CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	5.26%

Procedure	On signal engage all targets
Starting position	Heels touching blue mark painted on the ground.
Firearm ready condition	UNLOADED - Option 3, lying on front-barrel, All magazines to be used on the other barrel.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Pistol Caliber Carbine	Match-%	10.53%

Procedure	On Signal Engage all Targets. Popper P1 activates moving target IT7. Moving target will remain visible at rest.  Anywhere within the demarcated area, The competitor must be standing erect, with the firearm in the ready condition,
Starting position	held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards,
Firearm ready condition	muzzle pointing downrange with the fingers outside the trigger guard (see Appendix E1) LOADED - Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	120 p
Targets	24 paper, 3 no-shoot, Total 24 targets	Min rounds	24
Firearm	Pistol Caliber Carbine	Match-%	10.53%

Procedure	On signal engage all targets  Anywhere within the demarcated area, The competitor must be standing erect, with the firearm in the ready condition,
Starting position	held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards,
Firearm ready condition	muzzle pointing downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	5.26%

Procedure	On signal engage all targets  Anywhere within the demarcated area, The competitor must be standing erect, with the firearm in the ready condition,
Starting position	held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards,
Firearm ready condition	muzzle pointing downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	5.26%

Procedure	On signal engage all targets  Anywhere within the demarcated area, The competitor must be standing erect, with the firearm in the ready condition,
Starting position	held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards,
Firearm ready condition	muzzle pointing downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 1 no-shoot, Total 17 targets	Min rounds	32
Firearm	Pistol Caliber Carbine	Match-%	14.04%

Procedure	On Signal Engage all Targets. Popper P1 activates moving target IT12. Popper P2 activates moving target IT13.Moving targets will remain visible at rest.  Anywhere within the demarcated area, The competitor must be standing erect, with the firearm in the ready condition,
Starting position	held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards,
Firearm ready condition	muzzle pointing downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 popper, 1 no-shoot, Total 9 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	5.26%

Procedure	On signal engage all targets  Anywhere within the demarcated area, The competitor must be standing erect, with the firearm in the ready condition,
Starting position	held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards,
Firearm ready condition	muzzle pointing downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 popper, 4 no-shoot, Total 15 targets	Min rounds	24
Firearm	Pistol Caliber Carbine	Match-%	10.53%

Procedure	On Signal Engage all Targets. Popper P1 activates moving NOSHOOT.  Anywhere within the demarcated area, The competitor must be standing erect, with the firearm in the ready condition,
Starting position	held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards,
Firearm ready condition	muzzle pointing downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 4 no-shoot, Total 12 targets	Min rounds	22
Firearm	Pistol Caliber Carbine	Match-%	9.65%

Procedure	On signal engage all targets  Inside red aquare painted on the ground. The competitor must be standing erect, with the firearm in the ready
Starting position	condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard
Firearm ready condition	downwards, muzzle pointing downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, 2 no-shoot, Total 6 targets	Min rounds	10
Firearm	Pistol Caliber Carbine	Match-%	4.39%

Procedure	On Signal Engage all Targets. Popper P1 activates moving target IT3. Popper P2 activates moving target IT4. Moving target will remain visible at rest.  Inside red square. The competitor must be standing erect, with the firearm in the ready condition, held in both hands,
Starting position	stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing
Firearm ready condition	downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 7 no-shoot, Total 17 targets	Min rounds	32
Firearm	Pistol Caliber Carbine	Match-%	14.04%

Procedure	On signal engage all targets  Inside blue smiley. he competitor must be standing erect, with the firearm in the ready condition, held in both hands,
Starting position	stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing
Firearm ready condition	downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 3 no-shoot, Total 7 targets	Min rounds	12
Firearm	Pistol Caliber Carbine	Match-%	5.26%

Procedure	On signal engage all targets  One hand touching blue mark. The competitor must be standing erect, with the firearm in the ready condition, held in
Starting position	both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle
Firearm ready condition	pointing downrange with the fingers outside the trigger guard (see Appendix E1) Loaded - option 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	