

1. Double tap

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.17%

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 is foul line. Strong hand only.
Starting position	Demonstrated by RO
Firearm ready condition	Gun unloaded on table. All magasin to be used on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red mark on building, right: red stick, vertical: top of berm, horizontal when reloading
Setup notes	

2. Cardio

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CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 5 popper, 1 plates, 3 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	20.34%

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	Starting in box. Demonstrated by RO
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red mark on building, right: red stick, vertical: top of berm, horizontal when reloading
Setup notes	

3. Beware of bathrooms

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CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	20.34%

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	Demonstrated by RO
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red stick. Right: red mark on wall
Setup notes	

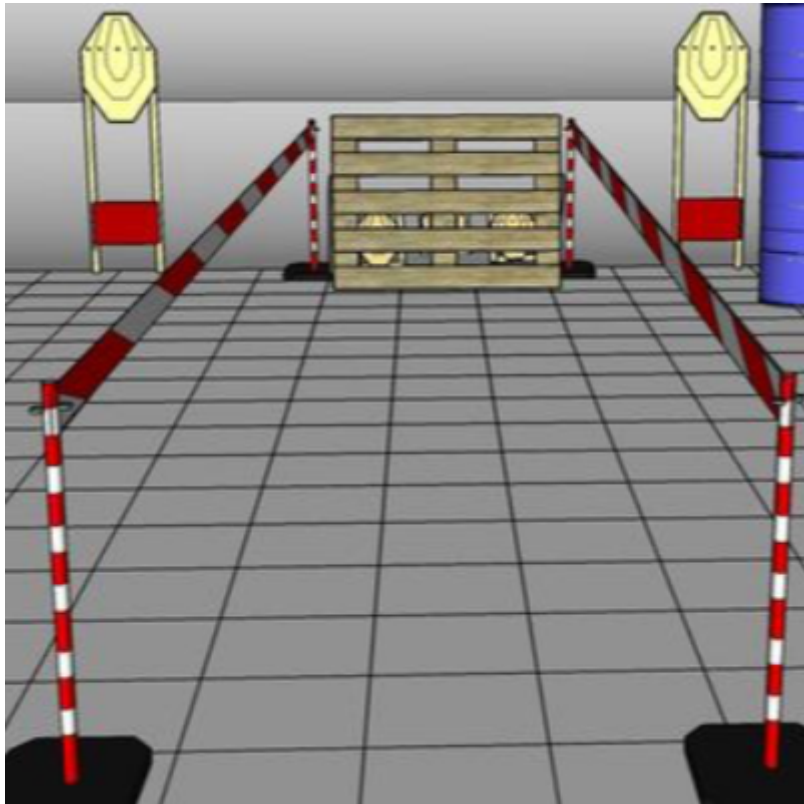
4. Travel light

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.17%

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	Demonstrated by RO. Anyware
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red stick. Right: red mark on wall
Setup notes	

5. Seatbelts



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.17%

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	Demonstrated by RO touching Green mark on wall
Firearm ready condition	Gun loaded & holstered
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	

6. Don't swing low

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CoF	Comstock - Long	Points	170 p
Targets	14 paper, 1 disappearing/bonus, 2 popper, 2 plates, 4 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	28.81%

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	Demonstrated by RO
Firearm ready condition	Gun loaded & holstered
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	