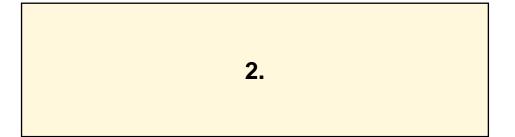
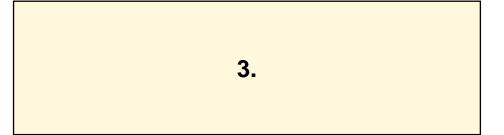


CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, 6 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	35.96%
Procedure	Engage all targets as they become visible from within the designat	ted area ONLY. Stee	el must fall to score.
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



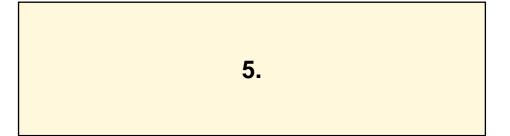
CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 4 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	22.47%
Procedure			
Starting position	Gun loaded & holstered - Hands touching hatch		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 4 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	22.47%
Procedure	Engage all targets as they become visible from within the designat	ted area 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			



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, 3 no-shoot, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	10.11%
Procedure	Engage all targets as they become visible from within the designat only.	ted area ONLY. Stee	el must fall to score. Weak hand
Starting position	Gun loaded on barrel pointing downrange		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	8.99%
Procedure	Engage all targets as they become visible from within the designat	ted area ONLY. Stro	ng hand only
Starting position	Gun unloaded & 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			