

1.

No image

CoF	Comstock - Short	Points	50 p
Targets	3 paper, 2 popper, 2 plates, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	22.22%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Gun on table
Firearm ready condition	Opt 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	L- red stick. . R- mark on wall

2.

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CoF	Comstock - Medium	Points	80 p
Targets	5 paper, 4 popper, 2 plates, 2 no-shoot, Total 11 targets	Min rounds	16
Firearm	Handgun	Match-%	35.56%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anyware Demonstrated by RO
Firearm ready condition	Opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 and top of berm
Setup notes	

**3.**

**No image**

CoF	Comstock - Medium	Points	95 p
Targets	6 paper, 3 popper, 4 plates, 2 no-shoot, Total 13 targets	Min rounds	19
Firearm	Handgun	Match-%	42.22%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Demonstrated by RO
Firearm ready condition	Opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 and topp of berm
Setup notes	