

# 1. Weak hand hell

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	12.12%

Procedure	GUN loaded flat on table. On startsignal engage all targets weak hand only.
Starting position	
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. Multiple choice

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 4 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	24.24%

Procedure	On start signal engage all targets.
Starting position	Hands touching marks. Gun unloaded on table A or B, A\all magazines on opposite table.
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. Swinging madness

No image

CoF	Comstock - Short	Points	30 p
Targets	3 paper, 3 no-shoot, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	9.09%

Procedure	On start signal release rope and engage all targets.
Starting position	Gun loaded & holstered. Holding rope
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. Finally a long course

No image

CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, 2 no-shoot, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	39.39%

Procedure	On start signal engage all targets freestyle. Steel must fall before leaving the shaded area.
Starting position	Gun loaded & holstered in the "shadow"
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. Light or dark?

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 1 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	15.15%

Procedure	On start signal you MAY turn on the lights before engaging all targets.
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	