

**1. 75m left**

**No image**

<b>CoF</b>	Comstock - Medium	<b>Points</b>	120 p
<b>Targets</b>	10 paper, 1 popper, 3 plates, 2 no-shoot, Total 14 targets	<b>Min rounds</b>	24
<b>Firearm</b>	Handgun	<b>Match-%</b>	6.78%

<b>Procedure</b>	After audible signal engage targets. Popper 1 activates moving target T10 which will be partly visible at rest.
<b>Starting position</b>	Standing anywhere inside designated area.
<b>Firearm ready condition</b>	Gun loaded & holstered
<b>Start on</b>	Audible signal
<b>Stop on</b>	Last shot
<b>Penalties</b>	As per current edition of rules
<b>Safety angles</b>	L/R
<b>Setup notes</b>	

## 2. 75m right

No image

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, 3 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After audible signal engage targets. Popper 1 activates moving target T3 which will be partly visible at rest.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

### 3. Police range

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 2 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	9.04%

Procedure	After audible signal engage targets. Popper 2 activates moving target T4 and T5 and will be partly visible at rest.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 4. Behind trap range

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%

Procedure	After audible signal engage targets. Popper 1 activates moving target T4. Popper 2 activates moving target T2. Both will be partly visible at rest.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Laying on barrel. Muzzle pointing downrange. Magazine inserted, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 5. The corner

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After audible signal engage targets.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 6. Behind 100m hall

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%

Procedure	After audible signal engage targets. Popper 1 activates moving targets T1 and T4. Both will be partly visible at rest.
Starting position	One foot touching either yellow mark.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 7. Jungle run

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	9.04%

Procedure	After audible signal engage targets.
Starting position	One foot touching yellow mark.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 8. The moose

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After audible signal engage targets. Button activates moving targets T7 and T8 which will move until "range is clear". Cooper tunnel gives 1 procedure/fallen bar.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 9. 200m grave

No image

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 2 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	2.82%

Procedure	After audible signal engage targets. Popper 2 activates moving target T1. Popper 2 activates moving target T2. Both will be partly visible at rest.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 10. 80m test range

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After audible signal engage targets. Popper 1 activates moving target T10 and T11 which will both be partly visible at rest.
Starting position	One foot touching yellow mark.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right following the shooter.
Setup notes	

## 11. IPSC bay 2

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 1 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After audible signal engage targets.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 12. IPSC bay 1

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 2 popper, 2 plates, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	9.04%

Procedure	After audible signal engage targets. Laser activates moving target T12 and T13. Popper 2 activates moving target T14. All moving targets will be partly visible before or after activation.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right following the shooter.
Setup notes	

## 13. 200m right

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%

Procedure	After audible signal engage targets. Popper 1 activates moving target T4. Popper 2 activates moving target T1. Both will be partly visible at rest.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 14. 200m left

No image

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	2.82%

Procedure	After audible signal engage targets. Popper 1 activates moving target T4. Popper 2 activates moving target T1. Both will be partly visible at rest.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 15. Ground target

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.78%

Procedure	After audible signal engage targets. Button activates moving targets T4, T7 and T8. T4 will be partly visible at rest. T7 and T8 will move until range is clear.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

# 16. 50m right

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%

Procedure	After audible signal engage targets.
Starting position	Toes touching yellow mark.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

**17. 50m left**

**No image**

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, 3 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	2.82%

Procedure	After audible signal engage targets.
Starting position	Standing with one foot on each red bar.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

**18. 25m left**

**No image**

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	3.39%

Procedure	After audible signal engage targets.
Starting position	Standing anywhere inside designated area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right following the shooter.
Setup notes	