

1. Ener'n

No image

CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	42.65%

Procedure	Engage all targets as they become visible, all shots to be fired from within designated area, popper must be engaged from behind barrier.
Starting position	Start with heels touching mark
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

2. To'ern

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	11.76%

Procedure	Engage all targets as they become visible, all shots to be fired from within designated area
Starting position	Start on mark A or mark B
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

3. Tre'ern

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CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 1 popper, 2 plates, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	33.82%

Procedure	Engage all targets as they become visible, all shots to be engaged from within designated area. Popper and steel must be engaged from behind barrier.
Starting position	Start anywhere behind startline
Firearm ready condition	Gun loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	

4. Fire'rn

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	11.76%

Procedure	Engage all targets as they become visible, all shots to be fired from within designated area
Starting position	Start in box
Firearm ready condition	Gun unloaded laying on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90 degrees
Setup notes	