

1. Duple

No image

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, 1 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	17.95%

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 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	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

2. The lukes

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CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	15.38%

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 in stage
Firearm ready condition	Unload on barrel. All magasin on barrel. PCC option 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

3. The tunnel

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CoF	Comstock - Long	Points	125 p
Targets	11 paper, 3 popper, 2 no-shoot, Total 14 targets	Min rounds	25
Firearm	Handgun	Match-%	32.05%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Black and yellow = up to infinitiv. Tirethreads on ground = faultline
Starting position	Anyware 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: 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 fast or go Home

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CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 4 popper, Total 11 targets	Min rounds	18
Firearm	Handgun	Match-%	23.08%

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/sticks on ground = faultline
Starting position	Anyware Demonstrated by RO
Firearm ready condition	Loaded on table
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	

5. Speed

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CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	11.54%

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/sticks on ground = faultline
Starting position	Sitting on chair. Hands on knee. All shoots heile sitting
Firearm ready condition	Loaded on table. . 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	