

1. The lukes

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 1 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	8.93%

Procedure	On signal, engage all targets weak hand only as they become visible within the designated area. All shots must be fired through openings
Starting position	
Firearm ready condition	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. The blue hole

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 4 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	21.43%

Procedure	On signal, engage all targets as they become visible within the designated area.
Starting position	Standing erect in blue circle
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Steely Dan

No image

CoF	Comstock - Short	Points	55 p
Targets	4 paper, 1 popper, 2 plates, 1 no-shoot, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	9.82%

Procedure	On signal, engage all targets strong hand only as they become visible within the designated area. All steel targets must be shot through apertures.
Starting position	
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Ilt i håvve

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CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 4 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	20.54%

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	
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. The frontrunners

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.71%

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	
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Shit Show

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	28.57%

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	
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	