

1. Guard Tower

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 plates, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	30.19%

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

2. CM 99-53 Triple Play

No image

CoF	Comstock - Medium	Points	60 p
Targets	3 paper, 3 popper, 3 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	11.32%

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

3. Bowling Alley

No image

CoF	Comstock - Long	Points	100 p
Targets	4 paper, 12 popper, Total 16 targets	Min rounds	20
Firearm	Handgun	Match-%	18.87%

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

4. Decisions

No image

CoF	Comstock - Medium	Points	65 p
Targets	13 paper, 2 popper, 10 no-shoot, Total 15 targets	Min rounds	13
Firearm	Handgun	Match-%	12.26%

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

5. Up and Down

No image

CoF	Comstock - Long	Points	145 p
Targets	12 paper, 5 plates, 6 no-shoot, Total 17 targets	Min rounds	29
Firearm	Handgun	Match-%	27.36%

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