

1. Tricky

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CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	15.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline All skyting må gjøres gjennom dekkene.
Starting position	Start in box. Demonstrated by RO
Firearm ready condition	Magasin in gun, but empty chamber. Condition 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

2. Risky

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CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	15.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anyware Demonstrated by RO
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

3. Use the strong hand

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	15.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground and red stick = faultline Strong hand only. PCC unloaded option 3
Starting position	Demonstrated by RO. Anywhere inside stage
Firearm ready condition	Loaded and holstered. PCC option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Wooden box on ground, Right: End of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

4. Run Forest Run

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CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	22.50%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Start in midle the corner. Hands touching topp of wall demonstrated by RO
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Wooden box on ground, Right: End of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

5. Almost there

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CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	32.50%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Anyware. Demonstrated by RO
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	