

1. Hatch

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.74%

Procedure	On signal, shoot all targets within demarked area.
Starting position	Gun loaded & holstered heels touching yellow marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R mark in berm.
Setup notes	

2. opposite swinger

No image

CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 2 popper, 2 plates, 2 no-shoot, Total 11 targets	Min rounds	18
Firearm	Handgun	Match-%	11.61%

Procedure	Shoot all targets within demarked area.
Starting position	Gun loaded & holstered standing anywhere
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	Popper 1 activates swinger 2, Popper 2 activates swinger 1.

3. Cooper tunnel

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.74%

Procedure	Shoot all targets within demarked area.
Starting position	Gun loaded & holstered heels touching yellow marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	desturbing sticks equals 1 penalty eatch

4. Viking ship

No image

CoF	Comstock - Short	Points	40 p
Targets	8 paper, 3 no-shoot, Total 8 targets	Min rounds	8
Firearm	Handgun	Match-%	5.16%

Procedure	Shoot all targets from area a only, with a minimum of one round each.
Starting position	Gun unloaded & holstered .
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R mark in berm.
Setup notes	

5. The field

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	20.65%

Procedure	Shoot all targets within demarked area.
Starting position	Gun loaded & holstered hand touching yellow marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

6. Stairway to heaven

No image

CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 1 popper, 1 plates, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	12.90%

Procedure	Shoot all targets within demarked area.
Starting position	Gun loaded & holstered toes touching yellow marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

7. Be cool.

No image

CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	12.90%

Procedure	Shoot all targets within demarked area.
Starting position	Gun unloaded & holstered, toes touching yellow marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	Popper 1 activates swinger 1, Popper 2 activates swinger 2, swingers will be visible at rest.

8. Strong hand

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.74%

Procedure	Shoot all targets within demarked area with strong hand Only
Starting position	Gun loaded & holstered standing anywhere.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	

9. Moover

No image

CoF	Comstock - Medium	Points	105 p
Targets	9 paper, 1 popper, 2 plates, 2 no-shoot, Total 12 targets	Min rounds	21
Firearm	Handgun	Match-%	13.55%

Procedure	Shoot all targets within demarked area.
Starting position	Gun loaded & holstered heels touching yellow marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90°
Setup notes	Popper 1 activates moover. Hatch activates swinger