

1. Weakipedia

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|---------|--------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 11.43% |

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| Procedure | On signal, engage all targets with weak hand only as they become visible within the designated area. |
| Starting position | Standing erect, facing downrange. |
| Firearm ready condition | Gun loaded on table |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

2. High and low

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|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 100 p |
| Targets | 10 paper, 1 no-shoot, Total 10 targets | Min rounds | 20 |
| Firearm | Handgun | Match-% | 19.05% |

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| Procedure | On signal, engage all targets as they become visible within the designated area. |
| Starting position | Standing erect, hands touching marks as demonstrated by RO. |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

3. Left or right?

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|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, 4 no-shoot, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 11.43% |

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| Procedure | On signal, engage all targets as they become visible within the designated area. Red and white tape equals walls extending up and down to infinity. |
| Starting position | Standing erect, facing downrange. Standing in box as demonstrated by RO |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

4. Double Trouble

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|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 115 p |
| Targets | 11 paper, 1 popper, Total 12 targets | Min rounds | 23 |
| Firearm | Handgun | Match-% | 21.90% |

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| Procedure | On signal, engage all targets as they become visible within the designated area. Red and white tape equals walls extending up and down to infinity. Moving targets are visible at rest. |
| Starting position | Sitting on chair, hands on knees. |
| Firearm ready condition | Gun unloaded on table. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

5. Mickey Mouse

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|---------|--|------------|--------|
| CoF | Comstock - Short | Points | 55 p |
| Targets | 4 paper, 1 popper, 2 plates, 2 no-shoot, Total 7 targets | Min rounds | 11 |
| Firearm | Handgun | Match-% | 10.48% |

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|-------------------------|--|
| Procedure | On signal, engage all targets as they become visible within the designated area. |
| Starting position | Standing erect, facing downrange. |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

6. Fast forward

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| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 135 p |
| Targets | 12 paper, 1 popper, 2 plates, 6 no-shoot, Total 15 targets | Min rounds | 27 |
| Firearm | Handgun | Match-% | 25.71% |

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| Procedure | On signal, engage all targets as they become visible within the designated area. All steel must be shot from area A. |
| Starting position | Standing anywhere inside designated area, facing downrange. |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |