

1. Strong hand

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	3.98%

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. Weak hand

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	3.98%

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. Confined area

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.97%

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. Holes in the wall

No image

CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, 2 no-shoot, Total 9 targets	Min rounds	17
Firearm	Handgun	Match-%	8.46%

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. Poetry in motion

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-%	9.45%

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. Long way to go

No image

CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, 4 no-shoot, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	15.42%

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. Pitstops

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	5.47%

Procedure	
Starting position	Gun holstered, magazine inserted, chamber empty
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. Crossfire

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.97%

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. These walls

No image

CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, 2 no-shoot, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	14.43%

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. Merry-go-round

No image

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 2 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	10.95%

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. Getaway

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	5.97%

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. Treasure hunt

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	9.95%

Procedure	
Starting position	Gun unloaded lying flat on one barrel. All magazines on the other barrel.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	