

# 1. Pendel

No image

CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	16.00%

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	

## 2. Weak hand

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	8.00%

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	

### 3. Shake'n steven.

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	9.00%

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	

## 4. Run

No image

CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	26.00%

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	

## 5. Hatch

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.00%

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	

## 6. Popper twins

No image

CoF	Comstock - Long	Points	145 p
Targets	13 paper, 3 popper, Total 16 targets	Min rounds	29
Firearm	Handgun	Match-%	29.00%

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	