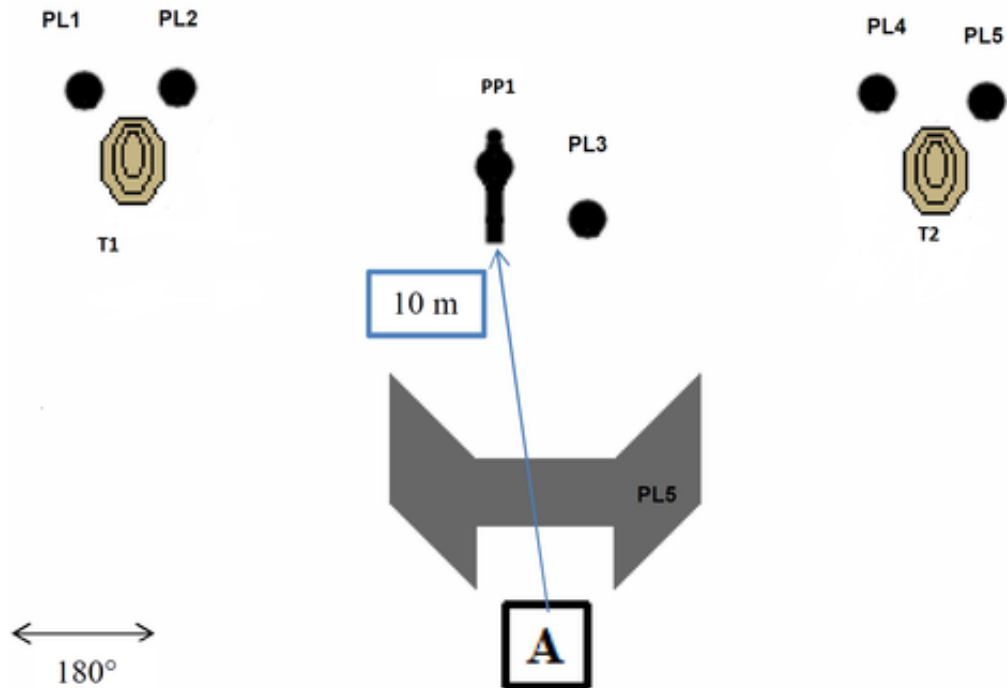


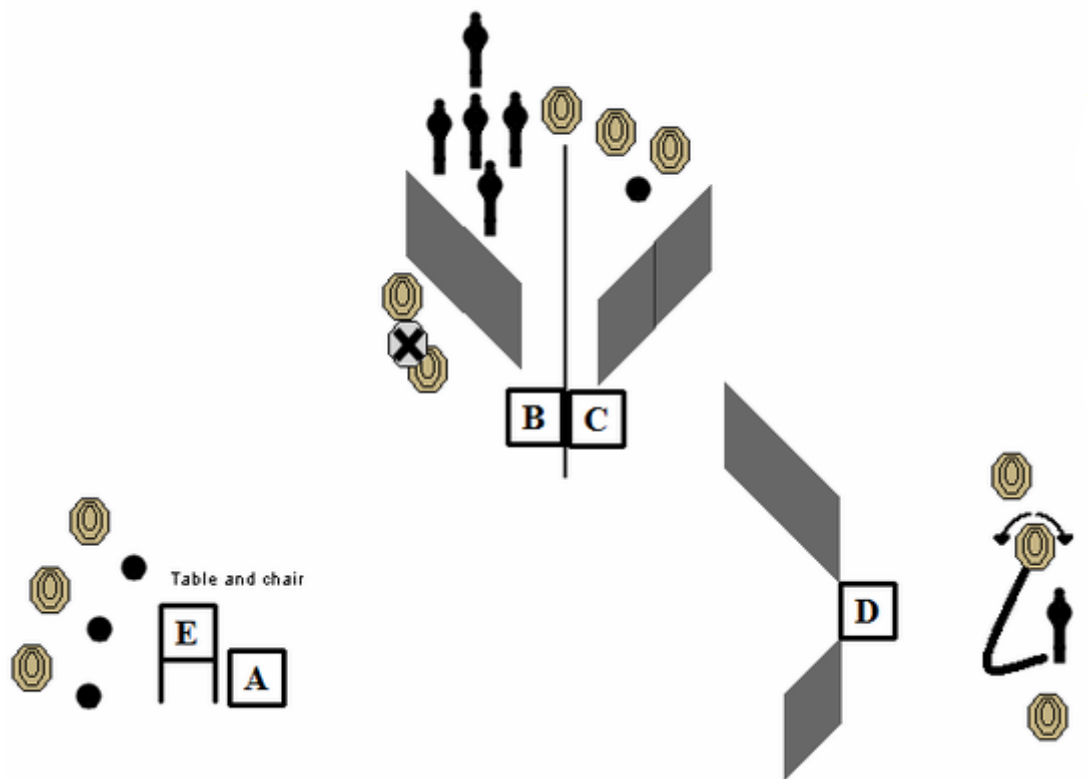
1. Steel Hammer



CoF	Comstock - Short	Points	50 p
Targets	2 paper, 1 popper, 5 plates, Total 8 targets	Min rounds	10
Firearm	Handgun	Match-%	12.05%

Procedure	Standing in Box A, engage all targets as they become visible.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

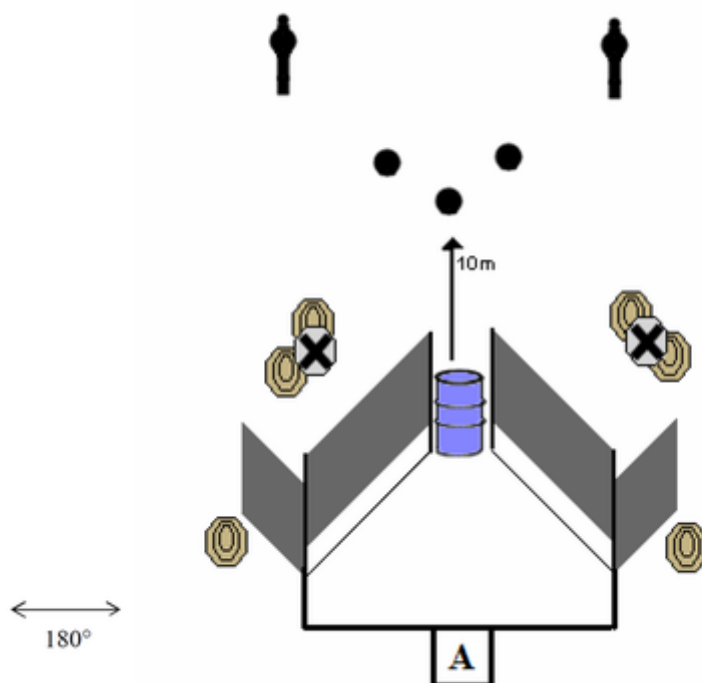
2. Archie's Secret Assault



CoF	Comstock - Long	Points	160 p
Targets	11 paper, 6 popper, 4 plates, 5 no-shoot, Total 21 targets	Min rounds	32
Firearm	Handgun	Match-%	38.55%

Procedure	Engage all targets as they become visible
Starting position	Gun loaded & placed on table. Shooter sitting at table, both feet underneath the table.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

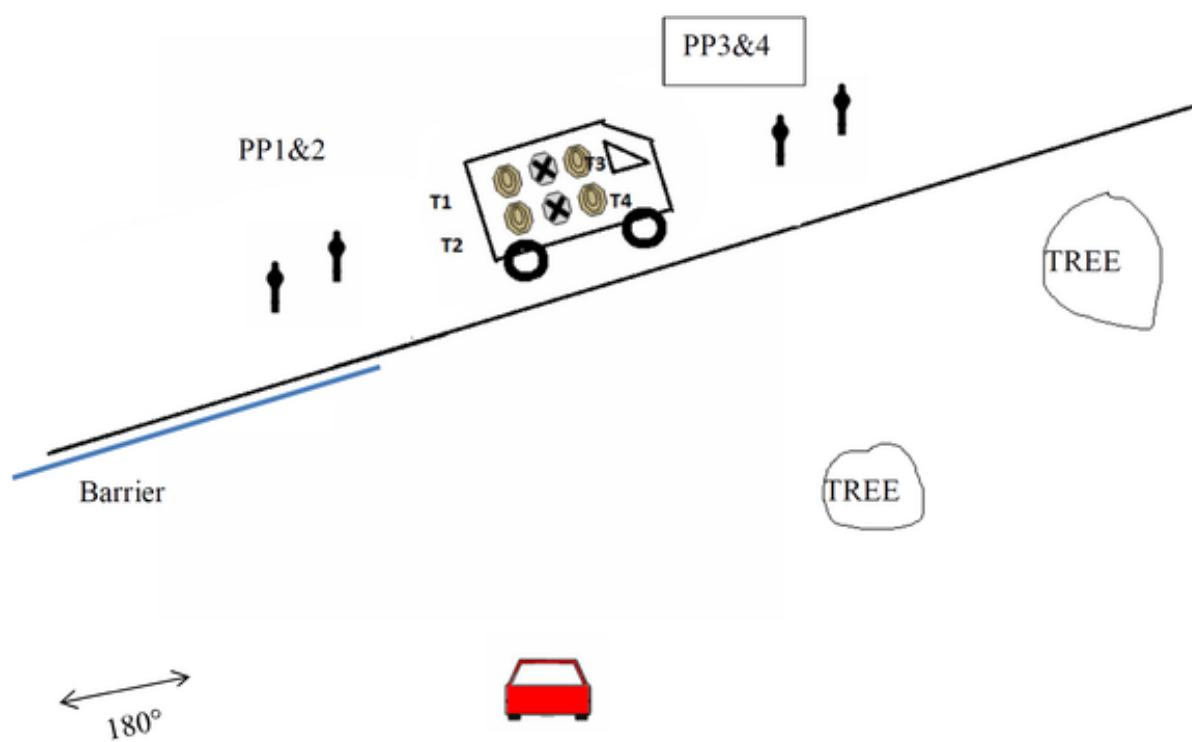
3. Akkedis



CoF	Comstock - Medium	Points	85 p
Targets	6 paper, 5 popper, 2 no-shoot, Total 11 targets	Min rounds	17
Firearm	Handgun	Match-%	20.48%

Procedure	On audible star signal. Engage all targets as they become visible
Starting position	Shooter stands in Box A. Gun unloaded and placed on drum. All magazines on belt.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. I can hear you



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	14.46%
Procedure	On audible start signal engage all targets while remaining seated in vehicle		
Starting position	Gun loaded & placed on seat next to shooter		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

5. EI - Press

No image

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	14.46%

Procedure	2 Shots per target
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	