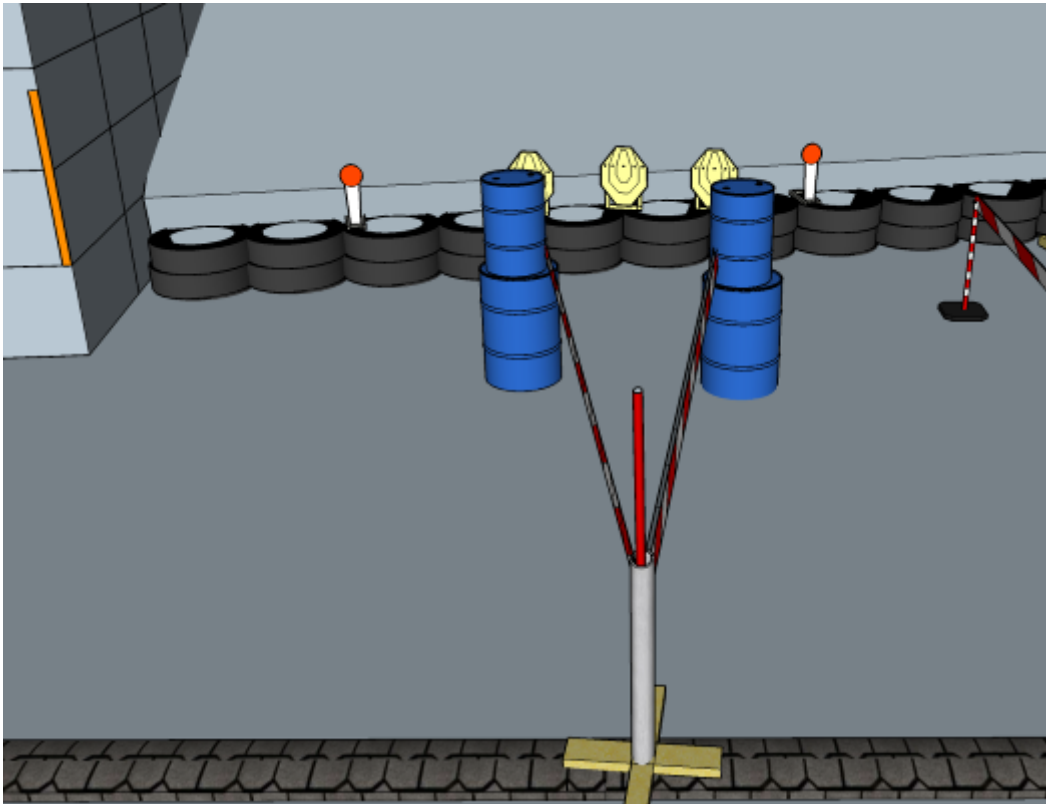


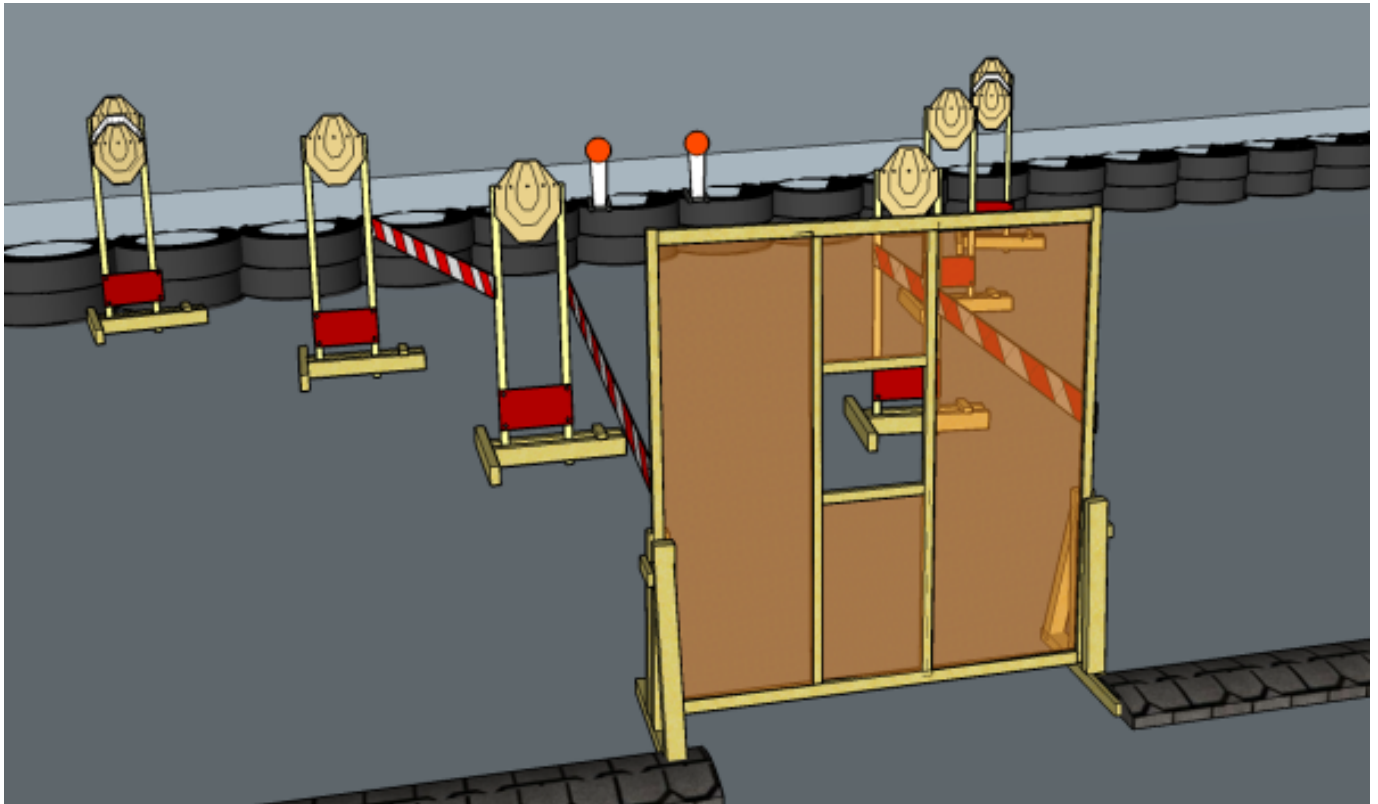
# 1. Side to side, skip it, slide



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	

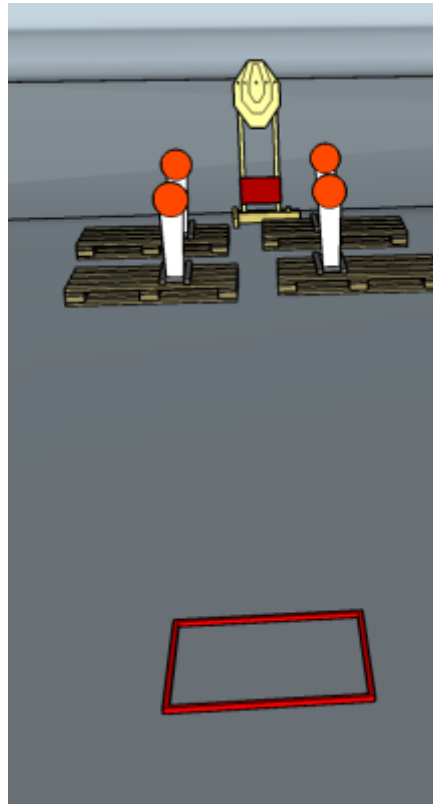
## 2. V for Vendetta



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	

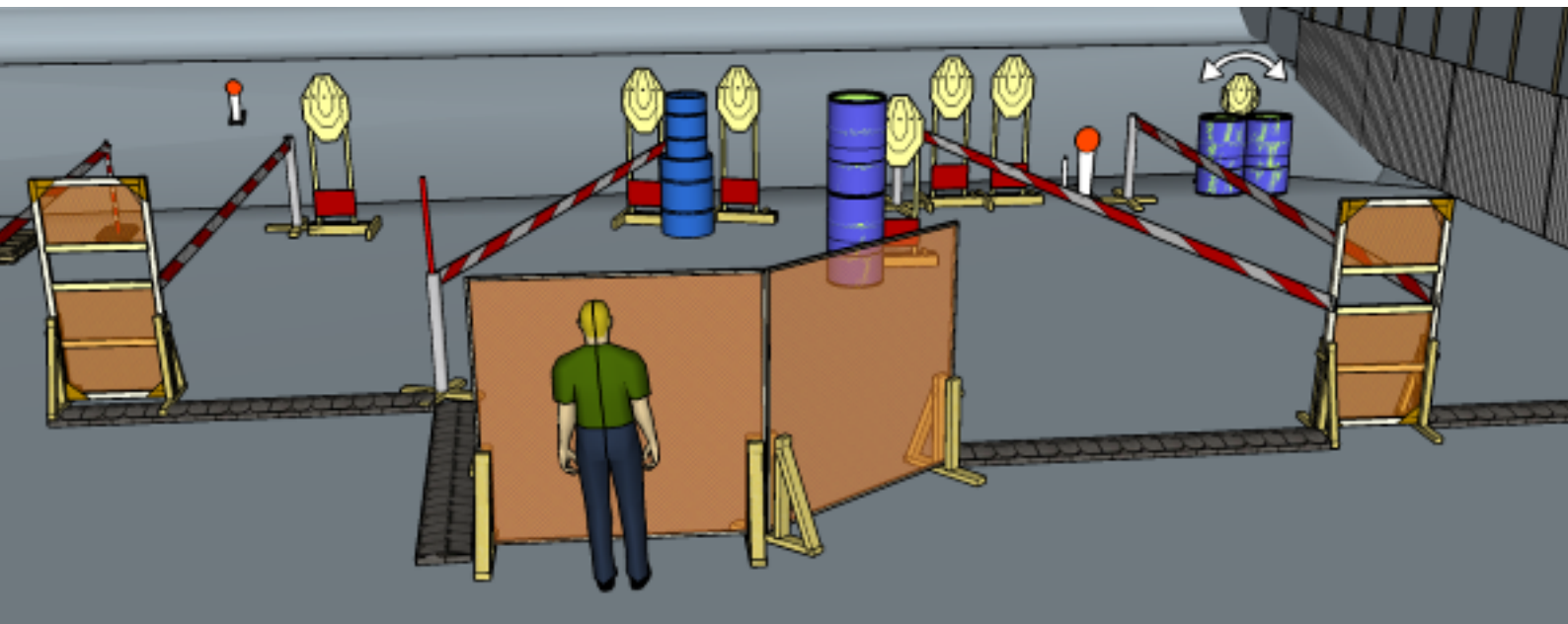
### 3. Bingo, bango, ding-ding-bang bang



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	

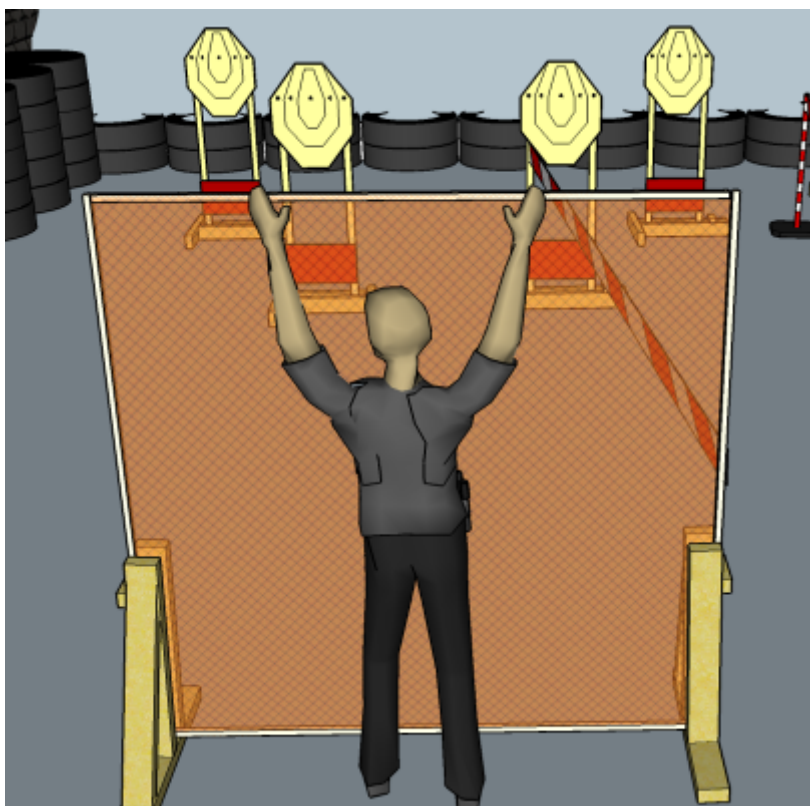
## 4. Run and gun



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	

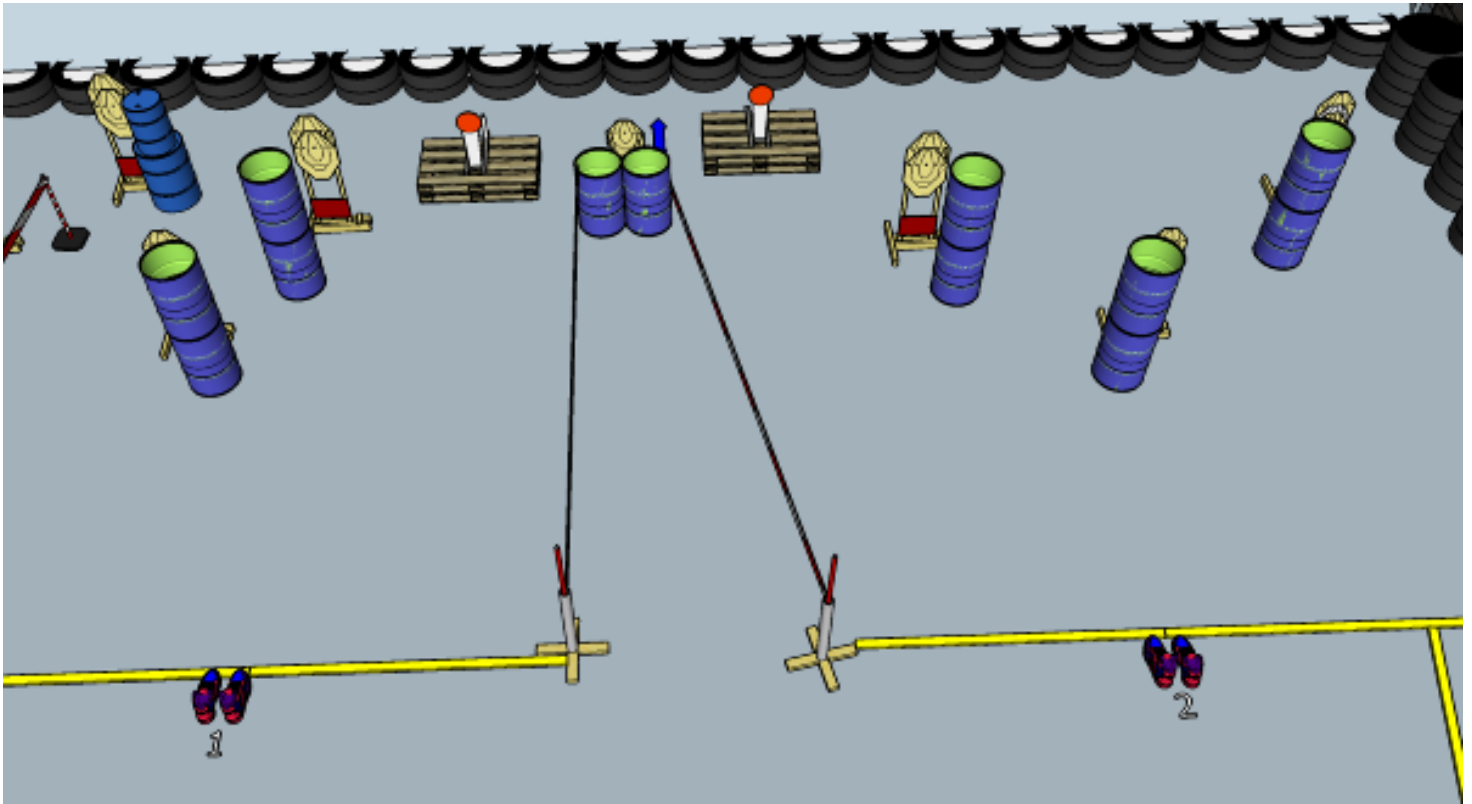
## 5. Hang on



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	