

# 1. Steel, Felt Bay 1

No image

CoF	Comstock - Long	Points	150 p
Targets	8 paper, 14 plates, Total 22 targets	Min rounds	30
Firearm	Handgun	Match-%	21.58%

Procedure	On signal engage all targets from within demarkated 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	Left: Red stick / Right: Red stick
Setup notes	

## 2. Swing, Felt Bay 1

No image

CoF	Comstock - Short	Points	45 p
Targets	2 paper, 2 disappearing/bonus, 1 popper, Total 5 targets	Min rounds	5
Firearm	Handgun	Match-%	6.47%

Procedure	On signal, engage all targets from within demarkated area Right and left swinger are bonus targets The middle swinger is visible at rest
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	Left: red stick / Right: red stick
Setup notes	Popper P1 will release moving targets T1- and bonus targets T2-T3

### 3. Easy, Bay 2 bane 6

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 2 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	14.39%

Procedure	On signal engage all targets from whitin demarkated 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	Left: red stick / Right: red stick
Setup notes	

## 4. Strong hand, Bay 2 Bane 6

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	6.47%

Procedure	On signal engage all targets from within demarkated area, strong hand only
Starting position	Gun unloaded laying flat on table pointing downrange. Magasin to be used on same table
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red stick / Right: red stick
Setup notes	

## 5. Closed Door Bay 3 bane 5

No image

CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	22.30%

Procedure	On signal, engage all targets from within demarkated area. Popper P1 will release door D1. Magazines to be used after door opens, on table behind door. Gun unloaded lying flat on table pointing downrange, empty magazin and bucket for ammunition also on table. On signal, fill needed ammo from bucket into magazin
Starting position	Sit on chair, back touch back-rest, hands on knees
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red stick / Right: 90
Setup notes	

## 7. Moose Bay 4 Elgbane

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.02%

Procedure	On signal engage all targets from within designated 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	Left: red stick / Right: red stick
Setup notes	

## 8. Weak Bay 4 Elgbane

No image

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 4 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	5.76%

Procedure	On signal engage all targets from within demarkated area Weak hand only
Starting position	Gun loaded, laying flat on table. Gun pointing downrange
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red stick / Right: red stick
Setup notes	