

1. 1 - Draw One

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CoF	Comstock - Long	Points	120 p
Targets	4 paper, Total 4 targets	Min rounds	24
Firearm	Handgun	Match-%	11.01%

Procedure	String 1: At the signal, engage targets with 1 round each as visible from within the fault lines. String 2 At the signal, engage targets with 2 rounds each as visible from within the fault lines. String 3: At the signal, engage targets with 3 rounds each as visible from within the fault lines, a mandatory reload is required between T2 and T3.
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. 2 - Ride a Horse

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CoF	Comstock - Long	Points	105 p
Targets	8 paper, 5 plates, Total 13 targets	Min rounds	21
Firearm	Handgun	Match-%	9.63%

Procedure	At signal draw and engage T1-T4 with two rounds each Strong Hand Only. Proceed to shooting Box A and engage Texas Star. Engage left target array through port. ALL RELOADS MUST BE MADE FROM MAGAZINES ON BARREL.
Starting position	Seated in chair. Gun is loaded, holstered per 8.1. All spare magazines are to be placed on barrel.
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. 3 - Bang a Gong

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CoF	Comstock - Long	Points	135 p
Targets	6 paper, 7 popper, 8 plates, Total 21 targets	Min rounds	27
Firearm	Handgun	Match-%	12.39%

Procedure	At the signal, load handgun from barrel and engage targets as visible from within fault lines. All magazines must come from barrels.
Starting position	Standing with toes on marks. Handgun is UNLOADED and placed over X on barrel per 8.1. All magazines
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. 4 - Brass in Pocket

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CoF	Comstock - Long	Points	220 p
Targets	22 paper, Total 22 targets	Min rounds	44
Firearm	Handgun	Match-%	20.18%

Procedure	At the signal, engage targets as visible within fault lines.
Starting position	Back pack must be placed on back with one strap over each shoulder. Handgun is loaded and 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. 5 - Seek n Destroy

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CoF	Comstock - Long	Points	200 p
Targets	20 paper, Total 20 targets	Min rounds	40
Firearm	Handgun	Match-%	18.35%

Procedure	At the signal retrieve handgun and engage targets as visible. Targets T10-12 must be engaged from below wall and targets T18-20 must be engaged above the wall.
Starting position	Seated in chair. Hhandgun is loaded and placed on X on table.
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. 6 - Shoot me Again

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CoF	Comstock - Long	Points	200 p
Targets	10 paper, Total 10 targets	Min rounds	40
Firearm	Handgun	Match-%	18.35%

Procedure	Starting with palms on either set of X's at the signal draw and load handgun then engage targets as they become visible with two rounds each. Once you have reached the end reverse direction and engage the targets again with two rounds each.
Starting position	Hands on either set of marks. Gun is loaded, holstered per 8.1.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. 7 - Run Through the Jungle

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CoF	Comstock - Long	Points	110 p
Targets	6 paper, 6 plates, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	10.09%

Procedure	At the signal, retrieve handgun from the barrel and engage targets as they become visible. P1-P3 must be shot from fault line at 1st barrel. P4-P6 must be engaged from behind fault line at second barrel all other targets may be engaged 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	