

0. Get them fast



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 3 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	28.12%

Procedure	On signal engage all targets as they become visible from within the demarcated area.
Starting position	Anyware
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 90/90
Setup notes	

1. Front runner



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	14.06%

Procedure	On signal engage all targets as they become visible from within the demarcated area. Red and yellow table is wall up and down to infinity. Strong hand only.
Starting position	Anyware
Firearm ready condition	Unloaded on table. All magasin on table.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R 90/90
Setup notes	

2. Let the force be strong

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	18.75%

Procedure	On signal engage all targets as they become visible from within the demarcated area.
Starting position	Starting i foultnline. All shoots from foultn line box.
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R90/90
Setup notes	

4. The Getaway

No image

CoF	Comstock - Long	Points	125 p
Targets	12 paper, 1 popper, 1 no-shoot, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	39.06%

Procedure	On signal engage all targets as they become visible from within the demarcated area. Yellow and black tape Are walls up and down to infinity Popper must be shoot from box.
Starting position	In box
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 90/90
Setup notes	