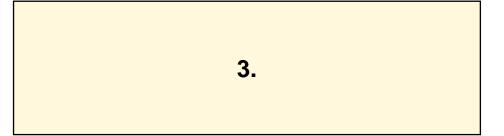


	Quantum Object		
CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	5.15%
Procedure	On the start signal, shoot all targets with a minimum of two rounds hand only.	each in any order fi	rom the designated area, strong
Starting position	Gun 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	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	5.15%
Procedure	On the start signal, shoot all targets with a minimum of two rounds each and steel to fall in any order from the designated area, weak hand only		
Starting position	Standing inside box A, hands on marks, Gun loaded lying flat on b	arrel.	
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	55 p
Targets	4 paper, 3 popper, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	5.67%
Procedure	On the start signal, shoot all targets with a minimum of two rounds each and steel to fall, in any order from the marked area		
Starting position	Standing inside box A, Gun loaded and 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			



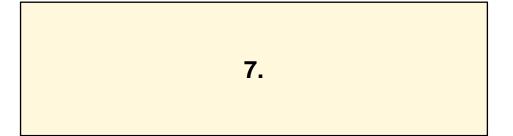
CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	6.19%
Procedure	On the start signal, shoot all targets with a minimum of two rounds each in any order from the designated area		
Starting position	Standing inside box A facing downrange, gun loaded and holstered	d.	
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 - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	8.25%
Procedure	ure On the start signal, shoot all targets with a minimum of two rounds each in any order from the designated area		
Starting position	Standing inside box A facing downrange, gun loaded and holstered	d.	
Firearm ready			
condition Start on	A sufficiency of the second		
	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



CoF	Comstock - Medium	Points	65 p
Targets	5 paper, 3 popper, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	6.70%
Procedure	On the start signal, shoot all targets with a minimum of two rounds each and steel to fall in any order from the designated area		
Starting position	Standing inside box A facing downrange, gun loaded and holstered	d.	
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	45 p
Targets	4 paper, 1 plates, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	4.64%
Procedure	On the start signal, shoot all targets with a minimum of 2 rounds each and steel to fall, in any order from the marked area		
Starting position	Lying on bed, gun lying flat on table with magazine inserted and ch	namber empty.	
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	45 p
Targets	9 paper, 3 no-shoot, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	4.64%
Procedure	On the start signal, shoot all targets with a minimum of one round each, in any order from the marked area		
Starting position	Standing inside box A facing downrange, gun loaded and holstered	d.	
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 - Medium	Points	110 p
Targets	10 paper, 2 plates, 2 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	11.34%
Procedure	On the start signal, shoot all targets with a minimum of 2 rounds each and steel to fall, in any order from the marked area		
Starting position	Standing inside box A facing downrange, gun loaded and holstere	d.	
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

10.

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	16.49%
Procedure	On the start signal, shoot all targets with a minimum of 2 rounds each and steel to fall, in any order from the marked area		
Starting position	Standing anywhere inside Area A facing downrange, gun loaded a	ind 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			

11.

CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 popper, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	9.79%
Procedure	On the start signal, shoot all targets with a minimum of two rounds each and steel to fall in any order from the designated area		
Starting position	Standing inside box A facing downrange, gun loaded and holstered	d.	
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

12.

CoF	Comstock - Long	Points	155 p
COF		FOILS	100 p
Targets	14 paper, 1 popper, 2 plates, 1 no-shoot, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	15.98%
Procedure	On the start signal, shoot all targets with a minimum of 2 rounds each and steel to fall, in any order from the marked area. P1 activate T3, P2 activate T8, Popper1 activate swinger T6		
Starting position	Standing inside Box A facing downrange, gun loaded and holstere	ed.	
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			