

1.

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	13.33%

Procedure	On start signal, engage all targets with a minimum of 2 rounds each.
Starting position	Gun loaded & holstered, anywhere in designated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Explained by RO
Setup notes	

2.

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 8 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	13.33%

Procedure	On start signal, engage all targets with a minimum of 2 rounds each.
Starting position	Gun loaded & holstered, anywhere in designated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Explained by RO
Setup notes	

3.

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.00%

Procedure	On start signal, engage all targets with a minimum of 2 rounds each.
Starting position	Gun loaded & holstered, anywhere in designated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Explained by RO
Setup notes	

4.

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	26.67%

Procedure	On start signal, engage all targets with a minimum of 2 rounds each.
Starting position	Gun loaded & holstered, anywhere in designated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Explained by RO
Setup notes	

5.

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 1 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	26.67%

Procedure	On start signal, engage all targets with a minimum of 2 rounds each. Steel must fall to score.
Starting position	Gun loaded & holstered, anywhere in designated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Explained by RO
Setup notes	