

# 1. Steel and paper

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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-%	16.22%

Procedure	On signal engage all targets as they become visible from within the demarcated area. Ribbons counts as walls.
Starting position	Anywhere.
Firearm ready condition	Gun laying flat on barrel, magazine inserted, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

## 2. Load it

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CoF	Comstock - Short	Points	50 p
Targets	5 paper, 1 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	13.51%

Procedure	On signal engage all targets as they become visible from within the demarcated area. Ribbons counts as walls.
Starting position	Anywhere.
Firearm ready condition	Unloaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

### 3. Medium monster.

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CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, 2 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	27.03%

Procedure	On signal engage all targets as they become visible from within the demarcated area. Ribbons counts as walls.
Starting position	Heels touching mark.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Start position R 90°. Left ribbon by emergency exit.
Setup notes	

## 4. Long time no see.

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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-%	43.24%

Procedure	On signal engage all targets as they become visible from within the demarcated area. Ribbons counts as walls.
Starting position	Anywhere
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Right 90, left ribbon by emergency exit.
Setup notes	