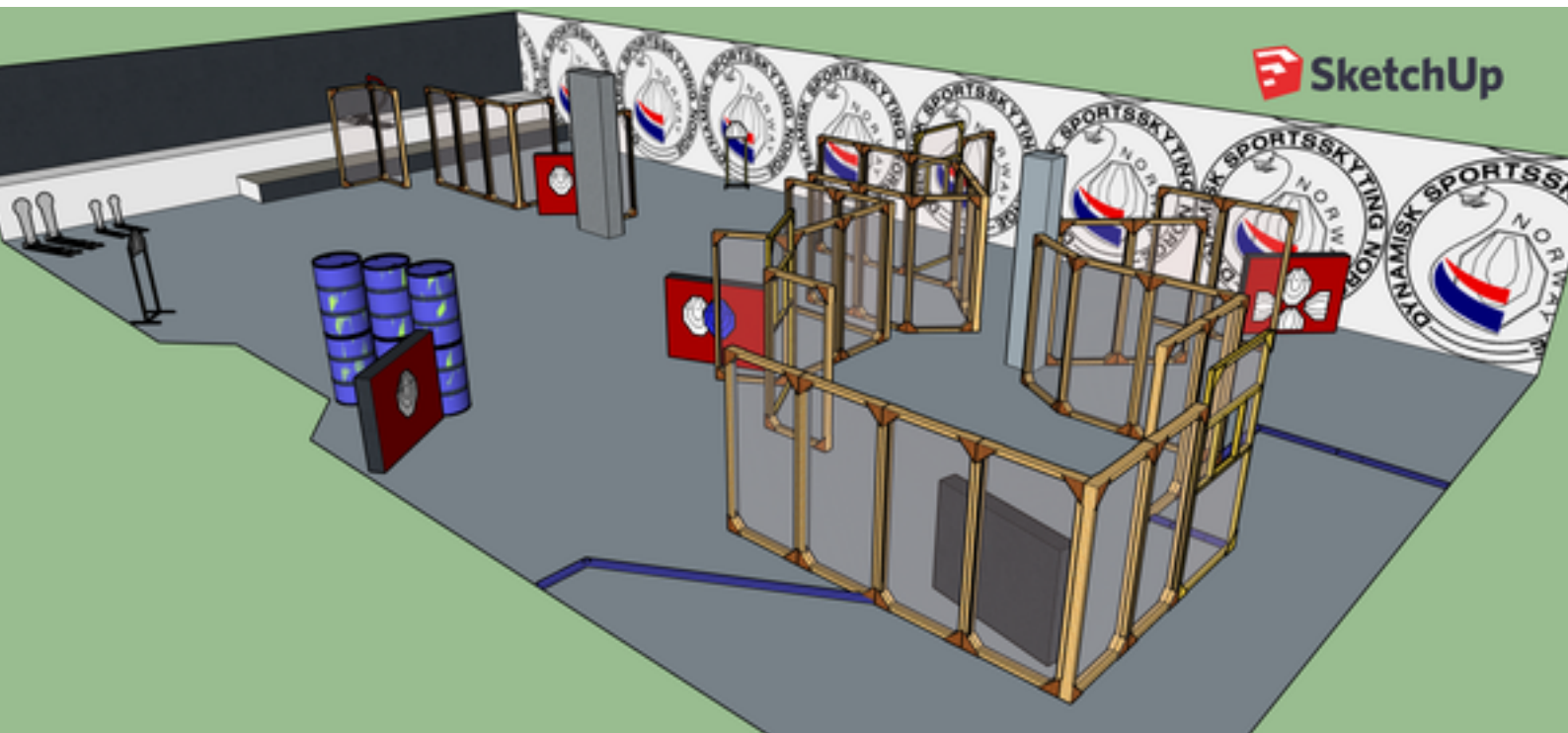


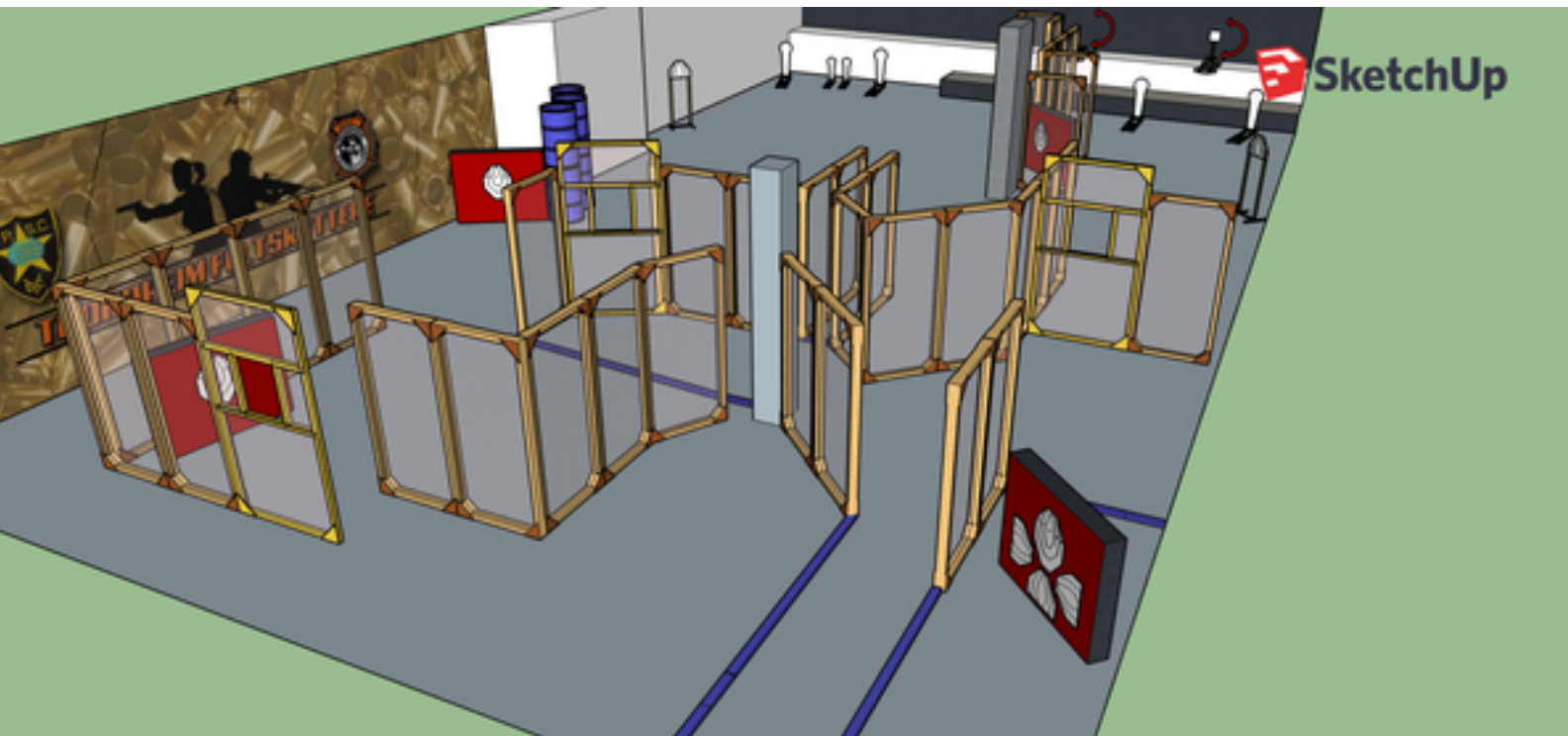
1.1



CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	30.23%

Procedure	On signal engage all targets from within the designated shooting area.
Starting position	Both hands holding broom, brush placed on mark, heels placed on marks
Firearm ready condition	Gun unloaded and laying flat on mark
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

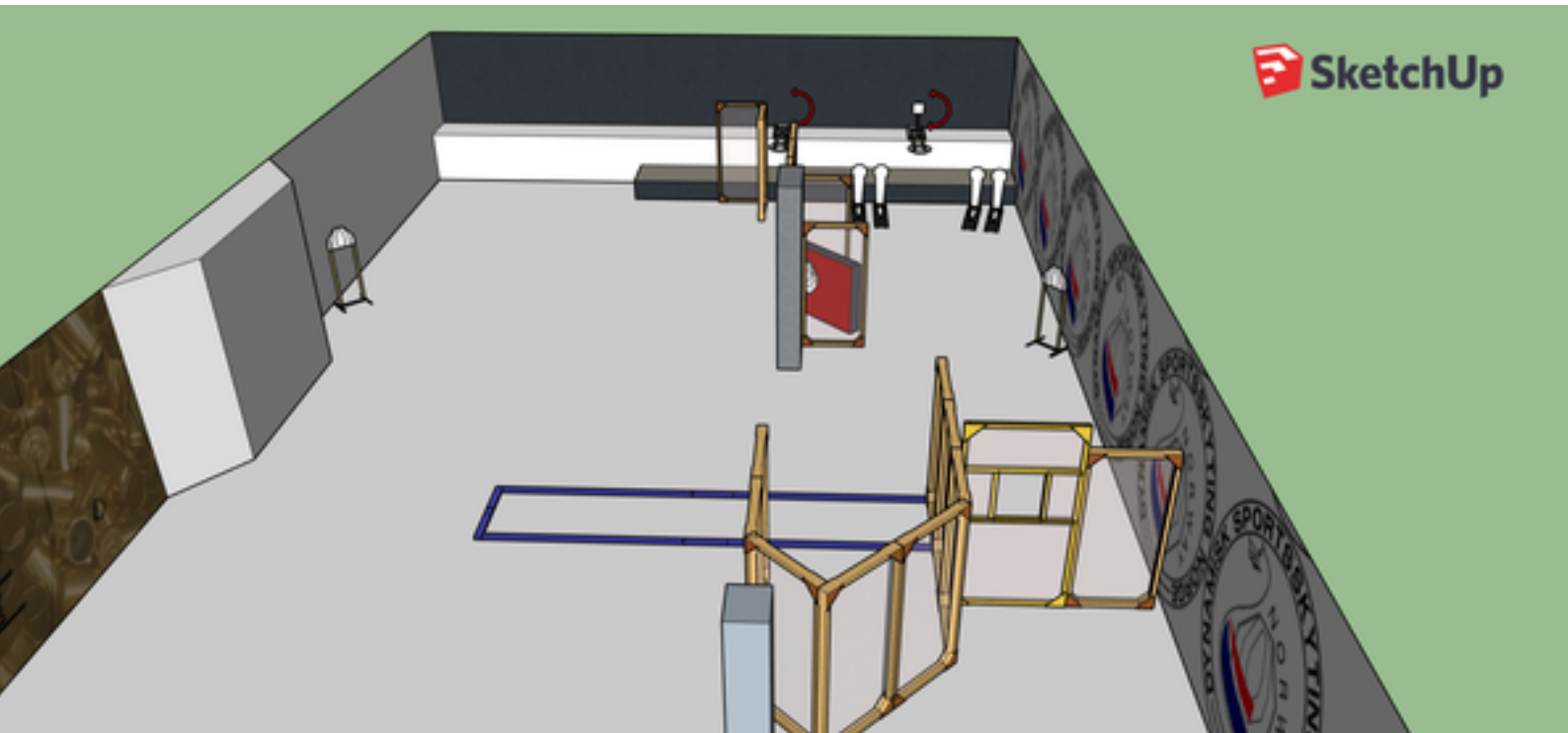
2. 2



CoF	Comstock - Long	Points	135 p
Targets	10 paper, 5 popper, 2 plates, Total 17 targets	Min rounds	27
Firearm	Handgun	Match-%	31.40%

Procedure	On signal engage all targets from within the designated shooting area.
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	

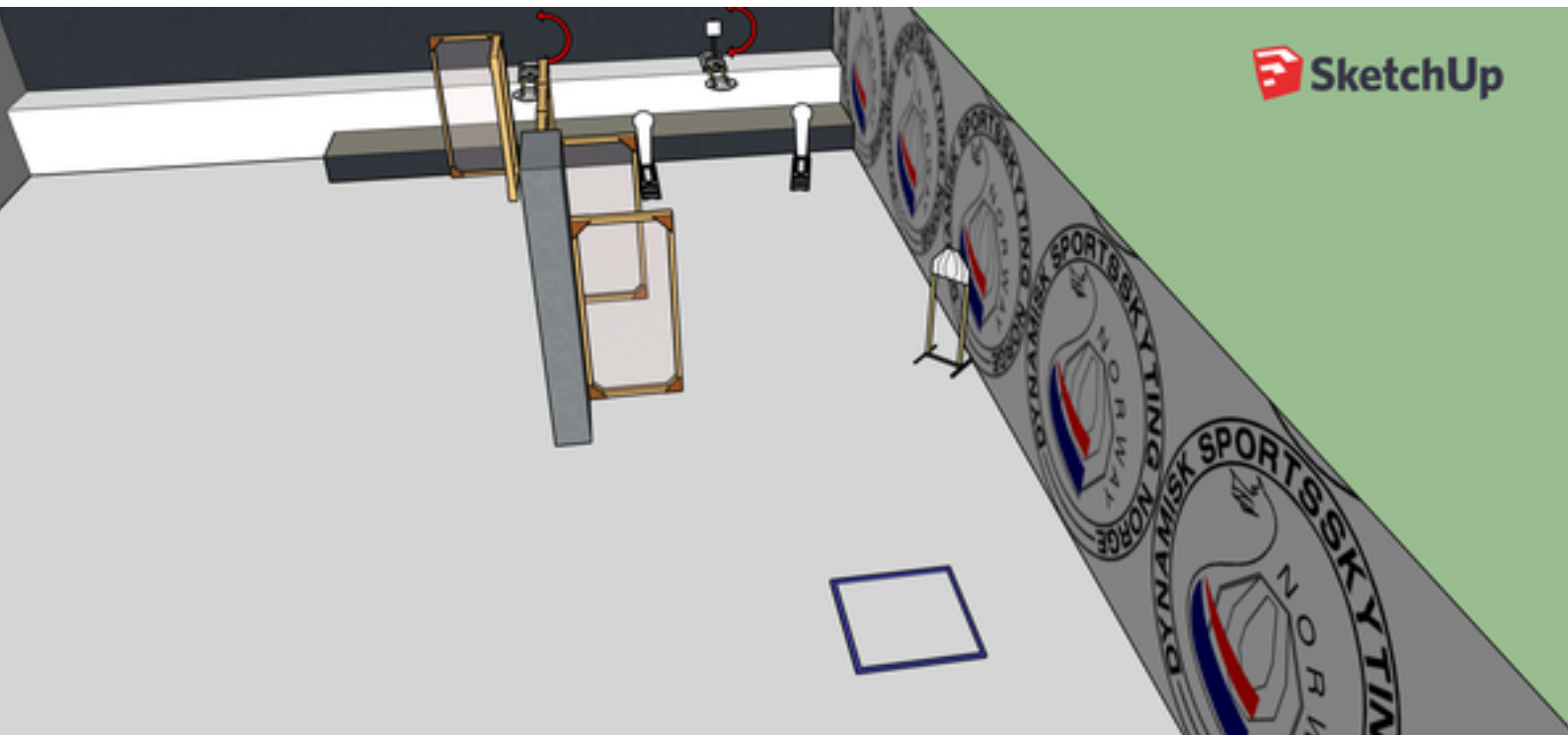
3.3



CoF	Comstock - Medium	Points	75 p
Targets	5 paper, 4 popper, 1 plates, Total 10 targets	Min rounds	15
Firearm	Handgun	Match-%	17.44%

Procedure	On signal engage all targets from within the designated shooting area.
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	

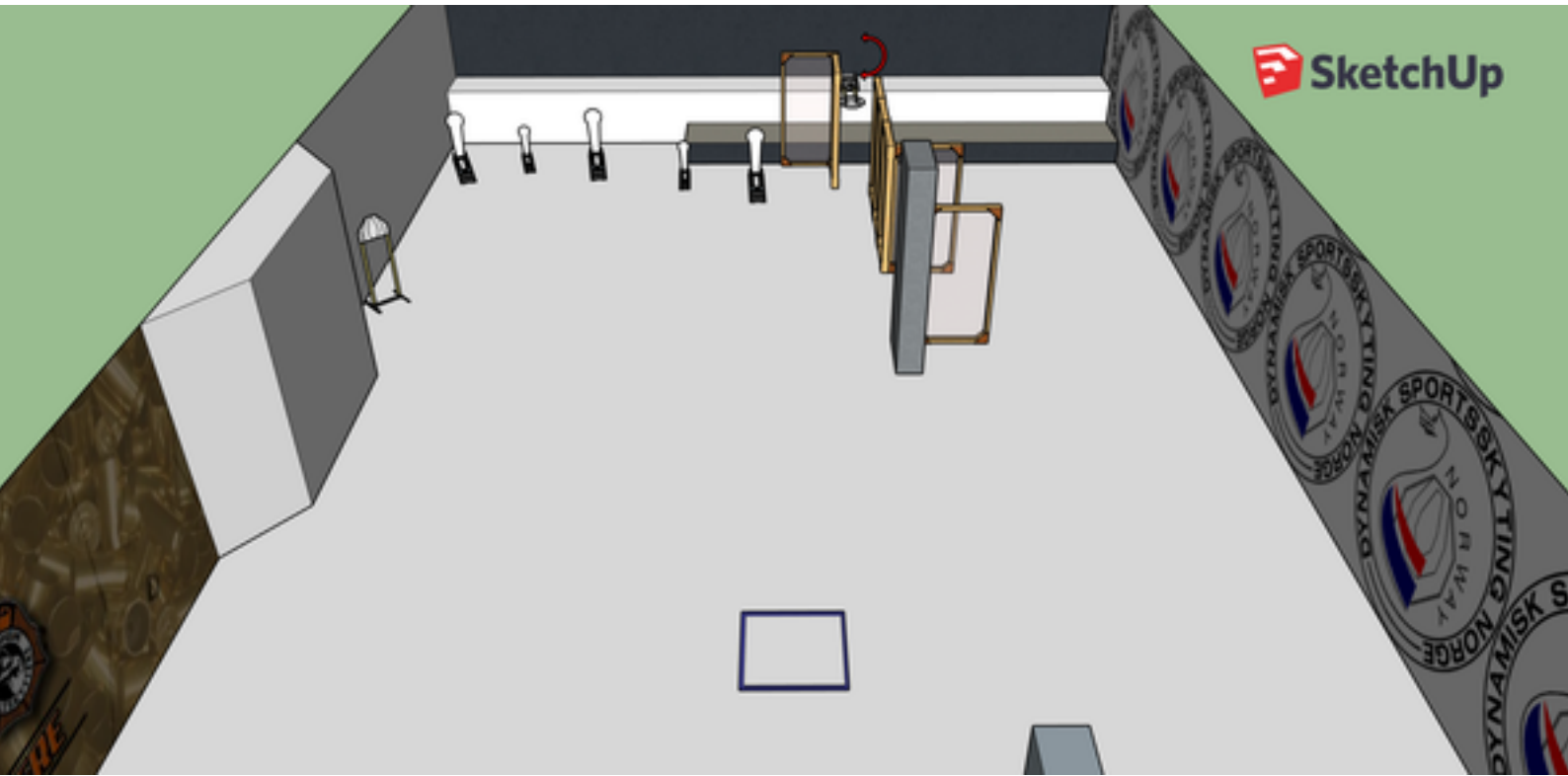
4.4



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 2 popper, 1 plates, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	10.47%

Procedure	On signal engage all targets from within the designated shooting area, strong hand only.
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	

5.5



CoF	Comstock - Short	Points	45 p
Targets	2 paper, 3 popper, 2 plates, Total 7 targets	Min rounds	9
Firearm	Handgun	Match-%	10.47%

Procedure	On signal engage all targets within the designated shooting area.
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	