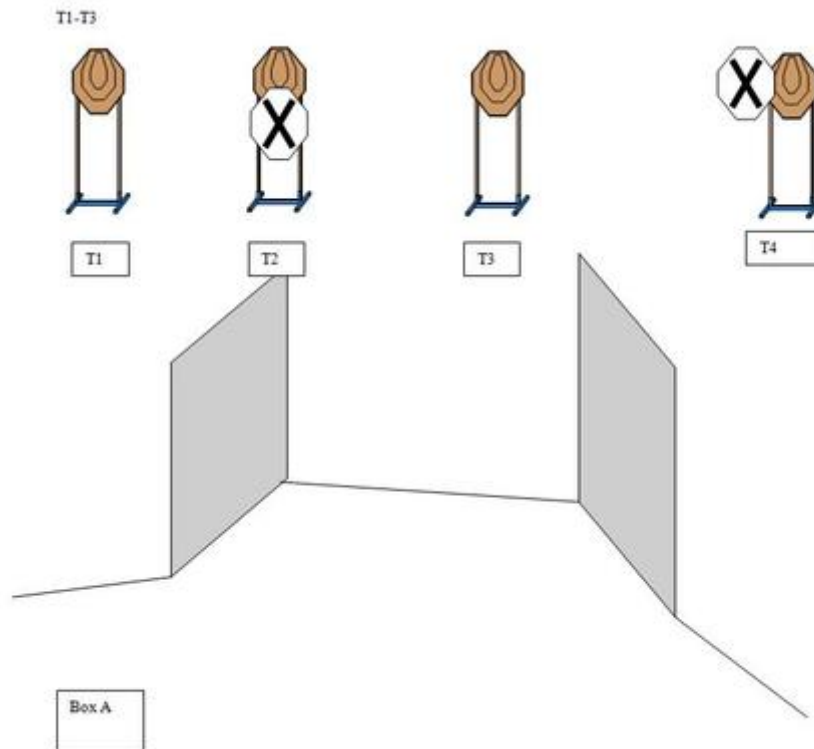


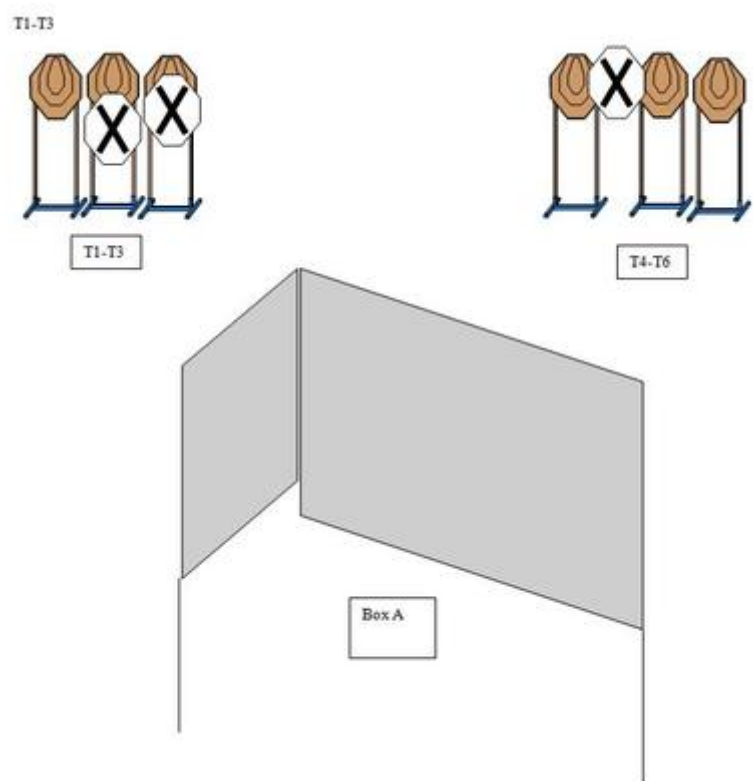
# 1. Mags for A Change



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	17.39%

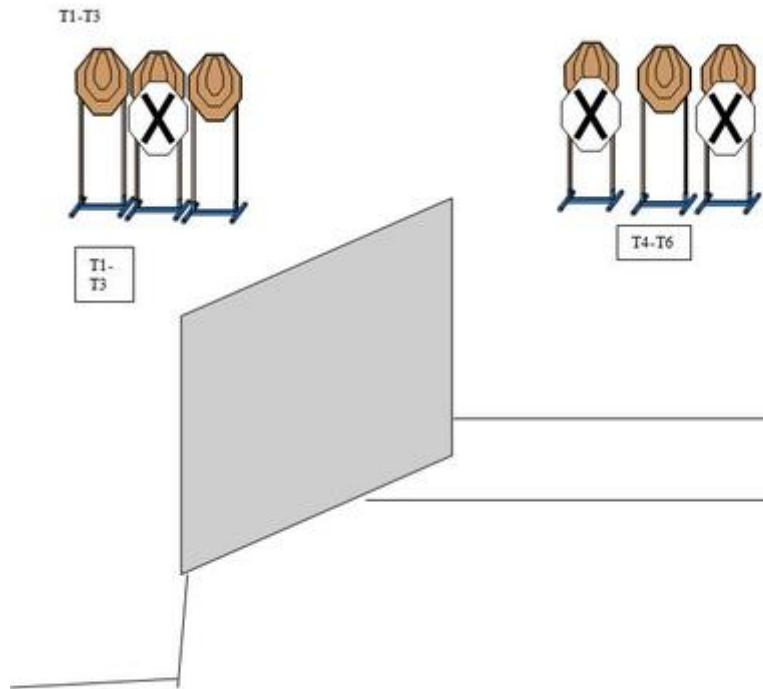
Procedure	On signal, engage T1 from Box A, then T2-T4 free order free style. Mandatory reload between targets.
Starting position	In box A. Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 2. Six plus Six



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	26.09%
Procedure	On signal engage T1-T3 from left side of the wall, the engage T4-T6 from right right side of the wall. Mandatory reload when changing shooting positions.		
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			

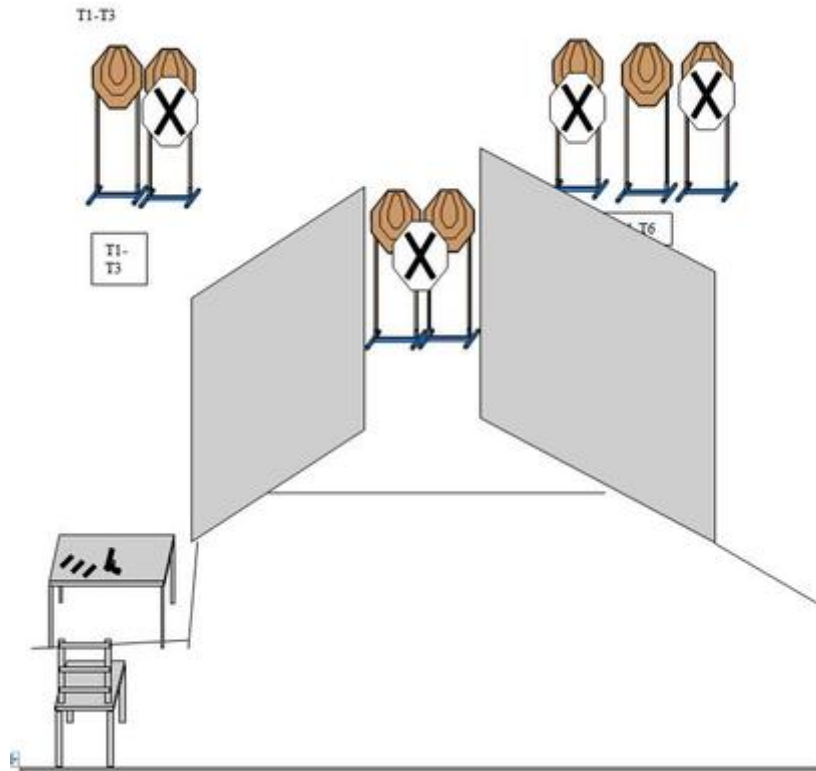
### 3. 25yards For A Start



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	26.09%

Procedure	On signal engage T1-T3 behind 25 yard line. Then engage T4-T6 from between 7 and 8 tard line
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. Keep The Balance Of S&P;



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 3 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	30.43%

Procedure	First mag loaded with 8 rds. On signal engage all targets free order, free style. At least 4 shots has to be fired with first mag before changing magazine.		
Starting position	Gun unloaded at table on mark. First mag on table, rest of the mags in pouches in belt.		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			