

1. Stomp

No image

CoF	Comstock - Long	Points	120 p
Targets	12 paper, 4 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	50.00%

Procedure	Upon start signal, engage targets as they become visible from within the shooting area. Drop-turner and max-trap are disappearing targets and are activated by stomp-pad.
Starting position	Standing in box, facing downrange, gun loaded & holstered per 8.1.1 & 8.1.2
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	

2. Fight Club

No image

CoF	Virginia count - Long	Points	120 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	24
Firearm	Handgun	Match-%	50.00%

Procedure	String 1: upon start signal, from Box A engage T1-T6 with 1 round each freestyle, perform mandatory reload then engage T1-T6 with 1 round each strong hand only. String 2: Upon start signal, from Box B engage T1-T6 with 1 round each freestyle, perform a mandatory reload, engage T1-T6 from Box B 1 rou
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	