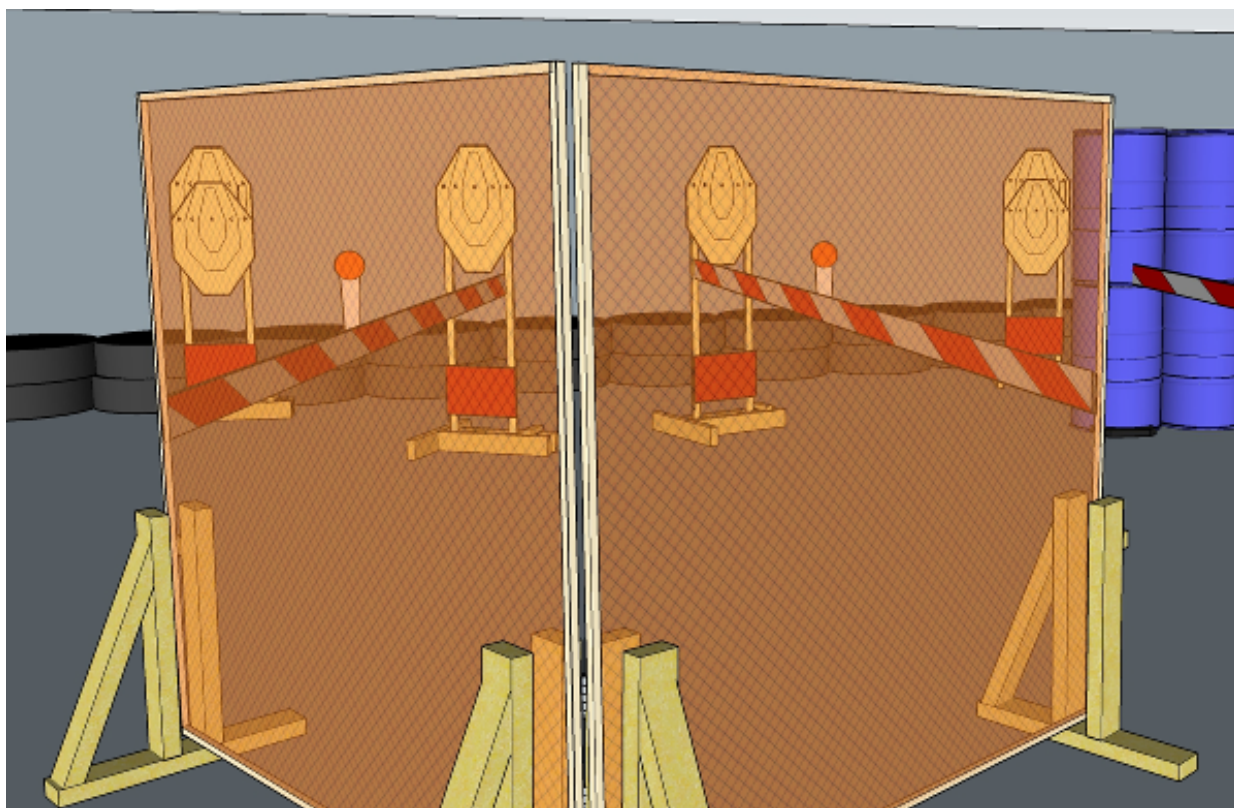


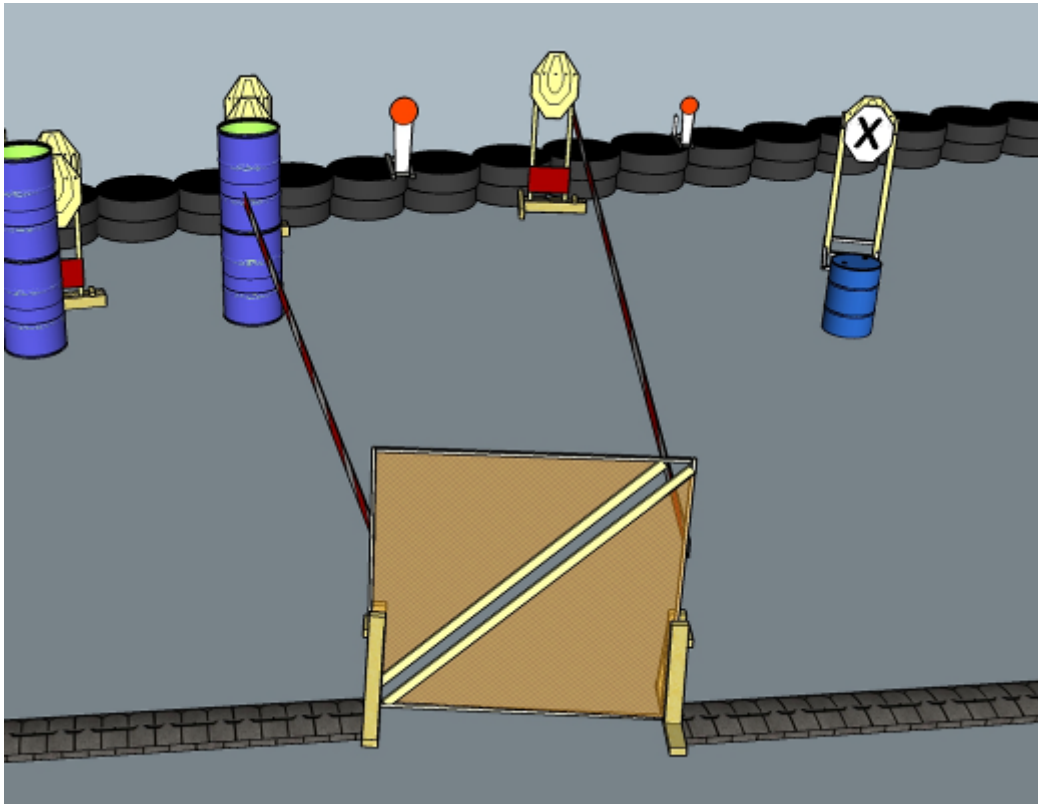
1. Rhomboid



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	13.59%

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. Steel must fall to score		
Starting position	In V of wall as demonstrated by RO		
Firearm ready condition	1, 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		
Setup notes			

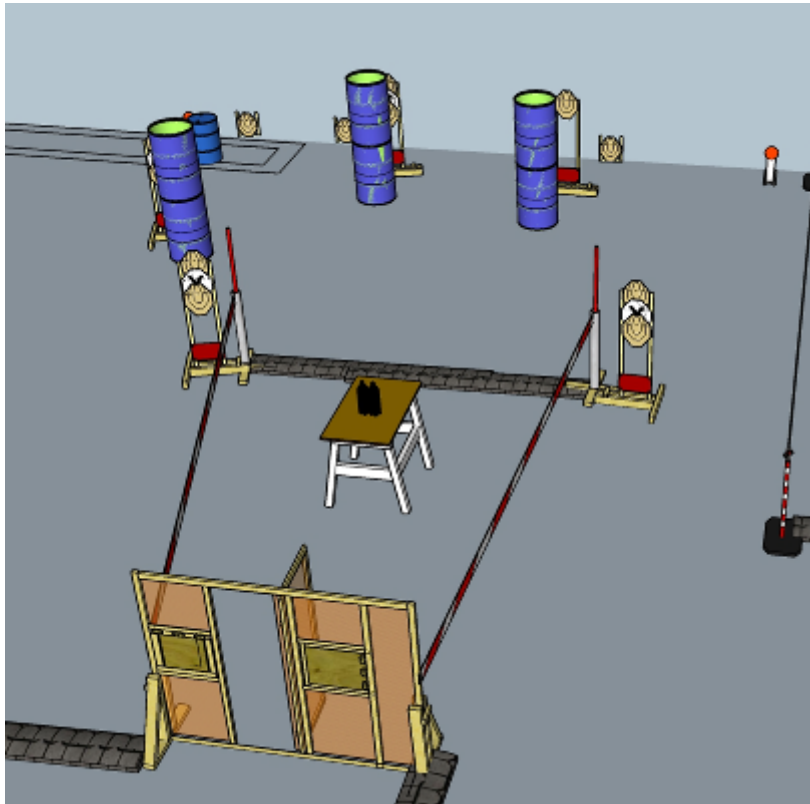
2. Right angles



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, 1 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	13.59%

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. Steel must fall to score
Starting position	Anywhere in demarcated area
Firearm ready condition	1, 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
Setup notes	

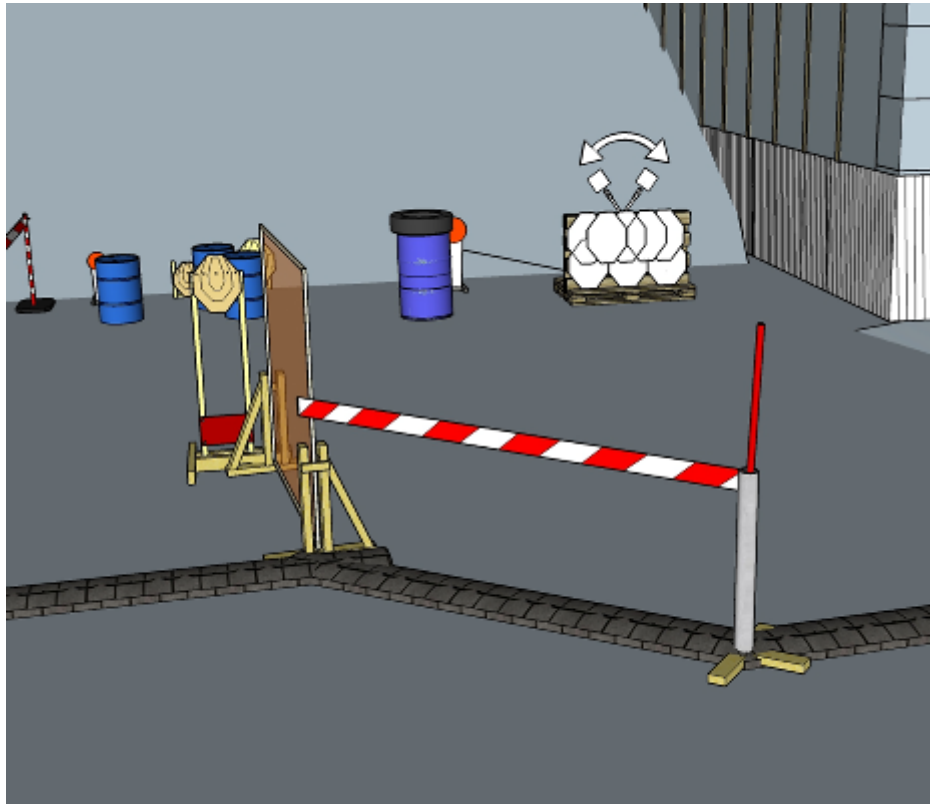
3. Weighed down



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 popper, 4 no-shoot, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	25.24%

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. Steel must fall to score AFTER passing through/standing inside door opening MUST PICKUP AND HOLD BOTTLES in hand(s) while shooting		
Starting position	Anywhere in demarcated area		
Firearm ready condition	1, 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		
Setup notes			

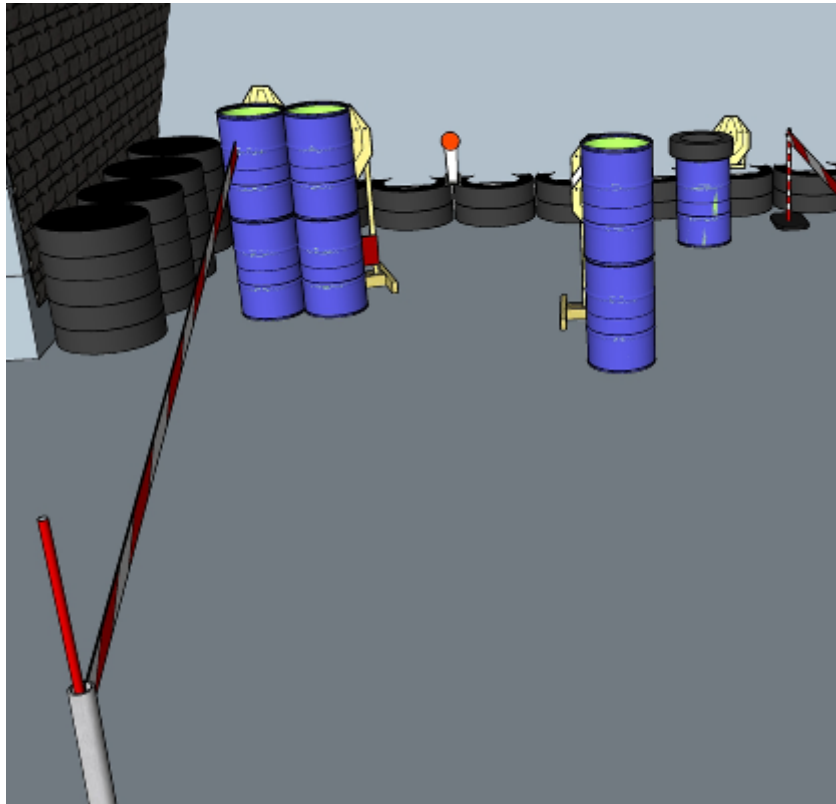
4. Small and big



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 2 popper, 2 plates, 6 no-shoot, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	9.71%

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. Steel must fall to score
Starting position	Anywhere in demarcated area
Firearm ready condition	1, 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
Setup notes	

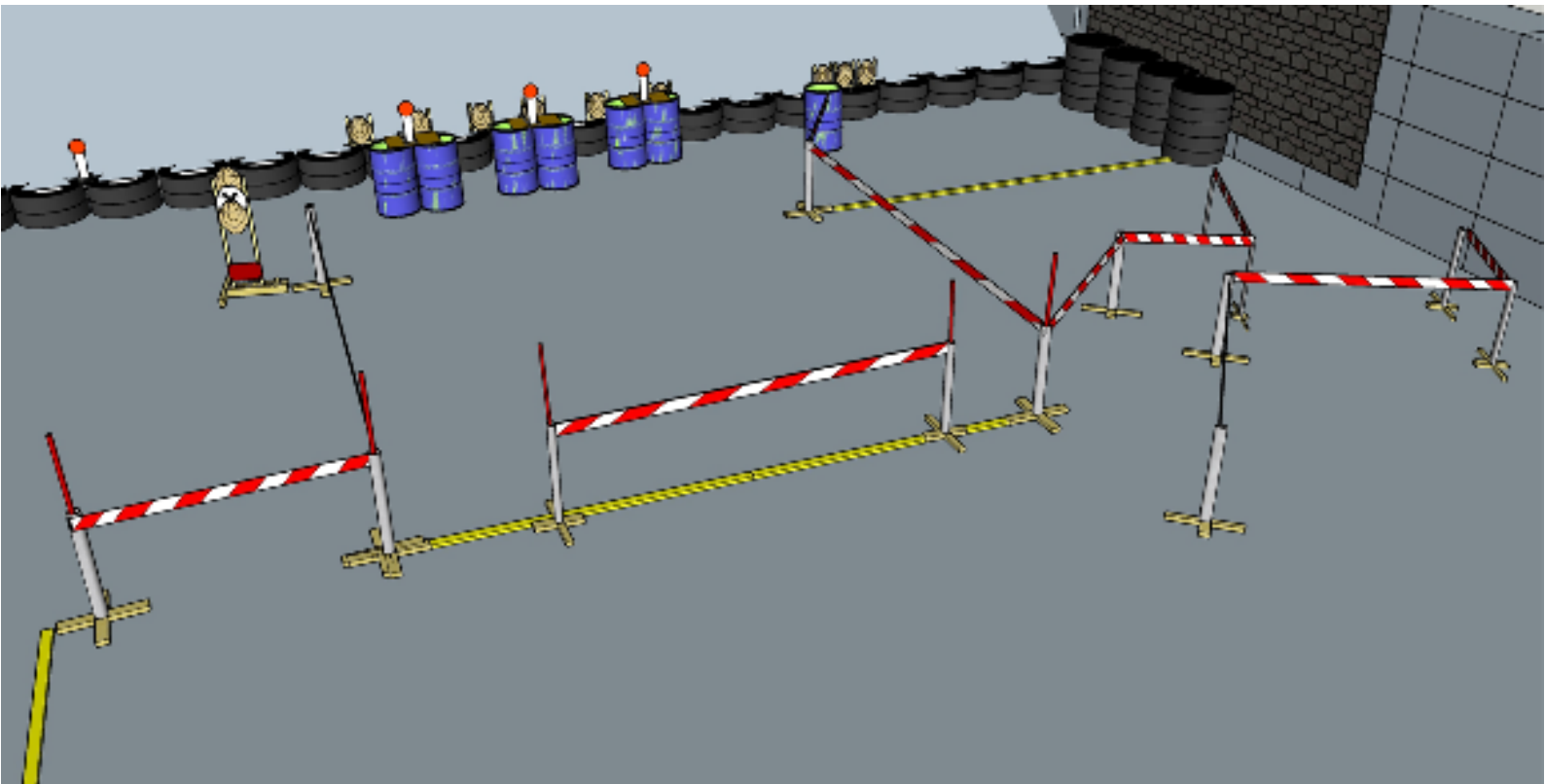
5. Peek-a-boo



CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 popper, 1 no-shoot, Total 7 targets	Min rounds	13
Firearm	Handgun	Match-%	12.62%

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. Steel must fall to score		
Starting position	Anywhere		
Firearm ready condition	3, UNLOADED and holstered (mag inserted)		
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		
Setup notes			

6. The long way round



CoF	Comstock - Long	Points	130 p
Targets	11 paper, 4 popper, 1 no-shoot, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	25.24%

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. Steel must fall to score		
Starting position	Anywhere		
Firearm ready condition	1, 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		
Setup notes			