

1. Please come back

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 6 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	9.71%

Procedure	On signal engage all targets from within the demarked area.
Starting position	Anywhere inside the demarked area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Swinging steel

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 1 popper, 3 plates, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	5.83%

Procedure	Popper P1 releases moving targets P2 and P3. All targets will be visible at rest. On signal engage all targets from within the demarked area
Starting position	Anywhere inside the demarked area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Our weakest moments

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.83%

Procedure	Gun laying unloaded with slide on mark on either Barrel A or B. All magazines to be used on opposite Barrel. On signal engage all targets Weak Hand Only.
Starting position	Toes touching mark
Firearm ready condition	Unloaded laying flat on barrel, slide on mark.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. V for Victory

No image

CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 2 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	7.77%

Procedure	Popper P1 releases moving target T1 Popper P2 releases moving target T1. All targets will be visible at rest. On signal engage all targets from within the demarked area.
Starting position	Anywhere inside the demarked area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. On the move

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CoF	Comstock - Long	Points	160 p
Targets	16 paper, 6 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	15.53%

Procedure	On signal engage all targets from within the demarked area.
Starting position	Anywhere inside the demarked area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Wall of steel

No image

CoF	Comstock - Short	Points	60 p
Targets	2 popper, 10 plates, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	5.83%

Procedure	On signal engage all targets from within the demarked area.
Starting position	Anywhere inside the demarked area
Firearm ready condition	Gun unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

7. Bakkar og Berg

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	7.77%

Procedure	On signal engage all targets from within the demarked area.
Starting position	Anywhere inside the demarked area.
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Mr BobBob

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	5.83%

Procedure	Popper P1 will release moving target T1. Popper P2 will release moving target T2. All target will be visible at rest.
Starting position	Anywhere inside the demarked area
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

9. MiniMe

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 4 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	8.74%

Procedure	On signal engage all targets from within the demarked area.
Starting position	Heels touching mark.
Firearm ready condition	Gun unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

10. Pinball

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 3 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	5.83%

Procedure	On signal engage all targets from within demarked area
Starting position	Toes touching mark
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

11. Run baby, run

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 6 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	15.53%

Procedure	Popper P1 and P2 must be shot before faultline in door. Engaging poppers after passing the faultline in door will be a violation of safety distance rules and result in DQ.
Starting position	In smiley as demonstrated by RO
Firearm ready condition	Gun unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

12. Tivoli

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	5.83%

Procedure	Popper P1 releases moving target T1 and T2. Popper P2 releases moving target T2 and T3. All targets will be visible at rest, On signal engage all targets from within demarked area
Starting position	Heals touching mark
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	