

1.

No image

CoF	Comstock - Short	Points	40 p
Targets	3 paper, 1 popper, 1 plates, 1 no-shoot, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	9.52%

Procedure	Nach dem Startsignal werden die Scheiben beschossen wie sie sichtbar werden.
Starting position	Schütze steht auf A
Firearm ready condition	Geladen
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2.

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	19.05%

Procedure	Nach dem Startsignal werden die Scheiben aus den Boxen beschossen wie sie sichtbar werden.
Starting position	Schütze steht auf A
Firearm ready condition	Geladen im Holster
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3.

No image

CoF	Comstock - Long	Points	130 p
Targets	11 paper, 2 popper, 2 plates, 9 no-shoot, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	30.95%

Procedure	Nach dem Startsignal werden die Scheiben beschossen wie sie sichtbar werden.
Starting position	Schütze Steht auf A, Facing uprange
Firearm ready condition	Geladen
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4.

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	14.29%

Procedure	Nach dem Startsignal werden die Scheiben Beschossen wie sie sichtbar werden. - Strong Hand Only -
Starting position	Schütze Steht auf A
Firearm ready condition	Geladen
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Strong Hand Only

5.

No image

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	26.19%

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	