

1. Shorty

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	16.00%

Procedure	Engage all targets as they become visible
Starting position	Anywhere inside the designated area
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L yellow ribbon. R 90
Setup notes	

2. Jump ore no jump

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	26.67%

Procedure	Engage all targets as they become visible
Starting position	Anywhere inside the designated area
Firearm ready condition	Loaded 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. Steer my ship

No image

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	18.67%

Procedure	Engage all targets as they become visible
Starting position	Standing on bridge holding the steering wheel
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
Setup notes	

4. Flying inn

No image

CoF	Comstock - Long	Points	145 p
Targets	13 paper, 3 popper, 2 no-shoot, Total 16 targets	Min rounds	29
Firearm	Handgun	Match-%	38.67%

Procedure	Engage all targets as they become visible
Starting position	Heals touching blue mark
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R yellow ribbon
Setup notes	