	Audible signal		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, 1 no-shoot, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	24.22%
Procedure	Popper Will release dobbelswinger		
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			