

1. Back and forth

No image

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	16.87%

Procedure	Engage targets as they become visible from within designated area only.
Starting position	Gun loaded & holstered, heels on marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. In the middle

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 plates, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	10.84%

Procedure	Engage targets as they become visible. Steel must fall to score.
Starting position	Gun empty, lying flat on table, magazines to be used on table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Cornering

No image

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	16.87%

Procedure	Engage targets as they become visible from within designated area 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	

4. Down low

No image

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, 1 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	16.87%

Procedure	Engage targets as they become visible from within designated area only. Steel must fall to score.
Starting position	Gun empty, sitting on chair with hands on knees.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Lowside

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 5 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	38.55%

Procedure	Engage targets as they become visible from within designated area only. Steel must fall to score.
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	