

1. Pull'n shoot

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.62%

Procedure	Engage targets from within demarcated area strong hand only Pulling and holding rope reveals ipsc mini target 1 and 2, and activates bobber 1 which is visible at rest.
Starting position	Anywhere
Firearm ready condition	GLAH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Windows

No image

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	19.47%

Procedure	Engage targets from within demarcated area.
Starting position	Anywhere
Firearm ready condition	Gun unloaded with magwell empty lying on barrel with slide within mark.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Retreat!

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.62%

Procedure	Engage targets from within demarcated area.
Starting position	Toes touching arrows as demonstrated.
Firearm ready condition	GLAH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Cooper

No image

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	20.35%

Procedure	Engage targets from within demarcated area. Popper 1 activates swinger 1 and 2. Both are visible at rest. Cooper tunnel: Competitors incur 1 procedural penalty for each overturned or fallen wooden beam.
Starting position	Anywhere.
Firearm ready condition	GLAH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Keep Clear!

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.62%

Procedure	Engage targets from within demarcated area
Starting position	Anywhere
Firearm ready condition	GLAH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Walk The Line

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	28.32%

Procedure	Engage targets from within demarcated area. Competitors that perform any forward movement while stepping outside or back on to the plank again will incur 1 procedural penalty. Competitors that step outside the plank while moving forward and then return to the same area they stepped off will not be penalized.
Starting position	Heels on marks as demonstrated.
Firearm ready condition	GLAH
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	