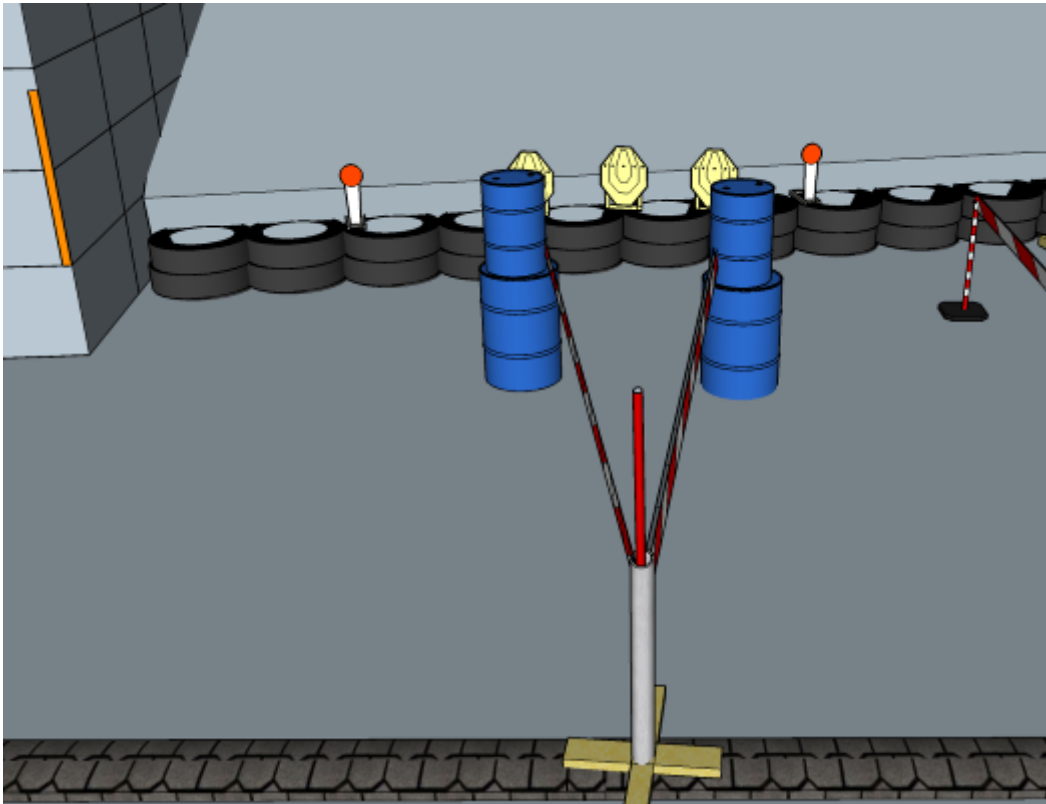


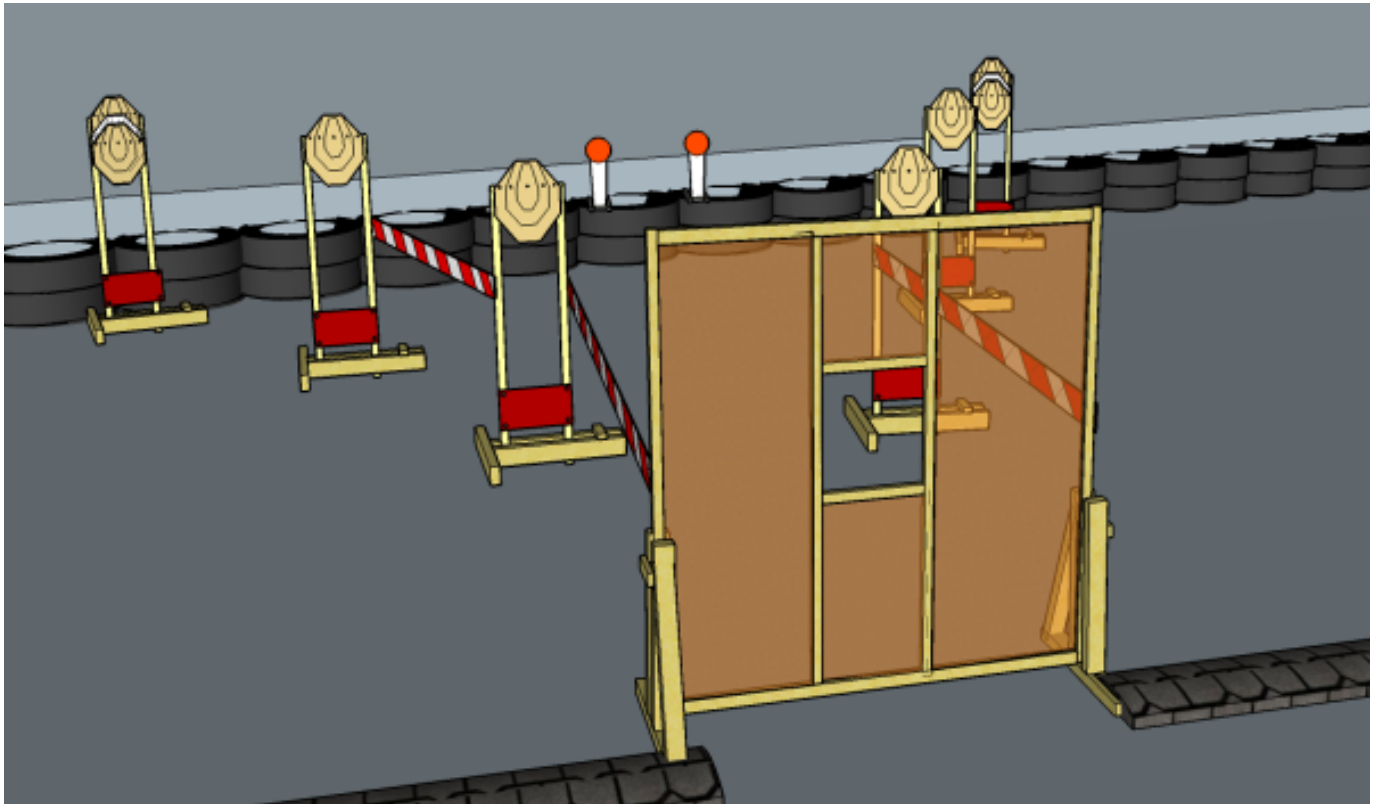
1. Side to side, skip it, slide



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 40 p |
| Targets | 3 paper, 2 popper, Total 5 targets | Min rounds | 8 |
| Firearm | Handgun | Match-% | 9.52% |

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

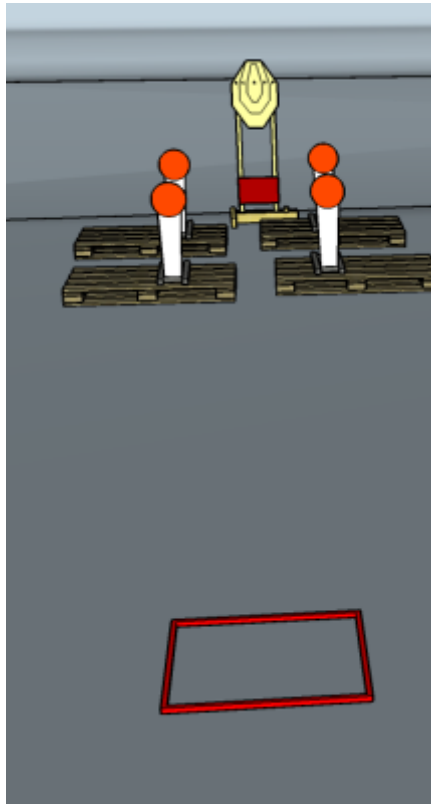
2. V for Vendetta



| | | | |
|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 8 paper, 2 popper, 2 no-shoot, Total 10 targets | Min rounds | 18 |
| Firearm | Handgun | Match-% | 21.43% |

| | |
|-------------------------|---|
| 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 | Loaded and holstered in center of wall |
| Firearm ready condition | Loaded and holstered |
| 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 | |

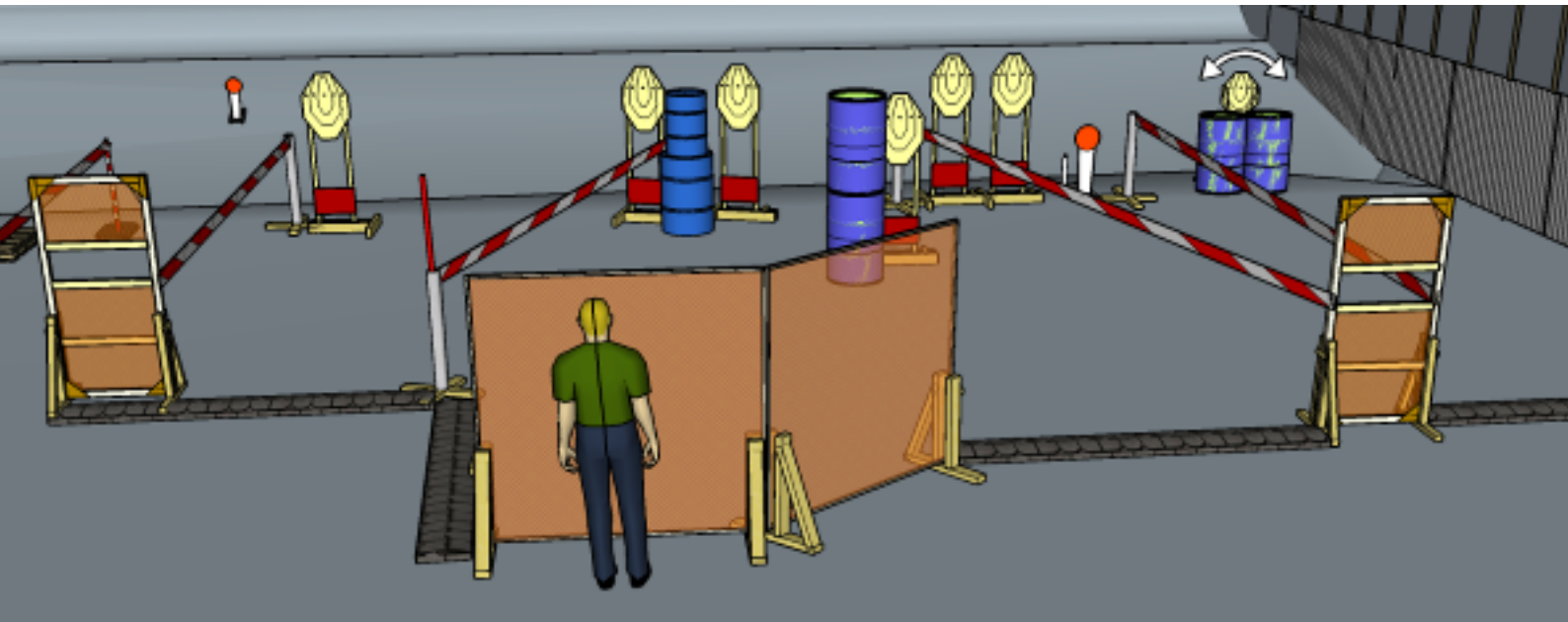
3. Bingo, bango, ding-ding-bang bang



| | | | |
|---------|------------------------------------|------------|-------|
| CoF | Comstock - Short | Points | 30 p |
| Targets | 1 paper, 4 popper, Total 5 targets | Min rounds | 6 |
| Firearm | Handgun | Match-% | 7.14% |

| | |
|-------------------------|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from within box |
| Starting position | Standing relaxed in box |
| Firearm ready condition | Loaded and holstered |
| 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 | |

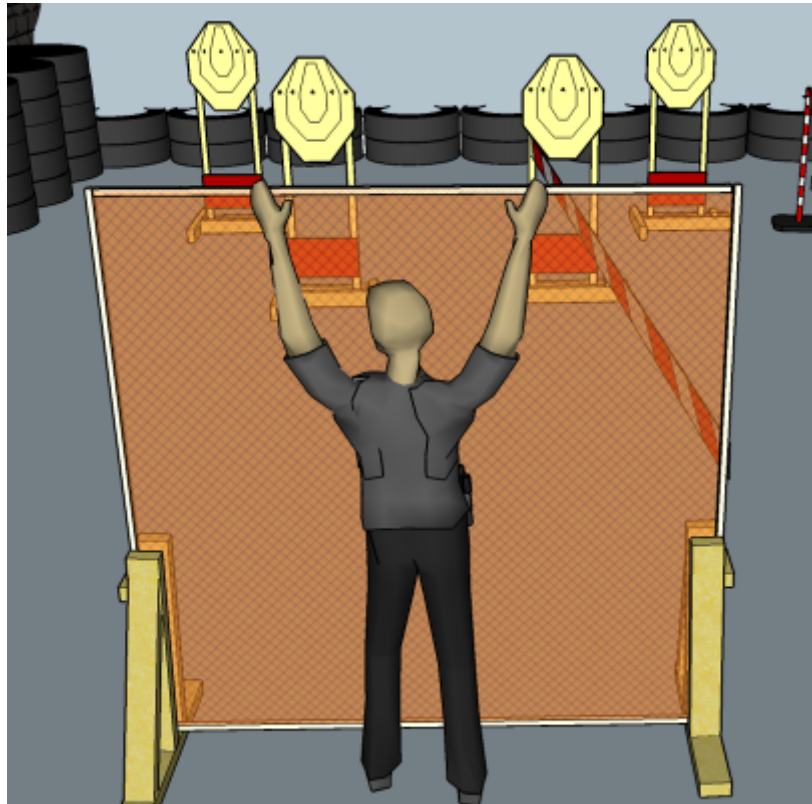
4. Run and gun



| | | | |
|---------|------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 80 p |
| Targets | 7 paper, 2 popper, Total 9 targets | Min rounds | 16 |
| Firearm | Handgun | Match-% | 19.05% |

| | |
|-------------------------|---|
| 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 | Standing in center at leftmost wall in V, RO demo |
| Firearm ready condition | Loaded and holstered |
| 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 | |

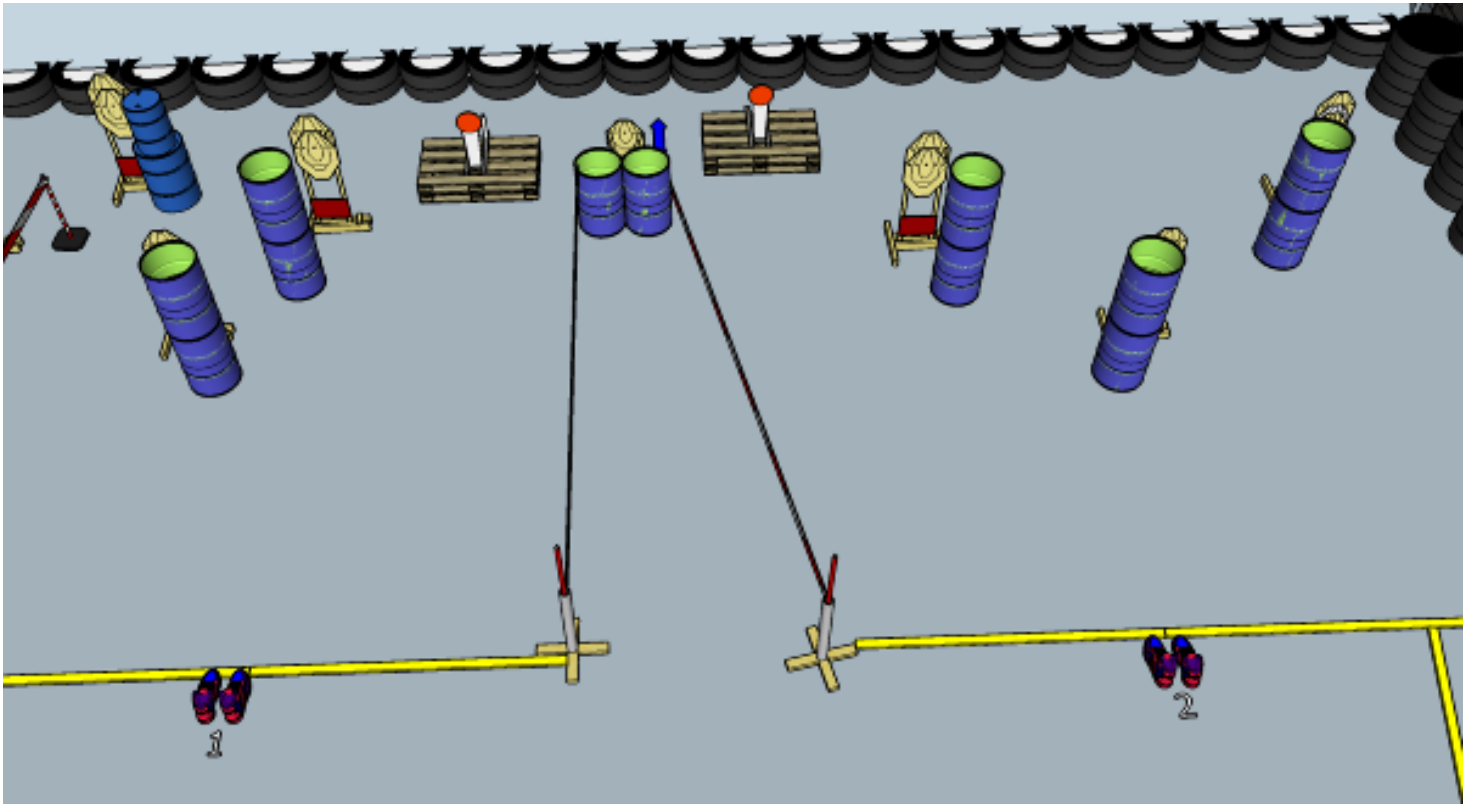
5. Hang on



| | | | |
|---------|--------------------------|------------|-------|
| CoF | Comstock - Short | Points | 40 p |
| Targets | 4 paper, Total 4 targets | Min rounds | 8 |
| Firearm | Handgun | Match-% | 9.52% |

| | |
|-------------------------|---|
| Procedure | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Shooter must hold on to strap with one hand at all time when shooting ! |
| Starting position | In center of wall, holding strap |
| 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: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading |
| Setup notes | |

6. Almost symmetrical



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 140 p |
| Targets | 13 paper, 2 popper, 3 no-shoot, Total 15 targets | Min rounds | 28 |
| Firearm | Handgun | Match-% | 33.33% |

| | |
|-------------------------|---|
| 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 | Center of faultline, pos 1 or 2, toes touching mark. RO demo |
| 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: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading |
| Setup notes | |