

# 1. Be strong

No image

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	18.92%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity, Strong hand only.
Starting position	Starting in front in stage.
Firearm ready condition	Unloaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

2.

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CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	35.14%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity, Steel must fall to score
Starting position	Anyware
Firearm ready condition	Loaded an Holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

3.

No image

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	29.73%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity, Steel must fall to score
Starting position	Anyware
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading
Setup notes	

## 4. The wall

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	16.22%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity, Steel must fall to score
Starting position	Hands topp of wall (venstre vegg)
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading
Setup notes	