

1. Quick hands

No image

CoF	Comstock - Short	Points	60 p
Targets	3 paper, Total 3 targets	Min rounds	12
Firearm	Handgun	Match-%	10.43%

Procedure	On start signal engage targets T1-T3 , obligated magazine change and re-engage T1-T3
Starting position	
Firearm ready condition	Empty chamber, Empty magwell
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Björns Corner 1

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.87%

Procedure	On signal engage all targets
Starting position	
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. Björns Corner 2

No image

CoF	Comstock - Long	Points	155 p
Targets	14 paper, 3 popper, 2 no-shoot, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	26.96%

Procedure	
Starting position	
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. Back and away

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 4 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.43%

Procedure	
Starting position	Toes touching either mark
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. ZicZac

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.87%

Procedure	
Starting position	One foot touching either mark
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. The V

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.43%
Procedure	On signal engage all targets Strong hand only		
Starting position			
Firearm ready condition	Loaded on mark on barrel		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			