

1. Cooper life

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	15.79%

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 anywhere. 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	

2. Go right or left

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	15.79%

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	Hands touching topp of wall(markert på vegg). Left wall or right wall. Pcc touching wall demonstrated by RO
Firearm ready condition	Unloaded and holstered. PCC option 3
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. The long way

No image

CoF	Comstock - Long	Points	140 p
Targets	11 paper, 6 popper, 2 no-shoot, Total 17 targets	Min rounds	28
Firearm	Handgun	Match-%	36.84%

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 PCC unloaded option 3
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	

4. Get them all

No image

CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 2 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	21.05%

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	90/90 and vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

5. Steel the time

No image

CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 popper, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	10.53%

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 PCC option 2 Strong hand only
Starting position	Anyware. Demonstrated by RO
Firearm ready condition	Loaded and holstered. PCC option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	