

1. Estreito

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	21.05%

Procedure	Anywhere
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. Salide

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 4 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	Heels on marks
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. Boas Vistas

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	28.07%

Procedure	Heels on marks
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. Rapido

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	anywhere
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. Boliche

No image

CoF	Comstock - Short	Points	50 p
Targets	2 paper, 6 popper, Total 8 targets	Min rounds	10
Firearm	Handgun	Match-%	8.77%

Procedure	heels on marks hands surrender pick up bowling with weakhand strong hand only
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. Barril

No image

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 plates, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	21.05%

Procedure	toes on marks facing up range
Starting position	standing relaxed toes on marks
Firearm ready condition	empty gun
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	