

1. Neighbourhood Watch

No image

CoF	Comstock - Long	Points	135 p
Targets	10 paper, 4 popper, 3 plates, 6 no-shoot, Total 17 targets	Min rounds	27
Firearm	Handgun	Match-%	16.17%

Procedure	On signal, engage Targets, Poppers and Plates as they become visible while remaining within the demarcated area. P1 activates moving target T1 and P4 activates moving target T9; both remain visible. Note: This is a 270■ stage.
Starting position	Loaded & holstered Standing with both heels touching the marked area. Fingers interlaced on head
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	270
Setup notes	

2. Midnight Madness

No image

CoF	Comstock - Medium	Points	110 p
Targets	7 paper, 4 popper, 4 plates, 5 no-shoot, Total 15 targets	Min rounds	22
Firearm	Handgun	Match-%	13.17%

Procedure	On signal, engage Targets, Poppers & Plates as they become visible while remaining within the demarcated area. P2 activates moving target T4 which remains visible.
Starting position	Gun Loaded and placed on table. All magazines accessible during the COF is to be placed in Drawer
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. Knock-Knock

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, 4 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	7.19%

Procedure	On signal, engage Targets, Poppers and Plates as they become visible while remaining within the demarcated area
Starting position	Gun loaded & holstered standing anywhere within the demarcated area as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. A Different View

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	7.19%

Procedure	On signal, engage Targets as they become visible while remaining within the demarcated area
Starting position	Gun loaded & holstered standing with both heels touching the marked area. Hands surrender
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. Jinxed

No image

CoF	Comstock - Long	Points	140 p
Targets	12 paper, 2 popper, 2 plates, 5 no-shoot, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	16.77%

Procedure	On signal, engage Targets, Poppers & Plates while remaining within the demarcated area. P1 activates T3 and P2 activates T11. Both remain visible
Starting position	Gun loaded & holstered standing anywhere within the demarcated area as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Steady Now!

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	4.79%

Procedure	Shooter starts standing on the platform as demonstrated. Arms are crossed, touching shoulders. On signal, engage Targets while remaining within the demarcated area.
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	

7. Run Away

No image

CoF	Comstock - Medium	Points	110 p
Targets	6 paper, 3 popper, 7 plates, 6 no-shoot, Total 16 targets	Min rounds	22
Firearm	Handgun	Match-%	13.17%

Procedure	On signal, engage Targets, Poppers & Plates as they become visible while remaining within the demarcated area. P1 activates T1, P2 activates T3 and P3 activates T5. All moving targets remain visible.
Starting position	Gun loaded & holstered standing with both toes touching the marked area as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Make Haste

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	7.19%

Procedure	On signal, engage Targets & Poppers as they become visible while remaining within the demarcated area.
Starting position	Gun loaded & holstered standing anywhere within the demarcated area as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

9. A Walk in the Park

No image

CoF	Comstock - Medium	Points	120 p
Targets	7 paper, 5 popper, 5 plates, 1 no-shoot, Total 17 targets	Min rounds	24
Firearm	Handgun	Match-%	14.37%

Procedure	On signal, engage Targets, Poppers & Plates as they become visible while remaining within the demarcated area
Starting position	Gun loaded & holstered standing anywhere within the demarcated area as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	