

1.

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.12%

Procedure	All magazines to be used on barrel
Starting position	Gun unloaded on barrel
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.

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	12.12%

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.

No image

CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, 2 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	20.20%

Procedure	All magazines to be used in briefcase. Briefcase closed.
Starting position	Sitting on chair, Reading newspaper Gun unloaded in briefcase
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.

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.12%

Procedure	Feet tuching Center pole.
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.

No image

CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, 2 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	11.11%

Procedure	
Starting position	Gun loaded & holstered in door.
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.

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	32.32%

Procedure	
Starting position	Gun loaded & holstered heels tuching mark.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	