

1. Don't be drunk

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	20.45%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline Gun on left or right barrel and all magasin on other barrel on left or right side
Starting position	Starting behind center barrel
Firearm ready condition	Gun unloaded on barrel.
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 - Medium	Points	80 p
Targets	5 paper, 4 popper, 2 plates, Total 11 targets	Min rounds	16
Firearm	Handgun	Match-%	36.36%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Front of wall
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 90 and top om berm
Setup notes	

3.

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CoF	Comstock - Medium	Points	95 p
Targets	6 paper, 3 popper, 4 plates, 3 no-shoot, Total 13 targets	Min rounds	19
Firearm	Handgun	Match-%	43.18%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	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	