

1. Long Gone

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 4 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	31.37%

Procedure	Starting with hands touching mark. Engage all targets from within demarcated area. Faultline for steel are after T1-T3.
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	

2. It's Gone Sideways

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 4 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	15.69%

Procedure	Starting in square. Engage all targets to windows.
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. Gone Down

No image

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 4 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	21.57%

Procedure	Starting in box. Engage all targets.
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	

4. Gone Presidential

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.76%

Procedure	Engage top or bottom targets with two rounds each. Mandatory Reload. Engage the other set (bottom or top targets). After signal one foot should be in the circle.
Starting position	Facing uprange in surrender in Circle. 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. Go Big or Gone Home?

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	19.61%

Procedure	Starting in circle. Engage all targets from within 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	