

1. NoName

No image

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	16.00%

Procedure	Upon signal engage all targets.
Starting position	Anywhere in designated area.
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
Setup notes	

2. XXL

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CoF	Comstock - Long	Points	160 p
Targets	13 paper, 2 popper, 4 plates, 2 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	21.33%

Procedure	Upon signal engage all targets. Poppers IP1 and IP2 will activate swinging no-shoot targets, hidden target are visible at rest.
Starting position	Anywhere in designated area.
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
Setup notes	

3. Wild Bill

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.00%

Procedure	Engage all targets. Weak hand only.
Starting position	Sitting relaxed in chair, cards in both hands.
Firearm ready condition	Laying flat on table. Muzzle pointing downrange. Magazine inserted, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Double

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CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 1 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	14.67%

Procedure	Upon signal engage all targets.
Starting position	Anywhere in designated area.
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
Setup notes	

5. Timer

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CoF	Comstock - Short	Points	60 p
Targets	3 paper, 2 popper, 4 plates, 2 no-shoot, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	8.00%
Procedure	Upon signal engage all targets, Popper IP1 will activate babber T1, popper IP2 will activate babber T3. Both poppers have to fall to activate the swinging target T2. All moving targets are visible at rest.		
Starting position	Anywhere in designated area.		
Firearm ready condition	Unloaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

6. Swinger

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CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	8.00%

Procedure	Upon signal engage all targets. Popper IP1 activates swinger T1, popper IP2 activates swinger T2, popper IP3 activates swinger T3 and popper IP4 activates swinger T4. All moving targets are visible at rest.
Starting position	Anywhere in designated area.
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
Setup notes	

7. Cowgirl

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	8.00%

Procedure	Upon signal engage all targets. The ropes will open the hatches.
Starting position	Laying flat on table. Muzzle pointing downrange.
Firearm ready condition	Magazine inserted, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. Trekant

No image

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 plates, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	16.00%

Procedure	Upon signal engage all targets.
Starting position	Anywhere in designated area.
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
Setup notes	