

1. Zigzag

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Pistol Caliber Carbine	Match-%	9.35%

Procedure	On signal, engage all targets as they become visible. Red/white tape equals walls extending up/down to infinity
Starting position	Feet in green boxes as demonstrated
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	

2. Run and gun

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 4 no-shoot, Total 10 targets	Min rounds	20
Firearm	Pistol Caliber Carbine	Match-%	18.69%

Procedure	On signal, engage all targets as they become visible. Red/white tape equals walls extending up/down to infinity
Starting position	As demonstrated
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. Tabledance

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Pistol Caliber Carbine	Match-%	9.35%

Procedure	On signal, engage all targets as they become visible. Red/white tape equals walls exstending up/down to infinity. All magazines to be used must be placed on table.
Starting position	As demonstrated
Firearm ready condition	Option 3 on table. Pipe paralell to marks.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Left, right and middle

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 4 no-shoot, Total 10 targets	Min rounds	20
Firearm	Pistol Caliber Carbine	Match-%	18.69%

Procedure	On signal, engage all targets as they become visible. Red/white tape equals walls extending up/down to infinity. All targets on barrels must be shot through aperture.
Starting position	As demonstrated
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. Limited edition

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-%	11.21%

Procedure	On signal, engage all targets as they become visible. Red/white tape equals walls extending up/down to infinity.
Starting position	Shoulder touching wall as demonstrated
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. Here and there

No image

CoF	Comstock - Long	Points	175 p
Targets	17 paper, 1 popper, Total 18 targets	Min rounds	35
Firearm	Pistol Caliber Carbine	Match-%	32.71%

Procedure	On signal, engage all targets as they become visible. Red/white tape equals walls extending up/down to infinity. Red handle activates moving target T8 Moving targets will remain visible at rest
Starting position	Feet inside green box as demonstrated
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	