1. 1

CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 1 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	19.51%
Procedure	On signal, engage targets as they become visible within demarceted area. T1 and T2 must be egaged from behind fault line as demostrated bye RO. All ribbons are walls.		
Starting position	Sitting i chair behind tabel as demonstrated by RO		
Firearm ready condition	Unloaded gun on table, all magazines to be used on table		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R 90 degrees		
Setup notes			

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 3 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	21.95%
Procedure	On signal engage targets as they become visible within demarcate	ed area. All ribbons a	are walls
Starting position	Standing relaxed, facing downrange as deomstrated bye RO		
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 90 degrees		
Setup notes			

3. 3

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	19.51%
Procedure	On signal engage targets as they become visible from within dema	arceted area	
Starting position	Standing relaxed, facing downrange		
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 90 degrees		
Setup notes			

4. 4

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 4 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	39.02%
Procedure	On signal, engage targets as they becom visible from within demarceted area		
Starting position	Standing relaxed anywhere in demarceted area, facing downrange		
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 90 degrees		
Setup notes			