

1. Strong as hell

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	8.26%

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 Strong hand only
Starting position	Anyware in box. All shoots from box
Firearm ready condition	Loaded and holstered. Pcc opt 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

2. To heaven and to hell

No image

CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 2 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	21.10%

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
Firearm ready condition	Loaded and holstered. Pcc opt 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R same as stage 1
Setup notes	

3. Go fast

No image

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 1 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	8.26%

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	In box and all shoot firing from box
Firearm ready condition	Loaded and holstered. Pcc opt 2
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm
Setup notes	

4. Go down and to the sides

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 4 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	22.02%

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
Firearm ready condition	Loaded and holstered. Pcc opt 1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Box on left side and R: 90deg when facing berm/wooden box, V: top of berm
Setup notes	

5. Box to box

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.01%

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	In box left or right
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. V Top of berm
Setup notes	

6. Fight to the finish Line

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 1 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	29.36%

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
Firearm ready condition	Loaded and holstered. Pcc opt 3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Same as stage 5
Setup notes	