

1. Diagonal Assault

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-%	18.05%

Procedure	Upon start signal, the shooter will exit the vehicle, retrieve magazines from the table, and engage all designated targets from within the marked shooting area. Targets must be engaged as they become visible.
Starting position	Shooter begins seated, with unloaded firearm holstered, inside the back of the military vehicle. The shooter must be fully inside the vehicle at the start signal. Magazines will be placed on the table outside of the vehicle.
Firearm ready condition	Unloaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L 90 R 90
Setup notes	

2. Long Range Duel

No image

CoF	Comstock - Short	Points	50 p
Targets	2 paper, 3 popper, 3 plates, 3 no-shoot, Total 8 targets	Min rounds	10
Firearm	Handgun	Match-%	7.52%

Procedure	Upon the start signal, retrieve the gun from the barrel. Engage all targets as visible from within the marked area. 2 Paper Targets must be engaged with a minimum of two rounds each. 3 Steel Plates and 2 Poppers must be knocked down to score.
Starting position	Shooter stands within the marked area. Heels must be touching the designated spot.
Firearm ready condition	Unloaded on barrel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L90 R yellow marked pole
Setup notes	

3. Crossfire Chaos (klar)

No image

CoF	Comstock - Medium	Points	95 p
Targets	9 paper, 1 popper, 4 no-shoot, Total 10 targets	Min rounds	19
Firearm	Handgun	Match-%	14.29%

Procedure	Upon the start signal, engage all targets as they become visible from within the marked area. 9 Paper Targets require a minimum of two rounds each. 1 Popper must be hit to activate the swinger target. Be cautious of the 4 No-Shoot targets
Starting position	Shooter stands within the marked area. Heels touching marked spot.
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	Hele området

4. Sprint to Cover (klar)

No image

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 popper, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	13.53%

Procedure	Upon start signal engage targets from within the two marked areas. Engage targets from within the marked areas only. 8 paper targets must be engaged with minimum 2 rounds each. 2 poppers must be knocked down to score.
Starting position	Inside marked area, heels touching marked spot
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. Three Box Challenge (klar)

No image

CoF	Comstock - Medium	Points	90 p
Targets	3 paper, Total 3 targets	Min rounds	18
Firearm	Handgun	Match-%	13.53%

Procedure	The shooter must engage three different targets (T1, T2, and T3) from three distinct shooting boxes (A, B, and C). Box A: Engage only T2 with 6 rounds, freehand (unsupported). Box B: Engage only T1 with 6 rounds, weak hand only. Box C: Engage only T3 with 6 rounds, strong hand only.
Starting position	Inside box A
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L SStart of wall R Green housing
Setup notes	

6. Close Quarters Frenzy (klar)

No image

CoF	Comstock - Medium	Points	70 p
Targets	7 paper, 2 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	10.53%

Procedure	The shooter starts with heels touching a marked area. On the start signal, the shooter must engage 7 paper targets as they become visible.
Starting position	Standing with heels touching the marked 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 wall/R Green housing
Setup notes	

7. Parallel Pursuit (Klar)

No image

CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 2 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	13.53%

Procedure	The shooter must engage targets from four designated shooting boxes (A, B, C, D), each with specific engagement rules: From Box A, engage only T1 and T2 with 2 rounds each, All shots must be through the window opening on the wall. From Box B, engage only T3 and T4 with 2 rounds each. From Box C, engage only T5 and T6 with 2 rounds each, while keeping one hand on a tire and all rounds must be through the tire opening! From Box D, engage only the remaining T7-T9 paper targets with 2 rounds each. A total of 18 rounds will be fired and scored.
Starting position	Shooter begins at Box A, facing downrange.
Firearm ready condition	Loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L 200M range, R Green object
Setup notes	

8. Sitting Duck (klar)

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	9.02%

Procedure	The shooter starts seated at the table with the pistol and magazines lying on the table in front of them. On the start signal, the shooter must load the pistol and engage 6 paper targets placed at varying distances ahead. Each target must be engaged with two rounds. A total of 12 rounds will be fired and scored.
Starting position	Seated at the table, both hands resting on the thighs.
Firearm ready condition	Pistol and magazines placed on the table in front of the shooter, with pistol unloaded.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Right Red housing, Left light mast
Setup notes	Merk pekevinkel