CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.82%

Procedure	gun u loaded standing with heels touching mark
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	14.71%

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

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.82%

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

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	17.65%

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

CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	22.79%

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

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	6.62%

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

CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	20.59%

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