

1. Windows of opportunity

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	3.72%

Procedure	
Starting position	
Firearm ready condition	Gun holstered, chamber and magwell empty, Magazines to be used during COF are placed on either one of the two barrels (A or B) prior to the starting signal
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Clear View

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 9 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	8.37%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Mazerunner

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 12 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	11.16%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Over the bridge

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 8 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	7.44%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	IT3 and IT6 only visible after crossing bridge

5. Too Many Options

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CoF	Comstock - Long	Points	150 p
Targets	15 paper, 15 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	13.95%

Procedure	
Starting position	
Firearm ready condition	Handgun laying empty,placed on markings on the table. Muzzle pointing downrange. All magazines to be used during the COF are placed on the table
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Swingers Party

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 10 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	9.30%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. Peekabo

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.58%

Procedure	
Starting position	
Firearm ready condition	Handgun holstered, magazine inserted, empty chamber
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Cornershoot

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 6 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.58%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

9. Go with the flow

No image

CoF	Comstock - Short	Points	50 p
Targets	3 paper, 2 popper, 2 plates, 3 no-shoot, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	4.65%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

10. What to do?

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CoF	Comstock - Long	Points	155 p
Targets	14 paper, 1 popper, 2 plates, 14 no-shoot, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	14.42%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

11. Confused?

No image

CoF	Comstock - Short	Points	60 p
Targets	10 paper, 2 plates, 10 no-shoot, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	5.58%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

12. Either side

No image

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 10 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	10.23%

Procedure	
Starting position	
Firearm ready condition	Default as per 8.2.2
Start on	00
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	