

1. The great wall

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	9.84%

Procedure	On signal, engage all targets as they become visible from inside the designated area.
Starting position	Standing erect, facing downrange, gun horizontal at hip level.
Firearm ready condition	Option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. The Maze

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 4 no-shoot, Total 12 targets	Min rounds	24
Firearm	Pistol Caliber Carbine	Match-%	19.67%

Procedure	On signal, engage all targets as they become visible from within the designated area.
Starting position	Standing erect, both feet on blue crosses, gun horizontal at hip level.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Read the papers

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	9.84%

Procedure	On signal, engage all targets as they become visible from within the designated area. Red and white tape equals walls extending up and down to infinity.
Starting position	Standing erect, gun at hip level
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Metalmania

No image

CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 1 popper, 2 plates, 5 no-shoot, Total 13 targets	Min rounds	23
Firearm	Pistol Caliber Carbine	Match-%	18.85%

Procedure	On signal, engage all targets as they become visible from within the designated area. Red and white tape equals walls extending up and down to infinity.
Starting position	Hands at marks on wall, as demonstrated. Gun on table, muzzle pointing downrange.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Close and fast

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	9.84%

Procedure	On signal, engage all targets as they become visible from within the designated area. Red and white tape equals walls extending up and down to infinity.
Starting position	Standing erect at green barrel, as demonstrated by RO. Gun horizontal at hip level.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Paper run

No image

CoF	Comstock - Long	Points	195 p
Targets	19 paper, 1 popper, 6 no-shoot, Total 20 targets	Min rounds	39
Firearm	Pistol Caliber Carbine	Match-%	31.97%

Procedure	On signal, engage all targets as they become visible from within the designated area. Red and white tape equals walls extending up and down to infinity.
Starting position	Standing erect, facing downrange, gun horizontal at hip level.
Firearm ready condition	Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	