1. 1

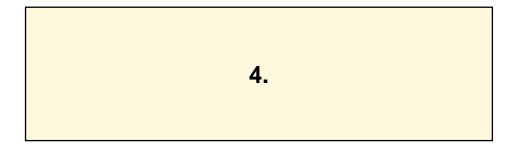
CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, 3 no-shoot, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	28.97%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



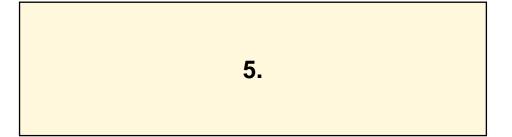
CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, 1 no-shoot, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	19.63%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	14.02%
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			



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	14.95%
Procedure			
Starting position	Empty on barrel		
Firearm ready			
condition	Assetting at word		
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-%	11.21%
Procedure	Weakhand only		
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	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.21%
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			