1. Starterpack



| CoF | Comstock - Short | Points | 60 p |
|----------------------------|---|------------|--------|
| Targets | 5 paper, 2 popper, Total 7 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 11.21% |
| Procedure | On start signal engage all targets | | |
| Starting position | Anywhere inside demarcated 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 | | |
| Setup notes | Shoot'n Score It https://shootnscoreit.com 2025-07-15.03:18 | | |

2. Get em all



| CoF | Comstock - Medium | Points | 100 p |
|-------------------------|--|----------------------|-------------------------|
| Targets | 8 paper, 4 popper, Total 12 targets | Min rounds | 20 |
| Firearm | Handgun | Match-% | 18.69% |
| Procedure | On start signal, engage all targets from within the shooting area. F | Popper activates Bob | ber, demonstrated by RO |
| Starting position | The start position is standing anywhere in the shooting area | | |
| Firearm ready condition | Loaded and holstered | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | Safety mark left side and box on right side, top of berm. Demonstrated by RO | | |
| Setup notes | | | |

No image

| CoF | Comstock - Short | Points | 60 p |
|----------------------------|---|------------|--------|
| Targets | 6 paper, 4 no-shoot, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 11.21% |
| Procedure | | | |
| Starting position | Starting anywhere inside area | | |
| Firearm ready condition | Firearm loaded placed on barrel | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | Box on left side, 90 degrees right side past mark | | |
| Setup notes | | | |

4. Side to side



| CoF | Comstock - Medium | Points | 115 p |
|-------------------------|--|-----------------------|----------------------------|
| Targets | 10 paper, 3 popper, 1 no-shoot, Total 13 targets | Min rounds | 23 |
| Firearm | Handgun | Match-% | 21.50% |
| | | | |
| Procedure | On start signal, engage all targets from within the shooting area. P | Popper activates swir | nger as demonstrated by RO |
| Starting position | Standing anywhere in the shooting area as demonstrated by RO | | |
| Firearm ready condition | loaded and holstered | | |
| Start on | Audible signal | | |
| Stop on | Last shot | | |
| Penalties | As per current edition of rules | | |
| Safety angles | Box left side, 90 degrees right side, top of berm. Demonstrated by | RO | |
| Setup notes | | | |

5. Stronger Faster



| CoF Targets | Comstock - Short | Points | 40 p |
|----------------------------|---|------------|-------|
| Targets | American Tetal Atomata | | 4 0 1 |
| 5 | 4 paper, Total 4 targets | Min rounds | 8 |
| Firearm | Handgun | Match-% | 7.48% |
| Procedure | On start signal engage all targets from within box STRONG HAN | D ONLY | |
| Starting position | Inside box | | |
| 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 90, top of berm | | |
| Setup notes | Shoot'n Score It https://shootnscoreit.com 2025-07-15 03:18 | | |

No image

| Comstock - Long | Points | 160 p |
|--|--|---|
| 14 paper, 4 popper, 4 no-shoot, Total 18 targets | Min rounds | 32 |
| Handgun | Match-% | 29.91% |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| Anywhere inside demarcated area | | |
| Loaded and holstered | | |
| Audible signal | | |
| Last shot | | |
| As per current edition of rules | | |
| L/R 90, top of berm | | |
| | | |
| | | |
| | 14 paper, 4 popper, 4 no-shoot, Total 18 targets Handgun Anywhere inside demarcated area Loaded and holstered Audible signal Last shot As per current edition of rules | 14 paper, 4 popper, 4 no-shoot, Total 18 targets Min rounds Handgun Match-% Audible signal Variant of rules |