

1. Steel in the luke

No image

CoF	Comstock - Short	Points	55 p
Targets	3 paper, 5 popper, 1 no-shoot, Total 8 targets	Min rounds	11
Firearm	Handgun	Match-%	11.00%

Procedure	start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
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: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

2. Two table

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 4 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	24.00%

Procedure	start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Anyware
Firearm ready condition	Unloaded on table. Gun on one table and all magazin on other table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: box on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

3. Don't be

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 1 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	11.00%

Procedure	start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity. Strong hand only
Starting position	Facing uprange In box. All shoots from box
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

4. Don't be slow

No image

CoF	Comstock - Long	Points	150 p
Targets	14 paper, 1 popper, 1 plates, 2 no-shoot, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	30.00%

Procedure	start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.
Starting position	Begge hender holder strop
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: box on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

5.

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	24.00%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	