

1. Perception

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	22.86%

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. Averys Last Stand

No image

CoF	Comstock - Long	Points	105 p
Targets	13 popper, 8 plates, Total 21 targets	Min rounds	21
Firearm	Handgun	Match-%	15.00%

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. Bing Bang Boom

No image

CoF	Comstock - Medium	Points	75 p
Targets	4 paper, 7 popper, 1 no-shoot, Total 11 targets	Min rounds	15
Firearm	Handgun	Match-%	10.71%
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. CM 03-09 On The Move

No image

CoF	Virginia count - Medium	Points	80 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	16
Firearm	Handgun	Match-%	11.43%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

5. OK Two

No image

CoF	Comstock - Long	Points	140 p
Targets	14 paper, 1 no-shoot, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	20.00%

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. Double Vision

No image

CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 popper, 1 no-shoot, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	20.00%

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	