

1. weak hand

No image

CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 plates, 2 no-shoot, Total 5 targets	Min rounds	6
Firearm	Handgun	Match-%	6.38%

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. Strong hand

No image

CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 plates, 2 no-shoot, Total 5 targets	Min rounds	6
Firearm	Handgun	Match-%	6.38%

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. 1og2

No image

CoF	Comstock - Short	Points	60 p
Targets	2 paper, 8 plates, 4 no-shoot, Total 10 targets	Min rounds	12
Firearm	Handgun	Match-%	12.77%

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. Lang

No image

CoF	Comstock - Long	Points	150 p
Targets	11 paper, 8 plates, Total 19 targets	Min rounds	30
Firearm	Handgun	Match-%	31.91%

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. medium 200

No image

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	23.40%

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	

6. medium 300

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	19.15%

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	