

1. Get the points

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.62%

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	Unloaded on table. All magasin on table
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. Remember

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CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 4 popper, 1 no-shoot, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	19.47%

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. Bad pigs in my tire

No image

CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 popper, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	9.73%

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 Alle skudd gjennom dekk. Strong arm only.
Starting position	Racing uprange. Demonstrated by RO. In box
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading
Setup notes	

4. Go John Wick

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CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	28.32%

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
Starting position	Demonstrated by RO. Anyware 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	

5. Can you see

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.62%

Procedure	On start signal engage all targets as they become visible within the demarcated area.
Starting position	Demonstrated by RO
Firearm ready condition	Loaded and holstered. PCC opt 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

6. Do it like Ben

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CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	21.24%

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	Starting in box. 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 and right 90 and top of berm
Setup notes	