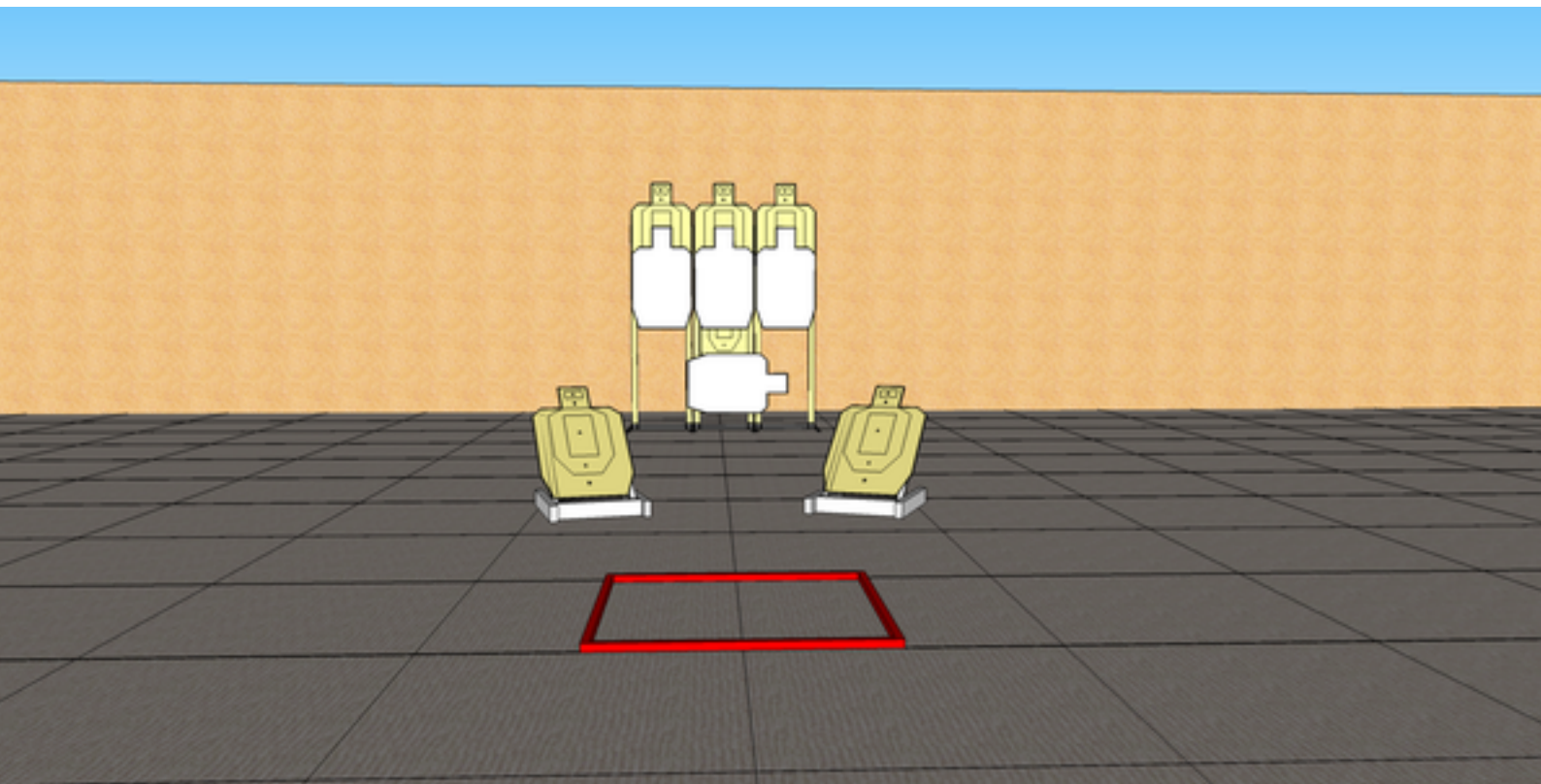


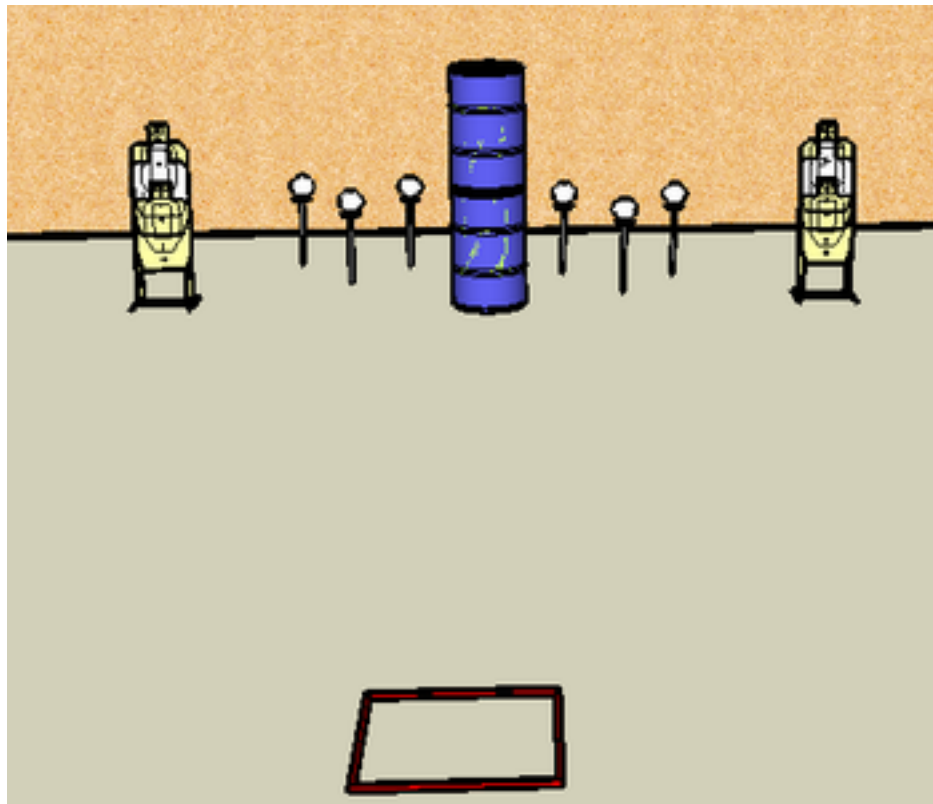
1. 1- Over-Under



CoF	Comstock - Medium	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.82%

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	
Setup notes	

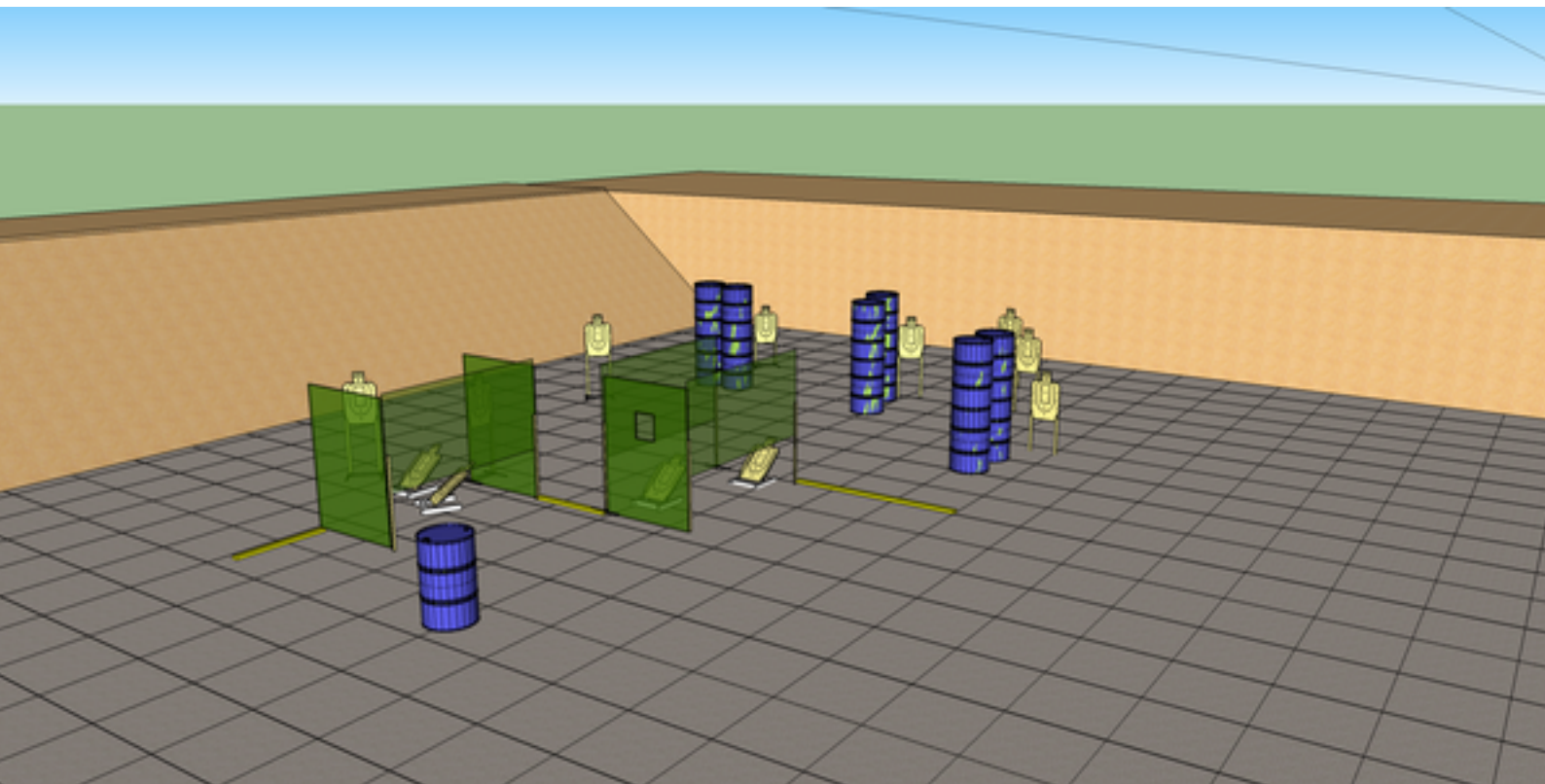
2. 2 - Prism



CoF	Comstock - Medium	Points	70 p
Targets	4 paper, 6 plates, 2 no-shoot, Total 10 targets	Min rounds	14
Firearm	Handgun	Match-%	10.29%

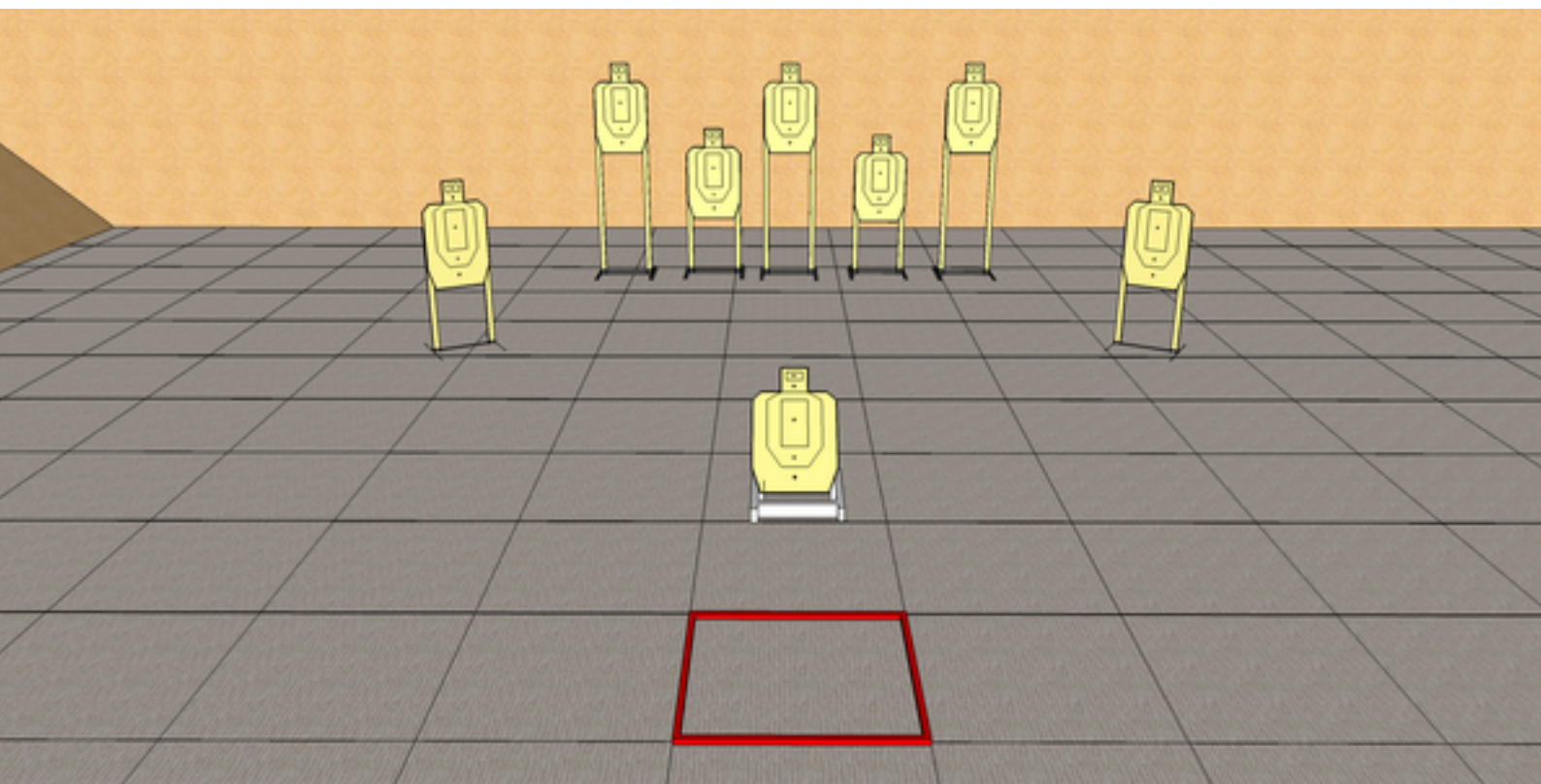
Procedure	On signal load and engage targets on one side of the barrel, perform a mandatory reload, and engage targets on the other side of the barrel. All shots must be taken from within the shooting box, shooter decides whether to start on left or right, but must perform a reload when switching between sides		
Starting position	Facing downrange, wrists above shoulders, handgun is UNLOADED and holstered per 8.1		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles			
Setup notes			

3. 3 - Scattershot



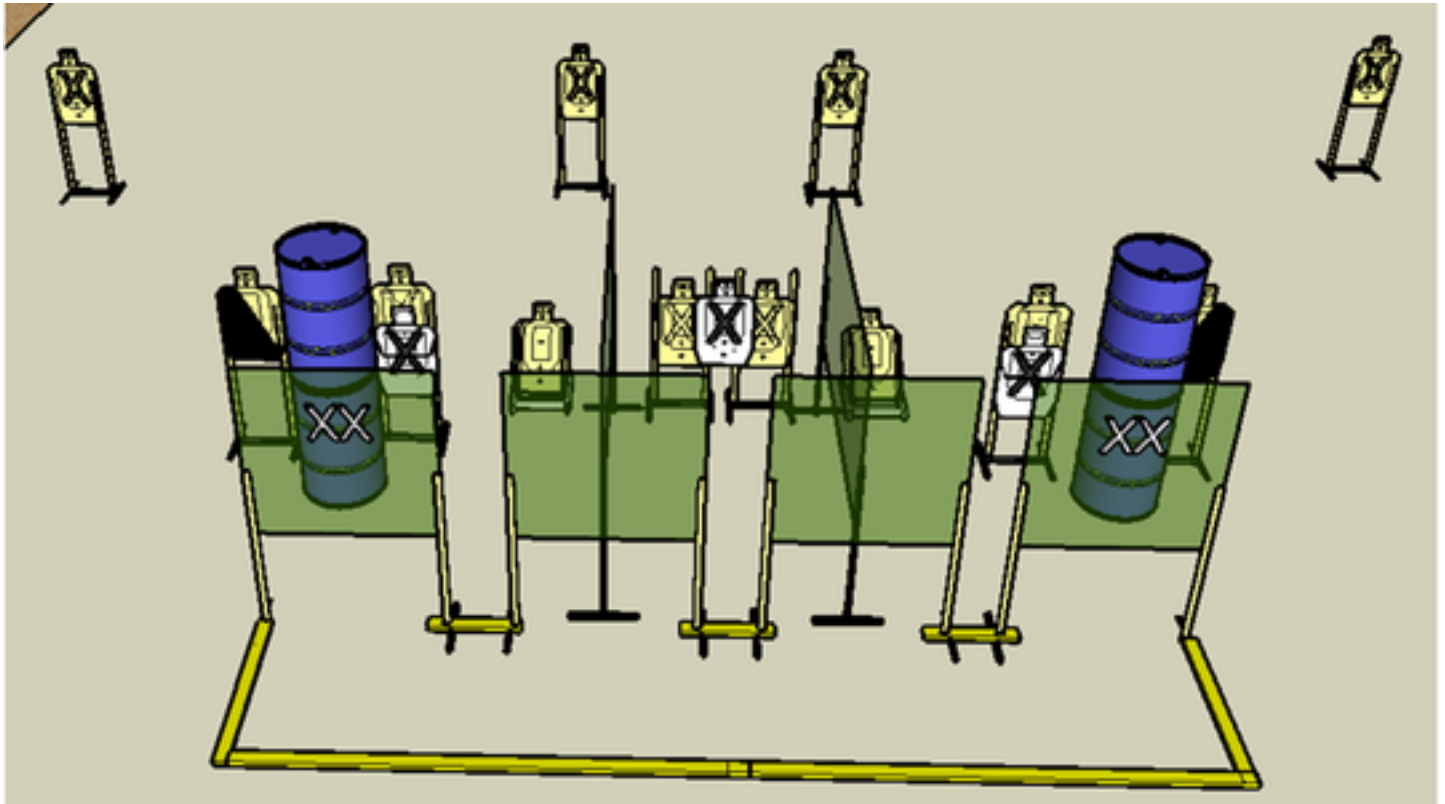
CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 popper, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	22.06%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles			
Setup notes			

4. 4 - Narrow Speed Shoot



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	11.76%
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			
Setup notes			

5. 5 - Speed Trap Again



CoF	Comstock - Long	Points	120 p
Targets	12 paper, 3 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	17.65%

Procedure	On start engage targets as they become visible from within the fault lines.
Starting position	Standing with hands on either set of XX marks, handgun is loaded and holstered per 8.1
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	

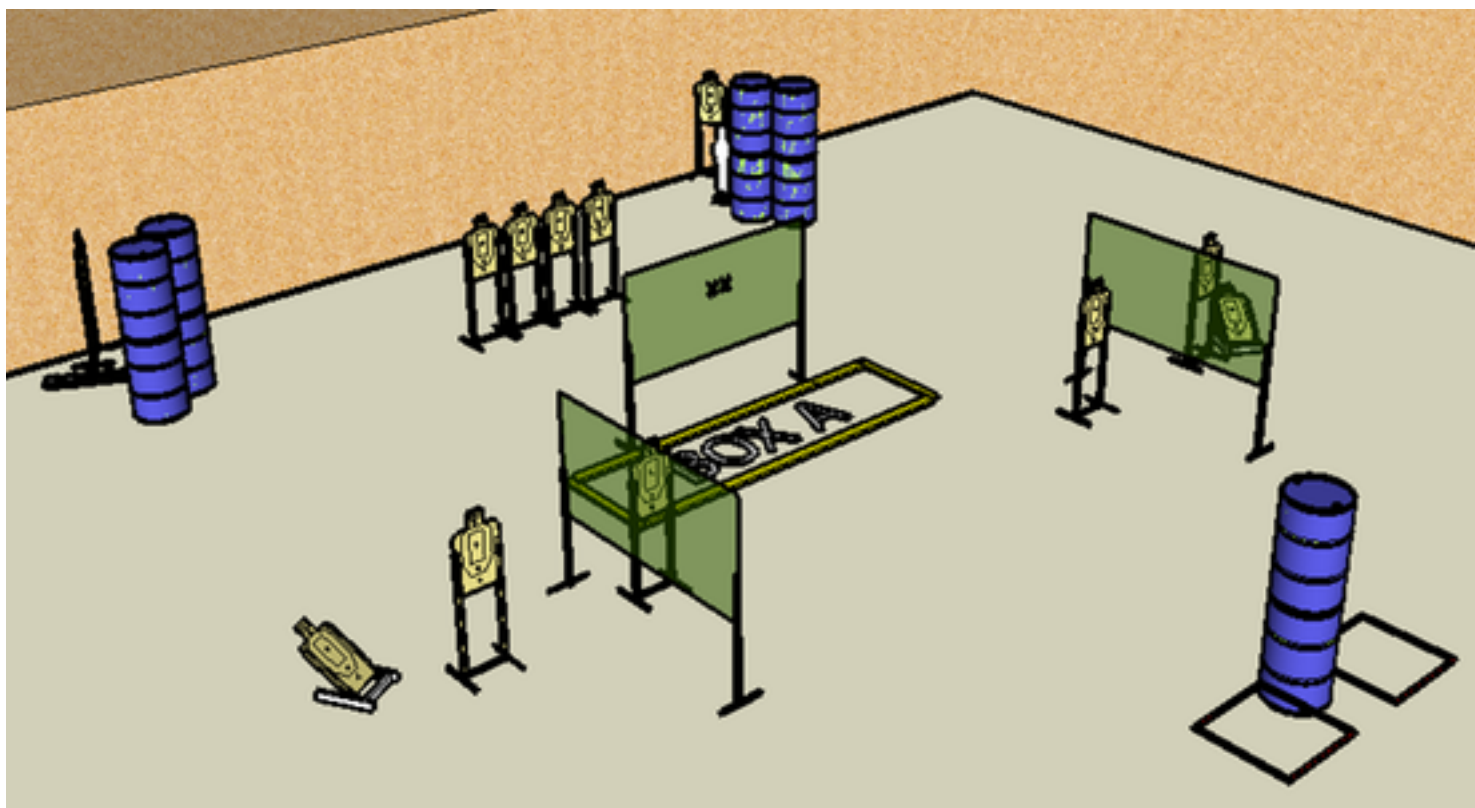
6. CM 03-08 Madness

No image

CoF	Virginia count - Medium	Points	70 p
Targets	7 paper, 4 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	10.29%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	
Setup notes	

7. 7 - Despair



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	19.12%

Procedure	Upon start signal engage targets as they become visible from within the fault lines and shooting boxes.		
Starting position	Standing in Box A, handgun is loaded and holstered per 8.1, hands are touching X marks on wall.		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles			
Setup notes			