

1. Now You See Me

No image

CoF	Comstock - Short	Points	60 p
Targets	2 paper, 2 disappearing/bonus, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Handgun	Match-%	5.26%

Procedure	On signal engage all targets. Popper P2 activates moving targets T1 & T2. Popper P3 activates moving targets T3 & T4. Targets T1 & T4 are hidden at rest.
Starting position	Anywhere within designated area, with wrists below belt.
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 red sticks
Setup notes	

2. Weak Sandman

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 1 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	4.39%
Procedure	On signal, engage all targets, using weak hand only.		
Starting position	Anywhere within designated area, with wrists below belt.		
Firearm ready condition	Loaded on table. All of the gun must be within the edges of the tabletop.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R red sticks		
Setup notes			

3. Strong Sandman

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	4.39%
Procedure	On signal, engage all targets, using strong hand only.		
Starting position	Anywhere within designated area, with wrists below belt.		
Firearm ready condition	Loaded on table. All of the gun must be within the edges of the tabletop.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R red sticks		
Setup notes			

4. Dragonfly

No image

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 3 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	14.04%

Procedure	On signal, engage all targets. Poppers P1 and P2 activate moving targets B1 and B2. Moving targets are visible at rest.
Starting position	Anywhere within designated area, with wrists below belt.
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marker left following 90, marker right following 90
Setup notes	

5. Feed Me Bananas

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	10.53%

Procedure	On start signal, engage all targets. Popper P2 activates moving target S1. Moving target S1 is visible at rest.
Starting position	Anywhere within designated area, with wrists below belt.
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 red sticks
Setup notes	

6. Guleböj

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	10.53%

Procedure	On start signal, engage all targets. Door to be opened only with help of Hand(s).
Starting position	Standing with both feet touching mark, as demonstrated by RO.
Firearm ready condition	Magazine inserted, empty chamber
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Marker left following 90, marker right following 90
Setup notes	

7. Pling Pling

No image

CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 4 popper, 4 plates, 1 no-shoot, Total 16 targets	Min rounds	24
Firearm	Handgun	Match-%	10.53%

Procedure	On start signal, engage all targets. Popper P4 activates moving target S1. Popper P5 activates moving target S2. Moving targets are visible at rest.
Starting position	Anywhere within designated area, with wrists below belt.
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 red sticks
Setup notes	

8. Florida Man

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 1 popper, 3 plates, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	14.04%

Procedure	On start signal, engage all targets. Popper P3 activates moving target S1. Moving target S1 is visible at rest.
Starting position	Standing with one foot touching mark, as demonstrated 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	Marker left following 90, marker right red stick
Setup notes	

9. Looper

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.26%

Procedure	On signal, engage all targets. Stomper activates moving target S1. Moving target S1 is visible at rest. Stomper may only be activated by using the kettle bell – as demonstrated by RO.
Starting position	Standing with both feet touching mark, as demonstrated 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 red sticks
Setup notes	

10. Rocket Science

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.26%

Procedure	On start signal, engage all targets.
Starting position	Anywhere within designated area, with wrists below belt.
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 red sticks
Setup notes	

11. The Remedy

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 1 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	10.53%

Procedure	On start signal, engage all targets.
Starting position	Anywhere within designated area, with wrists below belt.
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 red sticks
Setup notes	

12. Kriss Kross

No image

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	5.26%

Procedure	On start signal, engage all targets. Poppers P1 & P2 activate moving targets S1 & S2.
Starting position	Anywhere within designated area, with wrists below belt.
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 red sticks
Setup notes	