

1. Sweet, Dude!

No image

CoF	Comstock - Long	Points	135 p
Targets	6 paper, 4 popper, 5 plates, 1 no-shoot, Total 15 targets	Min rounds	27
Firearm	Handgun	Match-%	18.75%

Procedure	
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	

2. CM 99-56 On The Upper Pad II

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CoF	Comstock - Medium	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.33%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

3. Running The Halls

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CoF	Comstock - Long	Points	160 p
Targets	16 paper, 1 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	22.22%

Procedure	
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. Semi-Circular Trouble

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CoF	Comstock - Long	Points	125 p
Targets	10 paper, 5 popper, 1 no-shoot, Total 15 targets	Min rounds	25
Firearm	Handgun	Match-%	17.36%

Procedure	
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. CM 99-53 Triple Play

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CoF	Comstock - Medium	Points	60 p
Targets	3 paper, 3 popper, 3 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	8.33%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

6. Wun-Neach

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CoF	Comstock - Long	Points	180 p
Targets	36 paper, 1 no-shoot, Total 36 targets	Min rounds	36
Firearm	Handgun	Match-%	25.00%

Procedure	
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	