

1. Cooper's Nightmare

No image

CoF	Comstock - Long	Points	150 p
Targets	15 paper, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	21.90%

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	

2. CM 99-28 Hillbillton Drill

No image

CoF	Comstock - Medium	Points	60 p
Targets	3 paper, 6 popper, 3 no-shoot, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	8.76%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

3. Doctor?

No image

CoF	Comstock - Long	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	17.52%

Procedure	Two mini poppers, two drop out's either side
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. We don't need no sticking standards

No image

CoF	Virginia count - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.36%

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	

5. Hitched

No image

CoF	Comstock - Long	Points	105 p
Targets	10 paper, 1 popper, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	15.33%

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	

6. Hung

No image

CoF	Comstock - Long	Points	90 p
Targets	8 paper, 2 popper, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	13.14%

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	