

1.

No image

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 3 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	18.49%

Procedure	
Starting position	Sitting on bench
Firearm ready condition	Gun loaded & holstered
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	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	9.24%

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	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	16.81%

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	

4.

No image

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 2 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	19.33%

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	

5.

No image

CoF	Comstock - Short	Points	55 p
Targets	4 paper, 1 popper, 2 plates, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	9.24%

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	

6.

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 2 popper, 2 plates, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	26.89%

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	