

1. On the corner

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	9.09%

Procedure	Engage all targets as they become visible inside the demarcated area.
Starting position	Anywhere
Firearm ready condition	Loaded and holstered/Opt. 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Hit'n Run

No image

CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, 1 no-shoot, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	19.70%

Procedure	Empty gun and all magazines to be used lying flat on table. On signal engage all targets as they become visible inside the demarcated area.
Starting position	As demonstrated by RO
Firearm ready condition	Unloaded / Opt. 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. The walls

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CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 popper, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	21.21%

Procedure	Engage all targets as they become visible. Poppers activate moving targets
Starting position	Anywhere within demarked area
Firearm ready condition	Loaded and holstered/Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L 90 degrees, R red and white ribbon in tree
Setup notes	

4. the twist

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	9.09%

Procedure	Engage all targets as they become visible
Starting position	Anywhere within demarkated area
Firearm ready condition	Loaded and holstered/Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L 90 degrees, R red and white ribbon in tree
Setup notes	

5. Hit that

No image

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 plates, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	18.18%

Procedure	On signal engage all targets as they become visible within the demarcated area. Popper P1 activates moving targets P2 and P3, which remain visible at rest.
Starting position	Anywhere
Firearm ready condition	Loaded and holstered / Opt. 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Speed Up!

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	12.12%

Procedure	On signal engage all targets as they become visible within the demarcated area.
Starting position	Anywhere
Firearm ready condition	Gun loaded, empty chamber / Opt. 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. steel paradise

No image

CoF	Comstock - Medium	Points	70 p
Targets	4 popper, 10 plates, Total 14 targets	Min rounds	14
Firearm	Handgun	Match-%	10.61%

Procedure	Engage one target group from each box. All poppers from one box White plates from one box Red plates from one box
Starting position	Anywhere outside of boxes
Firearm ready condition	Loaded and holstered/Option 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red marks, thigh
Setup notes	