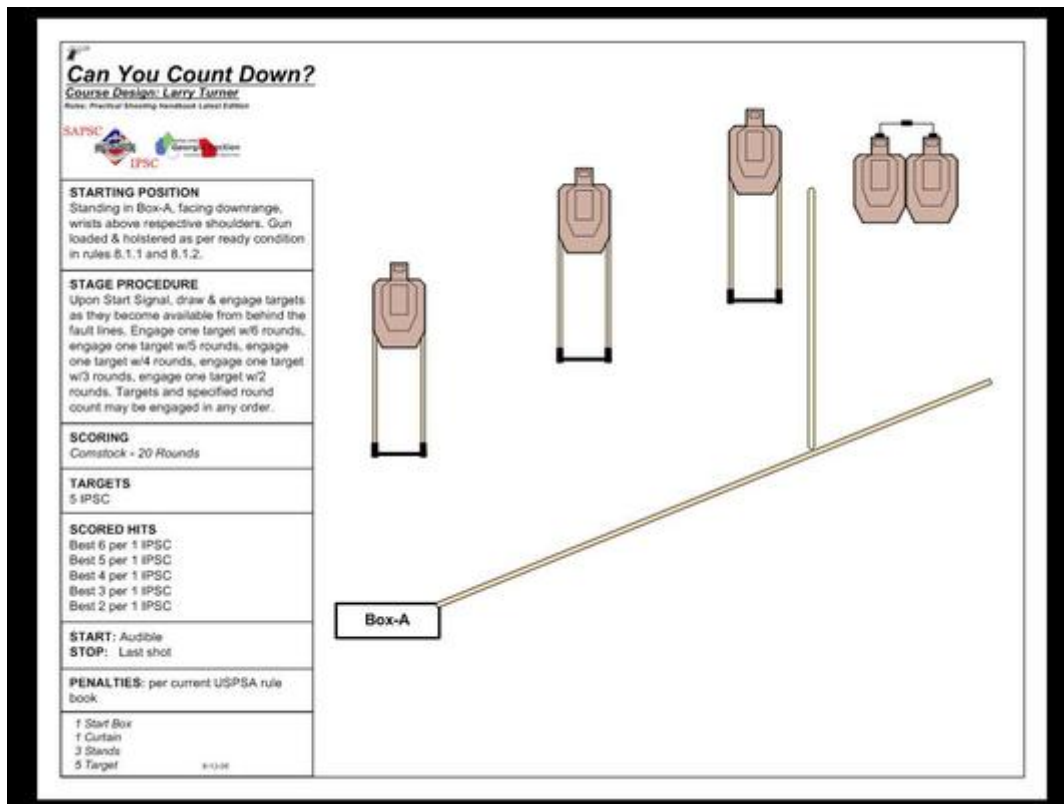


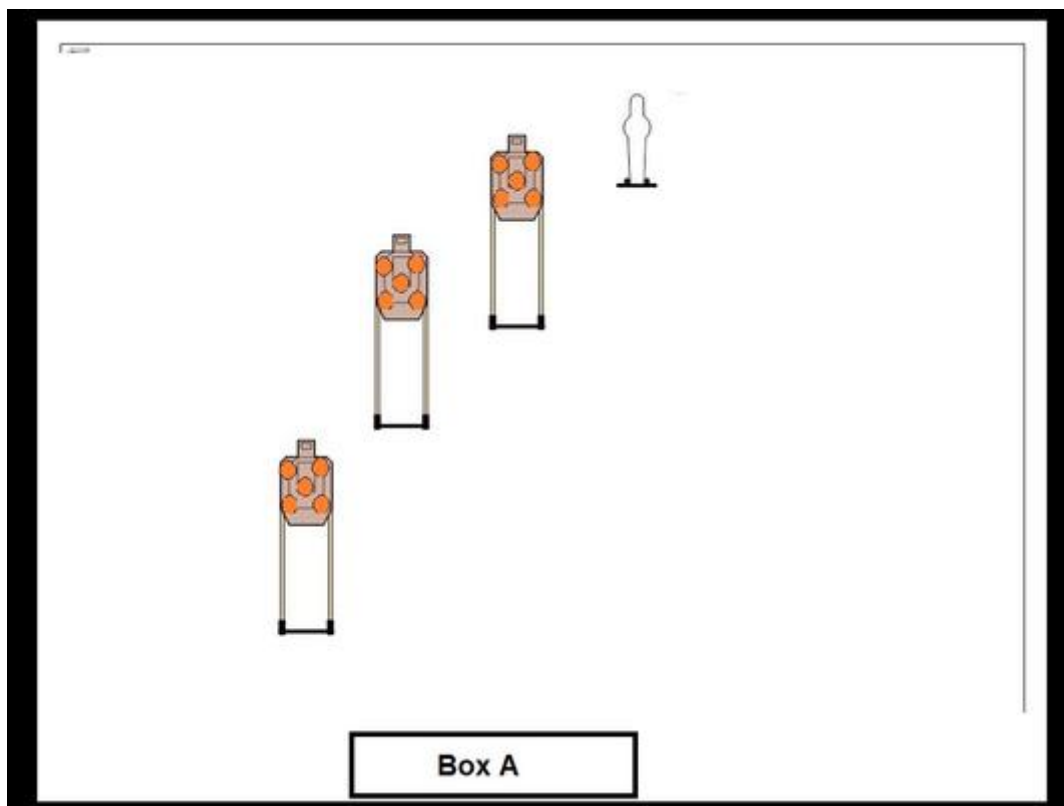
# 1. Can You Count Down?



CoF	Comstock - Medium	Points	100 p
Targets	5 paper, Total 5 targets	Min rounds	20
Firearm	Handgun	Match-%	55.56%

Procedure	On signal, Draw and engage targets in order as they become available from behind the fault line. Engage 1st target with 6 scoring rounds, 2nd target with 5 scoring rounds, 3rd target with 4 scoring rounds, 4th target with 3 scoring rounds and 5th target with 2 scoring rounds.
Starting position	Box A, facing downrange, Gun loaded & holstered, hands on head.
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. Clay Play



CoF	Comstock - Medium	Points	80 p
Targets	1 popper, 15 plates, Total 16 targets	Min rounds	16
Firearm	Handgun	Match-%	44.44%

Procedure	3 Card targets, each with 5 clays on them at ranges from 5m, 10m and 15m. 1 Popper at 20m. On Buzzer engage all targets. Start with closest and work out, may not move to next card until all clays on current card are broken. Shooter may elect to stop at any time by downing the Popper, but any unbroken clays count as a miss. For scoring, all targets count as an A hit		
Starting position	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Popper down		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			