

# 1. Rewind

No image

CoF	Comstock - Long	Points	170 p
Targets	16 paper, 2 popper, Total 18 targets	Min rounds	34
Firearm	Handgun	Match-%	22.08%

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. Red Barchetta

No image

CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	18.18%
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. Six CM 08-03

No image

CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 popper, Total 4 targets	Min rounds	6
Firearm	Handgun	Match-%	3.90%

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	

## 4. Fly By Night

No image

CoF	Comstock - Long	Points	150 p
Targets	15 paper, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	19.48%

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. Snake Bite

No image

CoF	Comstock - Long	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	15.58%

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. Han Shot First

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	20.78%

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	