

1. The wall

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.06%

Procedure	Engage all targets as they become visible.
Starting position	Anywhere within demarcated area
Firearm ready condition	Gun empty on a barrel, all magazines to be used on the other barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marks on both sides
Setup notes	

2. GK Spesial

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	18.82%

Procedure	Engage all targets as they become visible
Starting position	Anywhere within demarcated area
Firearm ready condition	GLH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marks on both sides
Setup notes	

3. Ohh my knees

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 1 popper, 3 plates, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	7.06%

Procedure	Engage all targets as they become visible, plate 1 activates swinger, swinger is visible at rest.
Starting position	Anywhere within demarcated area
Firearm ready condition	GLH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marks on both sides
Setup notes	

4. Keyhole

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 4 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	11.76%

Procedure	Engage all targets as they become visible.
Starting position	Anywhere within demarcated area
Firearm ready condition	GLH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marks on both sides
Setup notes	

5. Mons

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 1 popper, 3 plates, 6 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	18.82%

Procedure	Engage all targets as they become visible. Plate 1 activates swinger, swinger is visible at rest
Starting position	Anywhere within demarcated area
Firearm ready condition	GLH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	marks on both sides
Setup notes	

6. Have a seat

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	4.71%

Procedure	Engage all targets as they become visible sitting on chair.
Starting position	Sitting on chair, hands on knees as demonstrated by RO
Firearm ready condition	Gun loaded, laying flat on table, slide on mark, pointing downrange
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marks on both sides
Setup notes	

7. Triangle and Square

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CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 5 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	12.94%

Procedure	Engage all targets as they become visible
Starting position	Anywhere within demarcated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marks on both sides
Setup notes	

8. Tempo

No image

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 2 popper, 4 plates, 6 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	18.82%

Procedure	Engage all targets as they become visible
Starting position	Anywhere within demarcated area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marks on both sides
Setup notes	