

1. One forward, two back

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	10.67%

Procedure	All magazines to be used on barrel.
Starting position	Anywhere behind barrel
Firearm ready condition	Gun unloaded on barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90
Setup notes	

2. Lefty

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	16.00%

Procedure	To be shot strong hand only
Starting position	Anywhere behind faultline
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	

3.7 & 2

No image

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	18.67%

Procedure	Target 1 and 2 to be shot over blue barrel as shown Target 4 and 5 to be shot through window as shown
Starting position	Standing behind wall, hands on blue tape
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Popperhopper

No image

CoF	Comstock - Short	Points	45 p
Targets	9 popper, Total 9 targets	Min rounds	9
Firearm	Handgun	Match-%	12.00%

Procedure	
Starting position	Standing in blue square
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 90
Setup notes	

5. Varying angles

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 5 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	42.67%

Procedure	Target T1 to be shot before crossing line as shown
Starting position	Standing in smiley
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90
Setup notes	