

1. Weakipedia

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.43%

Procedure	On signal, engage all targets with weak hand only as they become visible within the designated area.
Starting position	Standing erect, facing downrange.
Firearm ready condition	Gun loaded on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. High and low

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	19.05%

Procedure	On signal, engage all targets as they become visible within the designated area.
Starting position	Standing erect, hands touching marks as demonstrated by RO.
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	

3. Left or right?

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, 4 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.43%

Procedure	On signal, engage all targets as they become visible within the designated area. Red and white tape equals walls extending up and down to infinity.
Starting position	Standing erect, facing downrange. Standing in box as demonstrated by RO
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	

4. Double Trouble

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CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	21.90%

Procedure	On signal, engage all targets as they become visible within the designated area. Red and white tape equals walls extending up and down to infinity. Moving targets are visible at rest.
Starting position	Sitting on chair, hands on knees.
Firearm ready condition	Gun unloaded on table.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Mickey Mouse

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CoF	Comstock - Short	Points	55 p
Targets	4 paper, 1 popper, 2 plates, 2 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	10.48%

Procedure	On signal, engage all targets as they become visible within the designated area.
Starting position	Standing erect, facing downrange.
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	

6. Fast forward

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CoF	Comstock - Long	Points	135 p
Targets	12 paper, 1 popper, 2 plates, 6 no-shoot, Total 15 targets	Min rounds	27
Firearm	Handgun	Match-%	25.71%

Procedure	On signal, engage all targets as they become visible within the designated area. All steel must be shot from area A.
Starting position	Standing anywhere inside designated area, facing downrange.
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	