

# 1. The tunnel

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 2 popper, 2 plates, 4 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	37.21%

Procedure	
Starting position	Chamber empty
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. Get down

No image

CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 2 popper, 2 plates, 2 no-shoot, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	25.58%

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	

### 3. The moving targets

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CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	18.60%

Procedure	
Starting position	Gun empty on table with the first magazine
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. Not the weak hand

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	18.60%
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			