

1. Swing

No image

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 4 popper, 2 plates, 2 no-shoot, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	6.59%

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. Zigzag

No image

CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, 4 no-shoot, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	14.29%

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	

3. Pendulum

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	6.59%

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	

4. Upstart

No image

CoF	Comstock - Medium	Points	75 p
Targets	5 paper, 3 popper, 2 plates, 1 no-shoot, Total 10 targets	Min rounds	15
Firearm	Handgun	Match-%	8.24%

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. Doorbell

No image

CoF	Comstock - Short	Points	55 p
Targets	4 paper, 1 popper, 2 plates, 3 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	6.04%

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. Left

No image

CoF	Comstock - Short	Points	40 p
Targets	8 paper, Total 8 targets	Min rounds	8
Firearm	Handgun	Match-%	4.40%

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	

7. Right

No image

CoF	Comstock - Short	Points	40 p
Targets	8 paper, Total 8 targets	Min rounds	8
Firearm	Handgun	Match-%	4.40%

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	

8. Tube

No image

CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 popper, 2 no-shoot, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	10.44%

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	

9. Crossroads

No image

CoF	Comstock - Long	Points	135 p
Targets	11 paper, 3 popper, 2 plates, 2 no-shoot, Total 16 targets	Min rounds	27
Firearm	Handgun	Match-%	14.84%

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	

10. Inconvenience

No image

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 1 popper, 1 plates, 6 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	5.49%

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	

11. The Window

No image

CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 2 popper, 2 plates, 2 no-shoot, Total 11 targets	Min rounds	18
Firearm	Handgun	Match-%	9.89%

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	

12. Captain on the bridge

No image

CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 2 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	8.79%

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	