

1. Diagonal Assault

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|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 11 paper, 2 popper, 4 no-shoot, Total 13 targets | Min rounds | 24 |
| Firearm | Handgun | Match-% | 18.05% |

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| Procedure | Upon start signal, the shooter will exit the vehicle, retrieve magazines from the table, and engage all designated targets from within the marked shooting area. Targets must be engaged as they become visible. |
| Starting position | Shooter begins seated, with unloaded firearm holstered, inside the back of the military vehicle. The shooter must be fully inside the vehicle at the start signal. Magazines will be placed on the table outside of the vehicle. |
| Firearm ready condition | Unloaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L 90 R 90 |
| Setup notes | |

2. Long Range Duel

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|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 2 paper, 3 popper, 3 plates, 3 no-shoot, Total 8 targets | Min rounds | 10 |
| Firearm | Handgun | Match-% | 7.52% |

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| Procedure | Upon the start signal, retrieve the gun from the barrel. Engage all targets as visible from within the marked area. 2 Paper Targets must be engaged with a minimum of two rounds each. 3 Steel Plates and 2 Poppers must be knocked down to score. |
| Starting position | Shooter stands within the marked area. Heels must be touching the designated spot. |
| Firearm ready condition | Unloaded on barrel |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L90 R yellow marked pole |
| Setup notes | |

3. Crossfire Chaos (klar)

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|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 95 p |
| Targets | 9 paper, 1 popper, 4 no-shoot, Total 10 targets | Min rounds | 19 |
| Firearm | Handgun | Match-% | 14.29% |

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| Procedure | Upon the start signal, engage all targets as they become visible from within the marked area. 9 Paper Targets require a minimum of two rounds each. 1 Popper must be hit to activate the swinger target. Be cautious of the 4 No-Shoot targets |
| Starting position | Shooter stands within the marked area. Heels touching marked spot. |
| 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 |
| Setup notes | Hele området |

4. Sprint to Cover (klar)

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|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 8 paper, 2 popper, 1 no-shoot, Total 10 targets | Min rounds | 18 |
| Firearm | Handgun | Match-% | 13.53% |

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| Procedure | Upon start signal engage targets from within the two marked areas. Engage targets from within the marked areas only. 8 paper targets must be engaged with minimum 2 rounds each. 2 poppers must be knocked down to score. |
| Starting position | Inside marked area, heels touching marked spot |
| 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 |
| Setup notes | |

5. Three Box Challenge (klar)

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|---------|--------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 3 paper, Total 3 targets | Min rounds | 18 |
| Firearm | Handgun | Match-% | 13.53% |

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|-------------------------|---|
| Procedure | The shooter must engage three different targets (T1, T2, and T3) from three distinct shooting boxes (A, B, and C). Box A: Engage only T2 with 6 rounds, freehand (unsupported). Box B: Engage only T1 with 6 rounds, weak hand only. Box C: Engage only T3 with 6 rounds, strong hand only. |
| Starting position | Inside box A |
| Firearm ready condition | Loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L SStart of wall R Green housing |
| Setup notes | |

6. Close Quarters Frenzy (klar)

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|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 70 p |
| Targets | 7 paper, 2 no-shoot, Total 7 targets | Min rounds | 14 |
| Firearm | Handgun | Match-% | 10.53% |

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| Procedure | The shooter starts with heels touching a marked area. On the start signal, the shooter must engage 7 paper targets as they become visible. |
| Starting position | Standing with heels touching the marked 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 wall/R Green housing |
| Setup notes | |

7. Parallel Pursuit (Klar)

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|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 9 paper, 2 no-shoot, Total 9 targets | Min rounds | 18 |
| Firearm | Handgun | Match-% | 13.53% |

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|-------------------------|---|
| Procedure | The shooter must engage targets from four designated shooting boxes (A, B, C, D), each with specific engagement rules: From Box A, engage only T1 and T2 with 2 rounds each, All shots must be through the window opening on the wall. From Box B, engage only T3 and T4 with 2 rounds each. From Box C, engage only T5 and T6 with 2 rounds each, while keeping one hand on a tire and all rounds must be through the tire opening! From Box D, engage only the remaining T7-T9 paper targets with 2 rounds each. A total of 18 rounds will be fired and scored. |
| Starting position | Shooter begins at Box A, facing downrange. |
| Firearm ready condition | Loaded and holstered. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L 200M range, R Green object |
| Setup notes | |

8. Sitting Duck (klar)

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|---------|--------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, 2 no-shoot, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 9.02% |

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| Procedure | The shooter starts seated at the table with the pistol and magazines lying on the table in front of them. On the start signal, the shooter must load the pistol and engage 6 paper targets placed at varying distances ahead. Each target must be engaged with two rounds. A total of 12 rounds will be fired and scored. |
| Starting position | Seated at the table, both hands resting on the thighs. |
| Firearm ready condition | Pistol and magazines placed on the table in front of the shooter, with pistol unloaded. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | Right Red housing, Left light mast |
| Setup notes | Merk pekevinkel |