## 1.33 Tryout

CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Pistol Caliber Carbine	Match-%	11.11%
Procedure	Engage all paper targets.		
Starting position	Rifle at the ready		
Firearm ready condition	Ready		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

# 2. Agent 47

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Pistol Caliber Carbine	Match-%	18.52%
Procedure	Engage paper targets twice (4 shots pr/target)		
Starting position	Rifle at the ready		
Firearm ready condition	Ready		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

### 3. The walls of '53

CoF	Comstock - Medium	Points	70 p
Targets	4 paper, 6 popper, Total 10 targets	Min rounds	14
Firearm	Pistol Caliber Carbine	Match-%	25.93%
Procedure	After the audble signal, engage all targets from designated area "A remaining targets from behind the barricade within the designated		area "B" and engage all
Starting position	Rifle at the ready		
Firearm ready condition	Loaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

# 4. Dirty five

CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 popper, Total 4 targets	Min rounds	6
Firearm	Pistol Caliber Carbine	Match-%	11.11%
Procedure	Engage all targets from within designated area "A"		
Starting position	Standing relaxed. All magazines will be placed on a pad on the gro	ound in front of the c	competitor.
Firearm ready condition	Placed on pad, unloaded, muzzle pointing downrange.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

## 5. 19 attempts

CoF	Comstock - Medium	Points	90 p
Targets	3 paper, Total 3 targets	Min rounds	18
Firearm	Pistol Caliber Carbine	Match-%	33.33%
Procedure	After the audible start signal engage target T3 only with six rounds mandatory reload and engage target T2 with six rounds from withir mandatory reload and engage target T1 with six rounds, from withi	n the designated are	ea "A". Perform another
Starting position	Rifle at the ready in area "A"		
Firearm ready condition	Loaded and ready		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			