

# 1. A bridge to far

No image

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	13.79%

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	
Firearm ready condition	
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
Setup notes	

## 2. Green Berets

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-%	18.39%

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
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: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

3.

No image

CoF	Comstock - Long	Points	140 p
Targets	10 paper, 8 popper, 2 no-shoot, Total 18 targets	Min rounds	28
Firearm	Handgun	Match-%	32.18%

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
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

## 4. Hamburger Hill

No image

CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 popper, 2 no-shoot, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	21.84%

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 = faultline.
Starting position	Start anywhere
Firearm ready condition	
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
Setup notes	

## 5. kelly's heroes

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	13.79%

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. Strong hand only
Starting position	Center of wall
Firearm ready condition	Unloaded and holstered
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
Setup notes	