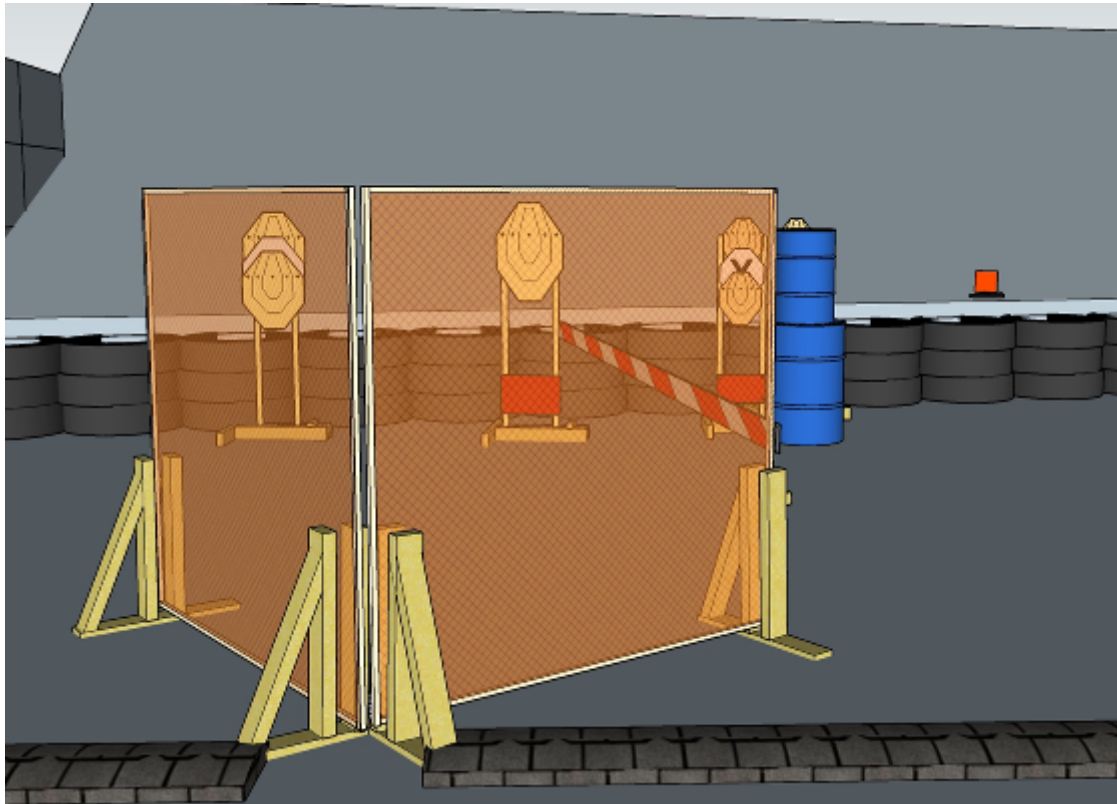


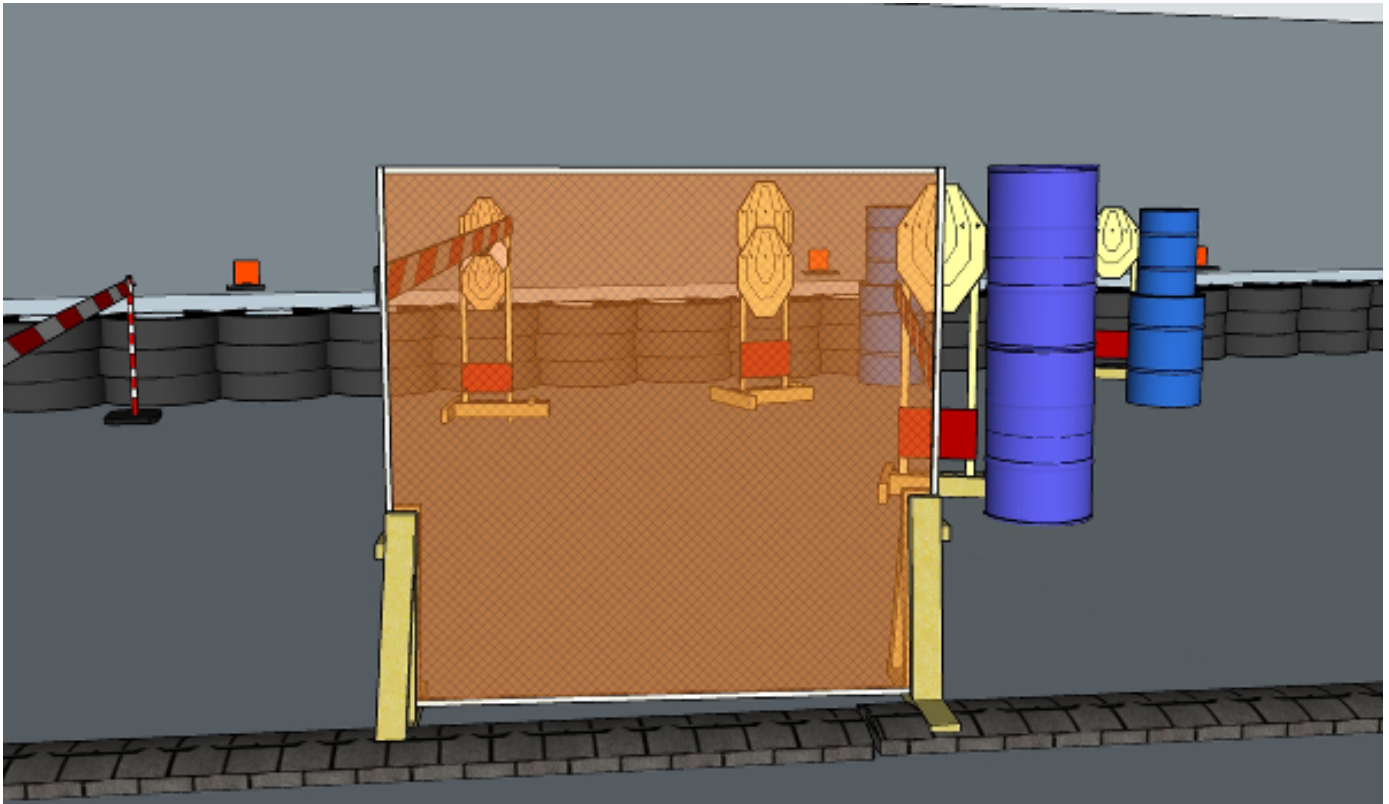
# 1. Watch the angles



CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 plates, 2 no-shoot, Total 7 targets	Min rounds	13
Firearm	Handgun	Match-%	13.54%

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 anywhere in demarcated area
Firearm ready condition	1
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, but 20 degrees over horizontal when reloading
Setup notes	

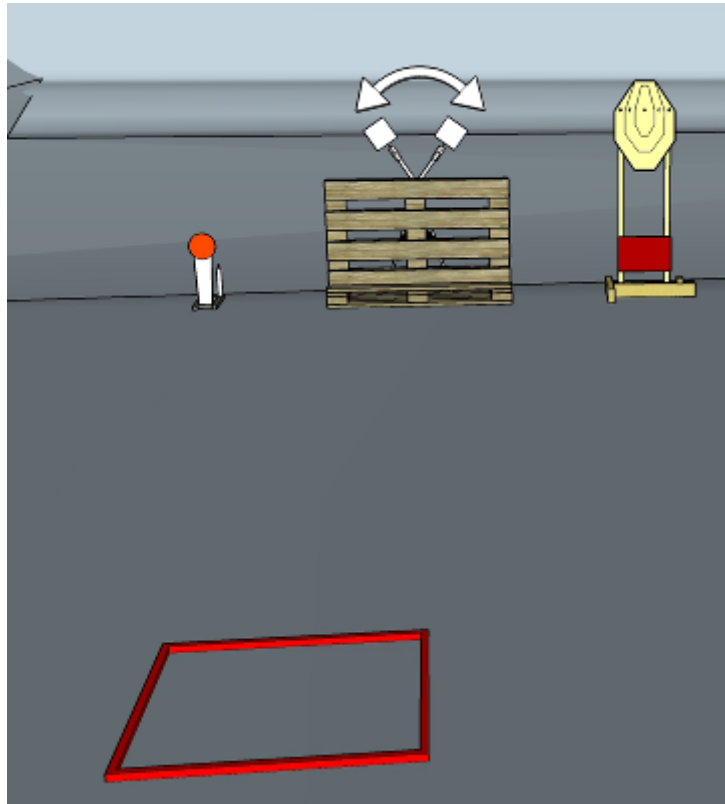
## 2. Do you remember



CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 3 plates, 1 no-shoot, Total 9 targets	Min rounds	15
Firearm	Handgun	Match-%	15.62%

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 in center of wall 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	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

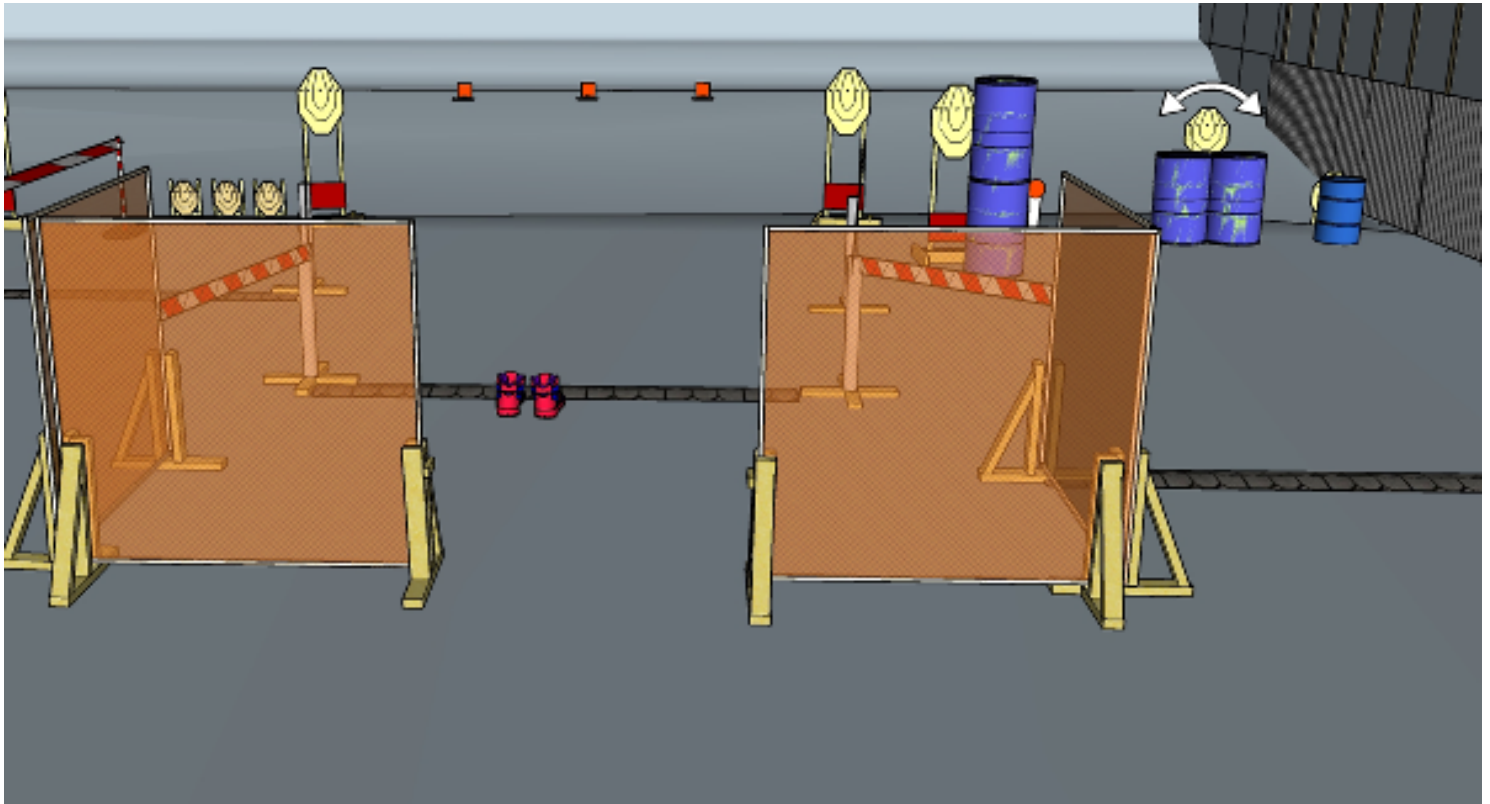
### 3. Lucky Luke or a Dalton



CoF	Comstock - Short	Points	25 p
Targets	1 paper, 1 popper, 2 plates, 3 no-shoot, Total 4 targets	Min rounds	5
Firearm	Handgun	Match-%	5.21%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. All shots must be fired from within box
Starting position	Gun loaded & holstered, standing in box
Firearm ready condition	1
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, 20 degrees over horizontal when reloading
Setup notes	

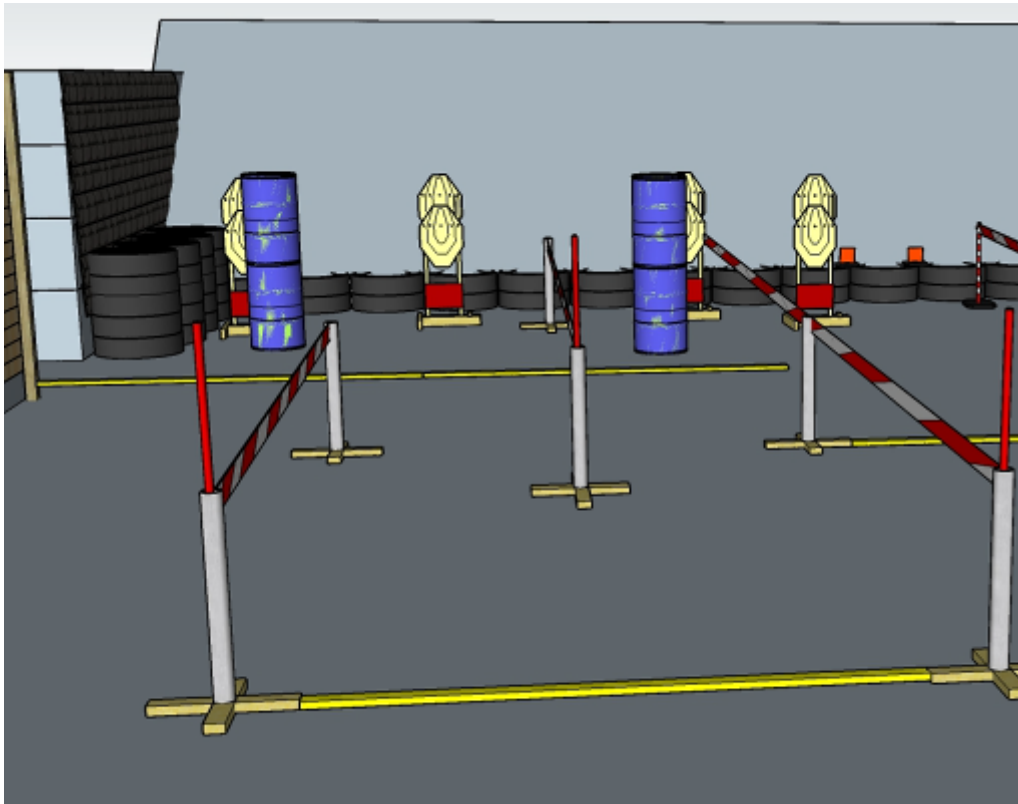
## 4. The Small Labyrinth



CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 1 popper, 3 plates, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	20.83%

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 inside "box" 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	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading
Setup notes	

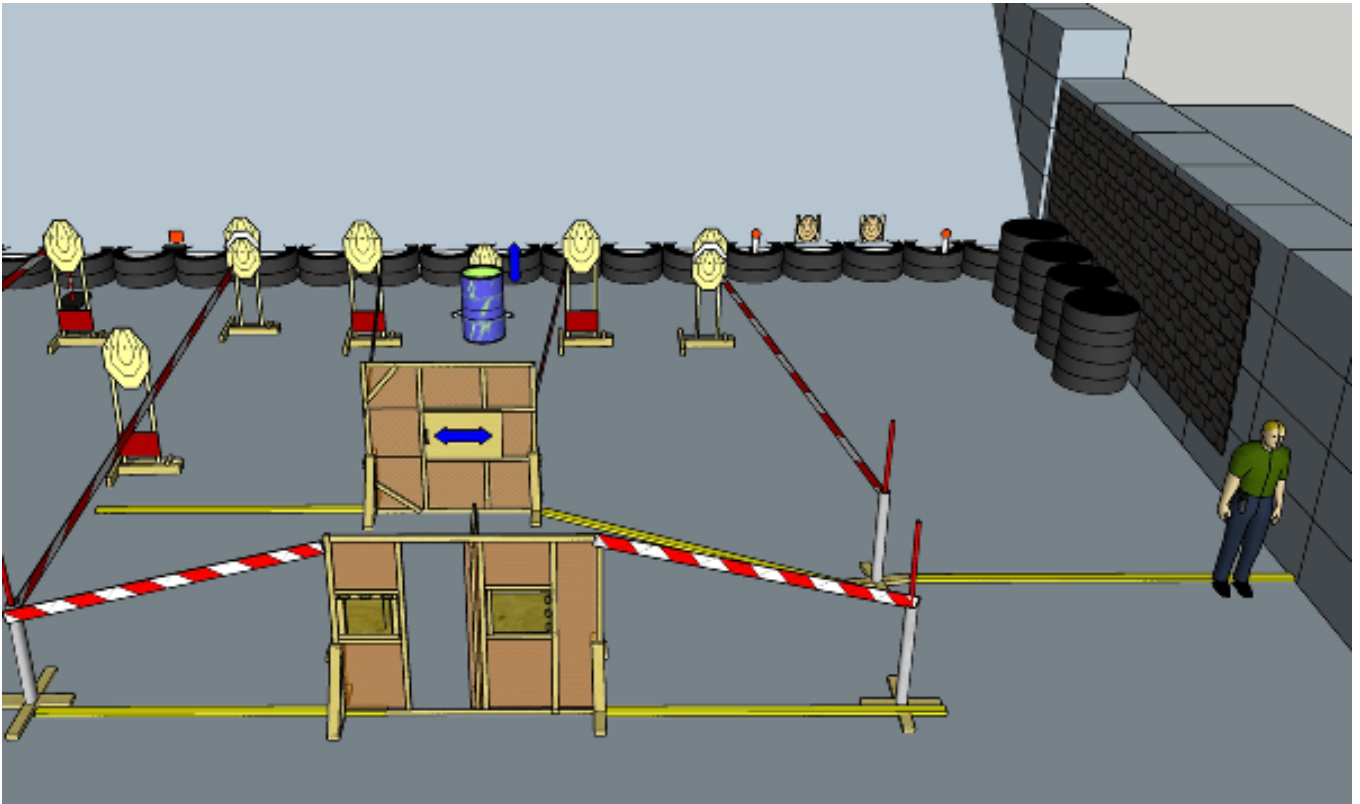
## 5. Snailhouse



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	18.75%

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, innermost part of spiral, toes touching faultline
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

## 6. The Big Labyrinth



CoF	Comstock - Long	Points	125 p
Targets	11 paper, 2 popper, 1 plates, Total 14 targets	Min rounds	25
Firearm	Handgun	Match-%	26.04%

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 holstered, EMPTY, facing uprange at furthest RIGHT corner of stage
Firearm ready condition	3
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	