

1.1

No Image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 plates, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	9.38%

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	

2. 2

No Image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 4 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	16.67%

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. 3

No Image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	12.50%

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. 4

No Image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 plates, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	9.38%

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	

## 5. 5

No Image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 1 popper, 3 plates, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	33.33%

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. 6

No Image

CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 1 popper, 3 plates, Total 11 targets	Min rounds	18
Firearm	Handgun	Match-%	18.75%

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	