

# 1. Protect the case

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	9.68%

Procedure	Shoot all targets holding case in weak hand Shoot popper from start box, shoot all targets behind fault line
Starting position	Gun loaded & holstered, case in weak hand
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

## 2. noshoot

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 4 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	19.35%

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

### 3. rack rack city

No image

CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 2 popper, 2 plates, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	23.66%

Procedure	Shoot all steel targets, 2 plates, 2 poppers from demarcted starting area, behind fault line
Starting position	Gun unloaded & holstered all mags in belt
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Build stage with poppers, plates and a few mini paper targets to simulate shooting long distances.

## 4. hitfactor

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.90%

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

## 5. long course, long range

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 1 popper, 1 plates, 5 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	34.41%

Procedure	shoot T1, T2, T3 and popper behind first faultline
Starting position	Gun loaded & holstered, heels touching mark
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Build stage with paper targets to be shot from small gaps in walls. use fault lines and walls, to prevent unsafe angels