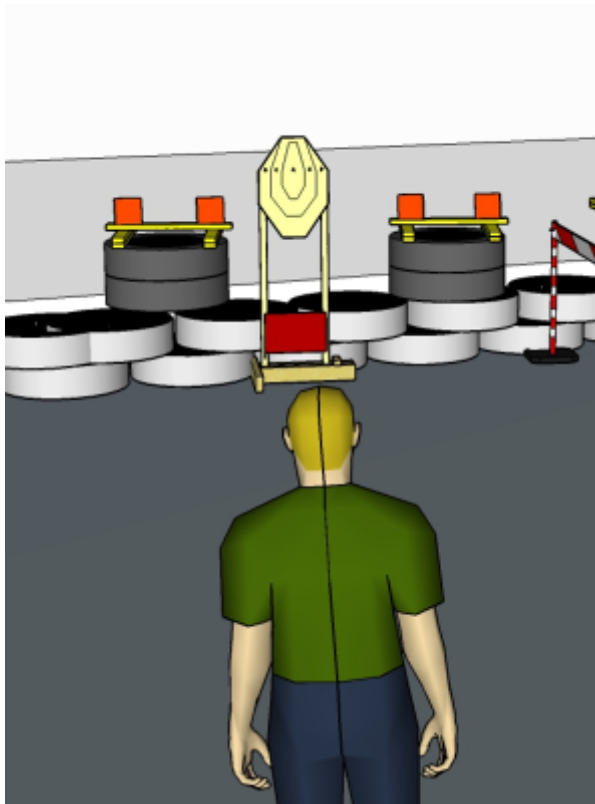


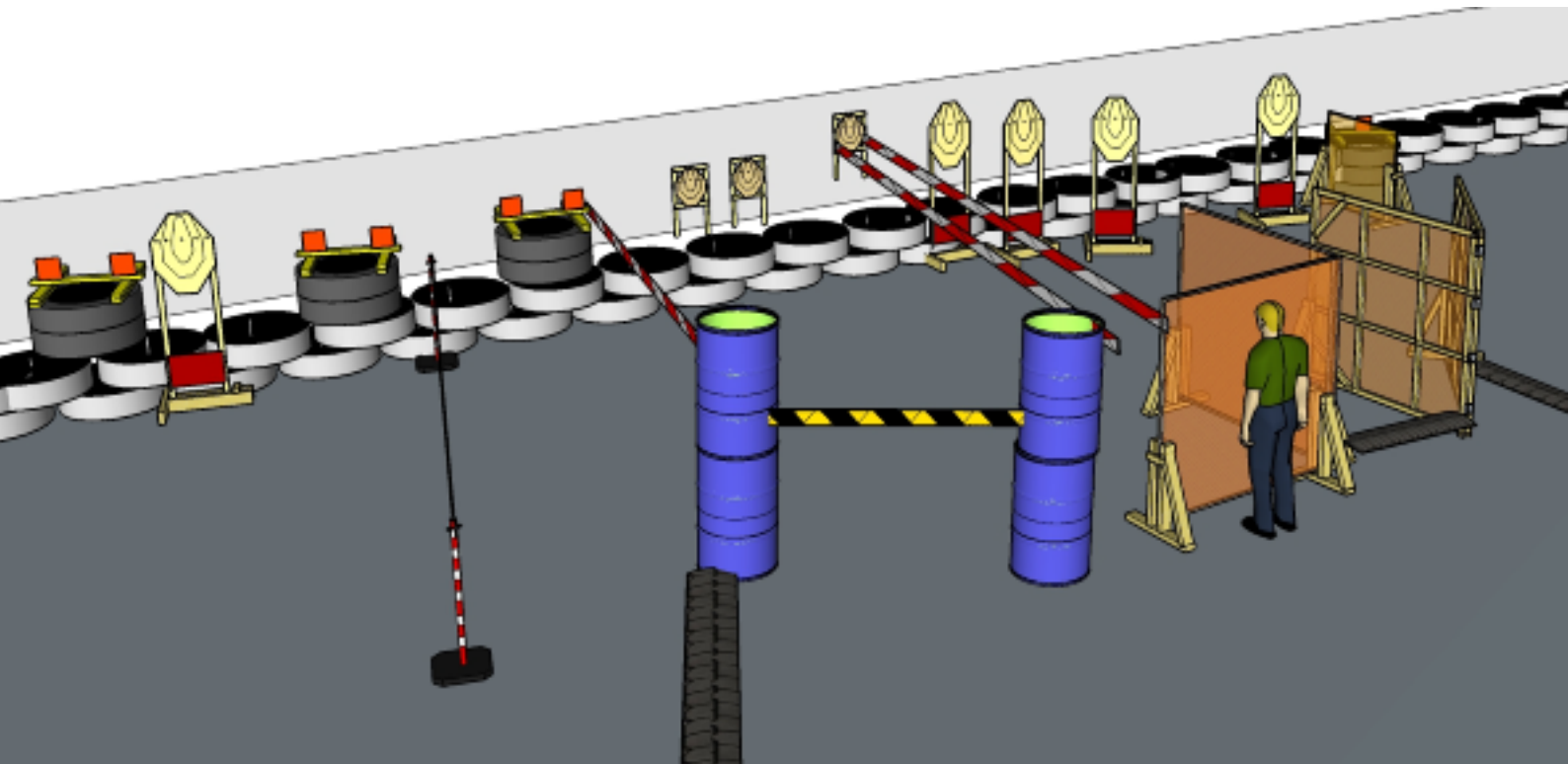
# 1. Gotta go fast



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 30 p  |
| Targets | 1 paper, 4 plates, Total 5 targets | Min rounds | 6     |
| Firearm | Handgun                            | Match-%    | 6.82% |

|                         |   |  |  |
|-------------------------|---|--|--|
| 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       | Gun loaded & holstered, all shots must be fired from within box   |  |  |
| Firearm ready condition | 1   |  |  |
| Start on                | Audible signal  |  |  |
| Stop on                 | Last shot   |  |  |
| Penalties               | As per current edition of rules   |  |  |
| Safety angles           | Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading  |  |  |
| Setup notes             |   |  |  |

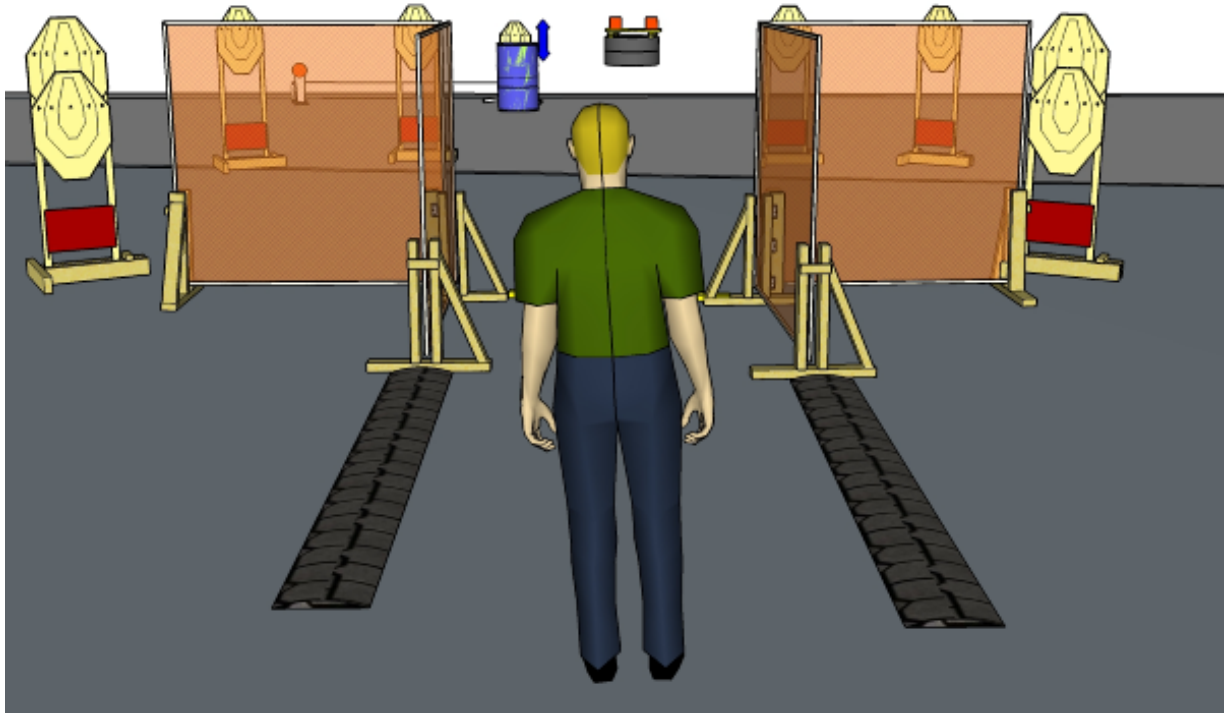
## 2. Memory is a nice car



|         |                                     |            |        |
|---------|-------------------------------------|------------|--------|
| CoF     | Comstock - Medium                   | Points     | 85 p   |
| Targets | 7 paper, 3 plates, Total 10 targets | Min rounds | 17     |
| Firearm | Handgun                             | Match-%    | 19.32% |

|                         |   |
|-------------------------|---|
| 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       | Gun loaded & holstered as demonstrated by RO  |
| Firearm ready condition | 1   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading  |
| Setup notes             |   |

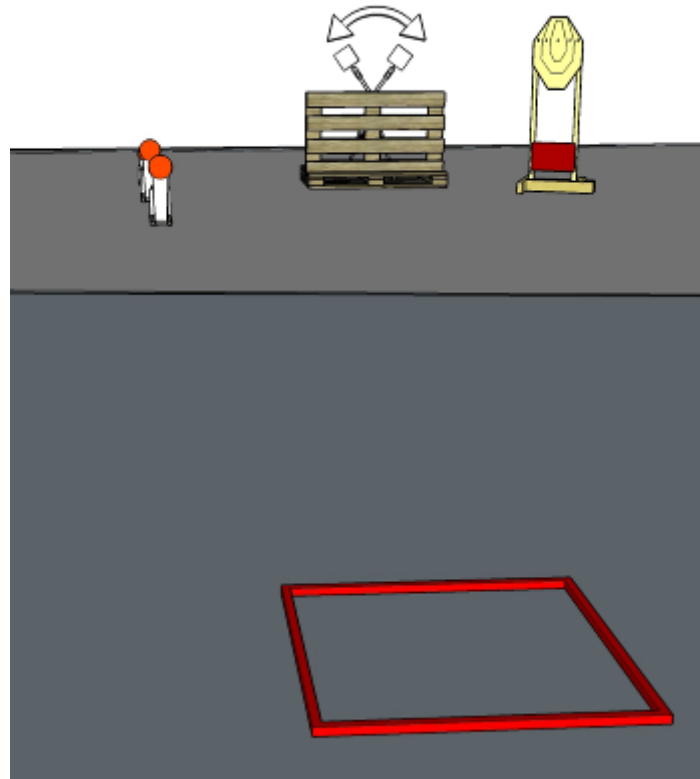
### 3. Side to side, step to the front



|         |   |            |        |
|---------|---|------------|--------|
| CoF     | Comstock - Medium                             | Points     | 105 p  |
| Targets | 9 paper, 1 popper, 2 plates, Total 12 targets | Min rounds | 21     |
| Firearm | Handgun                                       | Match-%    | 23.86% |

|                         |   |  |  |
|-------------------------|---|--|--|
| 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       | Gun loaded & holstered as demonstrated by RO (end of faultline)   |  |  |
| Firearm ready condition | 1   |  |  |
| Start on                | Audible signal  |  |  |
| Stop on                 | Last shot   |  |  |
| Penalties               | As per current edition of rules   |  |  |
| Safety angles           | Left/right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading   |  |  |
| Setup notes             |   |  |  |

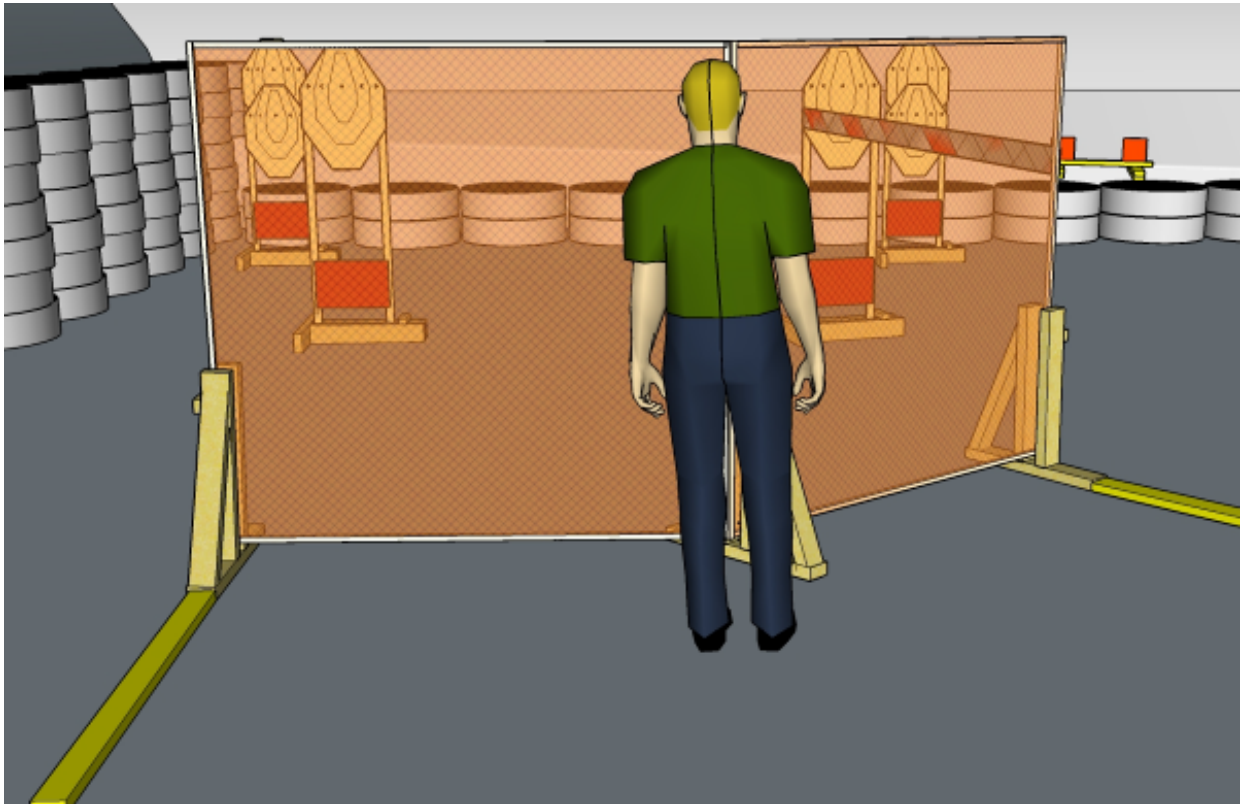
## 4. Stage of Steel



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                             | Points     | 35 p  |
| Targets | 1 paper, 3 popper, 2 plates, Total 6 targets | Min rounds | 7     |
| Firearm | Handgun                                      | Match-%    | 7.95% |

|                         |  |  |  |
|-------------------------|--|--|--|
| 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. All shots must be fired from within box |  |  |
| Starting position       | Gun loaded & holstered, standing inside box  |  |  |
| Firearm ready condition | 1  |  |  |
| Start on                | Audible signal   |  |  |
| Stop on                 | Last shot  |  |  |
| Penalties               | As per current edition of rules  |  |  |
| Safety angles           | Left/right: 90deg when facing berm, vertical: top of berm (logs), horizontal when reloading  |  |  |
| Setup notes             |  |  |  |

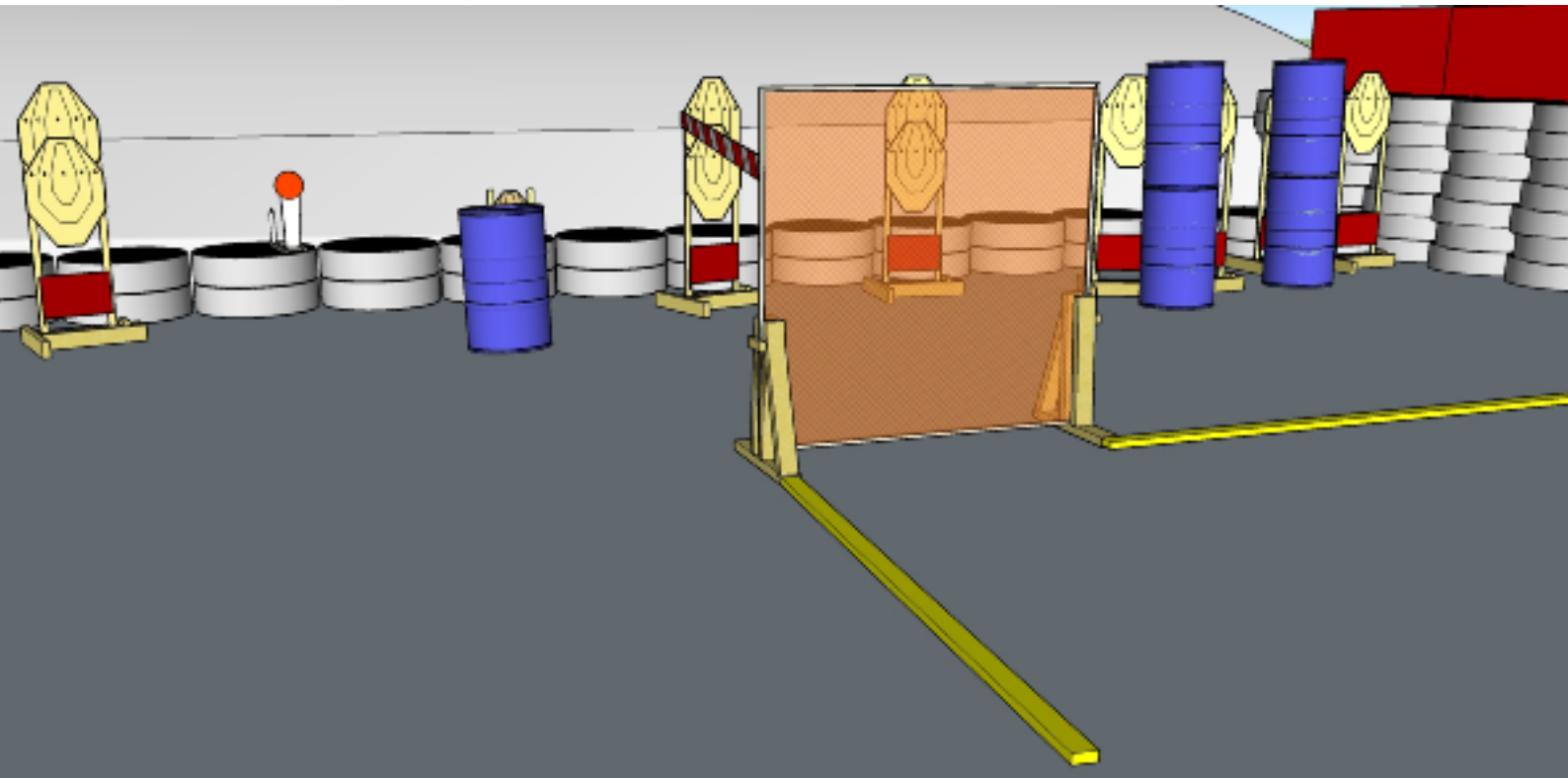
## 5. Peek-a-boo



|         |                                    |            |        |
|---------|------------------------------------|------------|--------|
| CoF     | Comstock - Medium                  | Points     | 70 p   |
| Targets | 6 paper, 2 plates, Total 8 targets | Min rounds | 14     |
| Firearm | Handgun                            | Match-%    | 15.91% |

|                         |   |  |  |
|-------------------------|---|--|--|
| 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       | Gun loaded & holstered as demonstrated by RO  |  |  |
| Firearm ready condition | 1   |  |  |
| Start on                | Audible signal  |  |  |
| Stop on                 | Last shot   |  |  |
| Penalties               | As per current edition of rules   |  |  |
| Safety angles           | Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading  |  |  |
| Setup notes             |   |  |  |

## 6. The Final Countdown



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Medium                    | Points     | 115 p  |
| Targets | 11 paper, 1 popper, Total 12 targets | Min rounds | 23     |
| Firearm | Handgun                              | Match-%    | 26.14% |

|                         |   |
|-------------------------|---|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. |
| Starting position       | Gun loaded & holstered anywhere in demarkated area  |
| Firearm ready condition | 1   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | Left/right: 90deg when facing berm, vertical: top of berm, horizontal when reloading  |
| Setup notes             |   |