

1. Up Hill

No image

CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 plates, 1 no-shoot, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	5.16%

Procedure	Heels touching yellow marks
Starting position	Gun loaded & holstered
Firearm ready condition	Empty
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Find the holes

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	15.48%

Procedure	Heels touching yellow mark
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. Hill Climb

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 plates, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	20.65%

Procedure	Starting anywhere in area A
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. The Wall

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.74%

Procedure	Starting anywhere in area A
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. Left or right

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	10.32%

Procedure	Starting anywhere in area A
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. Get your gun

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.74%

Procedure	Starting from table
Starting position	Gun loaded & holstered
Firearm ready condition	Gun empty magasinier to be used on tsble
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. Shadow Valley

No image

CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 3 plates, 2 no-shoot, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	14.84%

Procedure	Starting anywhere in area A
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	

8. Run and Gun

No image

CoF	Comstock - Long	Points	140 p
Targets	14 paper, 1 no-shoot, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	18.06%

Procedure	Starting anywhere in area A
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	