

2. Riding

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	12.16%

Procedure	Engage all targets through hole A.
Starting position	Sitting on bench, one leg on each side (like sitting on a horse)
Firearm ready condition	Unloaded , magazines and gun as indicated on bench
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Up and down

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	27.03%

Procedure	Engage all targets from the designated area
Starting position	Heels touching mark
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Better get down

No image

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 3 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	24.32%

Procedure	Engage all targets from the designated area. Walls extend up to infinity.
Starting position	Heels touching mark
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Aim high

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	24.32%

Procedure	Engage each target array from the respective shooting box. 1, 2 and 3.
Starting position	Heels touching mark, in box 1.
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. Moving targets

No image

CoF	Comstock - Short	Points	45 p
Targets	2 paper, 1 popper, Total 3 targets	Min rounds	9
Firearm	Handgun	Match-%	12.16%

Procedure	Pull rope to start moving targets. Engage each target with a minimum of 4 rounds. Steel must fall to score.
Starting position	Holding on rope with both hands.
Firearm ready condition	Empty chamber, magazine inserted, holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	