

# 1. Mostly plates

No image

CoF	Comstock - Short	Points	40 p
Targets	1 paper, 6 plates, 1 no-shoot, Total 7 targets	Min rounds	8
Firearm	Handgun	Match-%	8.79%

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	

## 2. Mowing

No image

CoF	Comstock - Medium	Points	85 p
Targets	7 paper, 1 popper, 2 plates, 1 no-shoot, Total 10 targets	Min rounds	17
Firearm	Handgun	Match-%	18.68%

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	

### 3. The small square

No image

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 plates, 3 no-shoot, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	9.89%

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	

## 4. The big square

No image

CoF	Comstock - Medium	Points	105 p
Targets	8 paper, 1 disappearing/bonus, 3 plates, 3 no-shoot, Total 12 targets	Min rounds	19
Firearm	Handgun	Match-%	23.08%

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	

## 5. The Bobber

No image

CoF	Comstock - Short	Points	35 p
Targets	3 paper, 1 popper, 1 no-shoot, Total 4 targets	Min rounds	7
Firearm	Handgun	Match-%	7.69%

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	

## 6. The six target arrays

No image

CoF	Comstock - Long	Points	145 p
Targets	8 paper, 11 popper, 2 plates, 7 no-shoot, Total 21 targets	Min rounds	29
Firearm	Handgun	Match-%	31.87%

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	