1. Close to the Edge



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	17.14%

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	
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: Red Stick V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

2. Show us that weak is strong



CoF	Comstock - Short	Points	60 p
Targets	4 paper, Total 4 targets	Min rounds	12
Firearm	Handgun	Match-%	17.14%

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 PCC unloaded on table. Weak hand only.
Starting position	Sitting on chear
Firearm ready condition	Loaded on table/ PCC unloaded on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: Red Stick V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

3. Find the right way



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	25.71%

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	Innermost part of spiral, toes touching faultline
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Red stick. R: Wall when facing berm. After padling stick and mark 90-90', V: Top of berm, 20 degrees over horizontal when reloading
Setup notes	

4. Get them all



CoF	Comstock - Long	Points	140 p
Targets	10 paper, 8 popper, 4 no-shoot, Total 18 targets	Min rounds	28
Firearm	Handgun	Match-%	40.00%

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	Anyware. Demostrated by RO
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	