

1. The Office

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	5.41%

Procedure	After start signal, engage all targets. Popper P-1 will release moving target T-3, which is visible at rest.
Starting position	Sitting on stool, feet inside square mark, hands on knees as demonstrated
Firearm ready condition	Empty and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

2. 4 Squares

No image

CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 2 popper, 2 plates, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	9.91%

Procedure	After start signal engage all targets. Popper P-1 will release moving target T-8, and PopperP-2 will release moving target T-9. Moving targets are visible at rest.
Starting position	Standing as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

3. Hatch and Half

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	14.41%

Procedure	After start signal, engage all targets
Starting position	Standing as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

4. The Door

No image

CoF	Comstock - Medium	Points	110 p
Targets	8 paper, 6 plates, 2 no-shoot, Total 14 targets	Min rounds	22
Firearm	Handgun	Match-%	9.91%

Procedure	After start signal, engage all targets. Opening door will release moving targets T-4 and T-5. Moving targets are visible at rest
Starting position	Heels touching marks as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

5. Falling Hatch

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	5.41%

Procedure	After start signal, engage all targets. Popper P-1 will release hatch revealing targets T-2 and T-3
Starting position	Standing as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

6. The V

No image

CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 4 plates, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	9.01%

Procedure	After start signal, engage all targets
Starting position	Standing, toes touching marks as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

7. Moose Ride

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.41%

Procedure	After start signal engage all targets.
Starting position	Sitting in saddle on the moose,as demonstrated
Firearm ready condition	Gun unloaded, lying flat on mark. Magazines to be used,on shelf
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

8. Popper world

No image

CoF	Comstock - Medium	Points	120 p
Targets	7 paper, 10 popper, Total 17 targets	Min rounds	24
Firearm	Handgun	Match-%	10.81%

Procedure	After start signal, engage all targets. Popper P-5 will release moving target T-3. Popper P-6 will release moving target T-5. Moving targets will be visible at rest.
Starting position	Standing as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

9. Weak Hand

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.41%

Procedure	After start signal, engage all targets. Weak hand only
Starting position	Standing as demonstrated
Firearm ready condition	Gun loaded, lying flat on mark on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

10. Micky Mouse

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	5.41%

Procedure	After start signal engage all targets
Starting position	Standing as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

11. Strong hand

No image

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	4.95%

Procedure	After start signal, engage all targets. Strong hand only
Starting position	Standing as demonstrated
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	

12. Confussing

No image

CoF	Comstock - Long	Points	155 p
Targets	12 paper, 5 popper, 2 plates, Total 19 targets	Min rounds	31
Firearm	Handgun	Match-%	13.96%

Procedure	After start signal,engage all targets
Starting position	Standing with one foot touching mark, as demonstrated.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Indicated with red marks
Setup notes	