1. Bobbin' along



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 1 popper, 2 plates, 1 no-shoot, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	16.24%
Procedure	On start signal engage all targets as they become visible within th extending up/down to infinity. Tirethreads on ground = faultline	e demarcated area.	Red/white tape = walls
Starting position	Gun loaded & holstered in angle as demonstrated by RO		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		

Left: end of building, right: double tires, vertical: top of berm, horizontal when reloading

Setup notes

Safety angles

2. Side to side

0.5	Question Lang		
CoF	Comstock - Long	Points	125 p
Targets	11 paper, 1 popper, 2 plates, Total 14 targets	Min rounds	25
Firearm	Handgun	Match-%	21.37%
Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline		
Starting position	Gun loaded & holstered, facing uprange in door opening as demor	nstrated by RO	
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: double tires when facing berm, right 90 degrees, vertical: top	of berm (logs), horiz	contal when reloading
Setup notes			

3. Bend the knee



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 1 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	22.22%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity. Tirethreads on ground = faultline	e demarcated area.	Red/white tape = walls
Starting position	Gun loaded & holstered, line on ground		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Same as stage 2		
Setup notes	Shoot'n Score It https://shootnscoreit.com 2025-07-19 13:48		

4. What to do

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 1 popper, 2 plates, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	7.69%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity. All shots to be fired from within box	e demarcated area.	Red/white tape = walls
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	Same as stage 2+3		
Setup notes			

5. Just do it

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 plates, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	18.80%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity.	e demarcated area.	Red/white tape = walls
Starting position	Gun loaded & holstered, in opening between walls		
Firearm ready			
condition Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading		
Setup notes			



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	13.68%
Procedure	On start signal engage all targets as they become visible within the extending up/down to infinity.	e demarcated area.	Red/white tape = walls
Starting position	Gun loaded & holstered, toes touching line on ground		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading		
Setup notes			