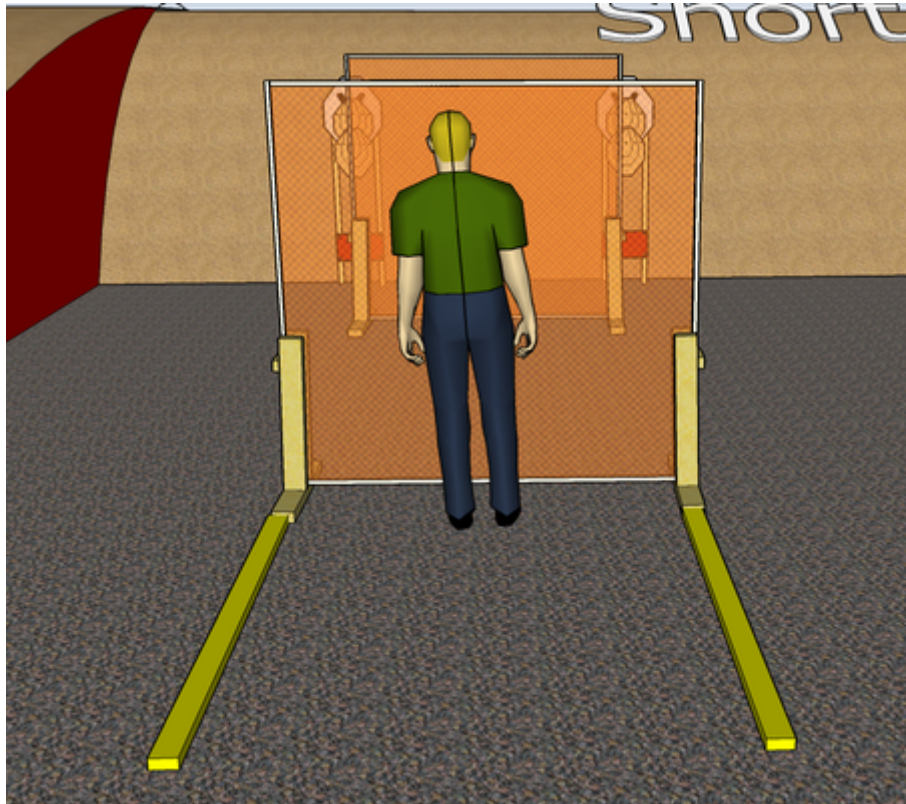


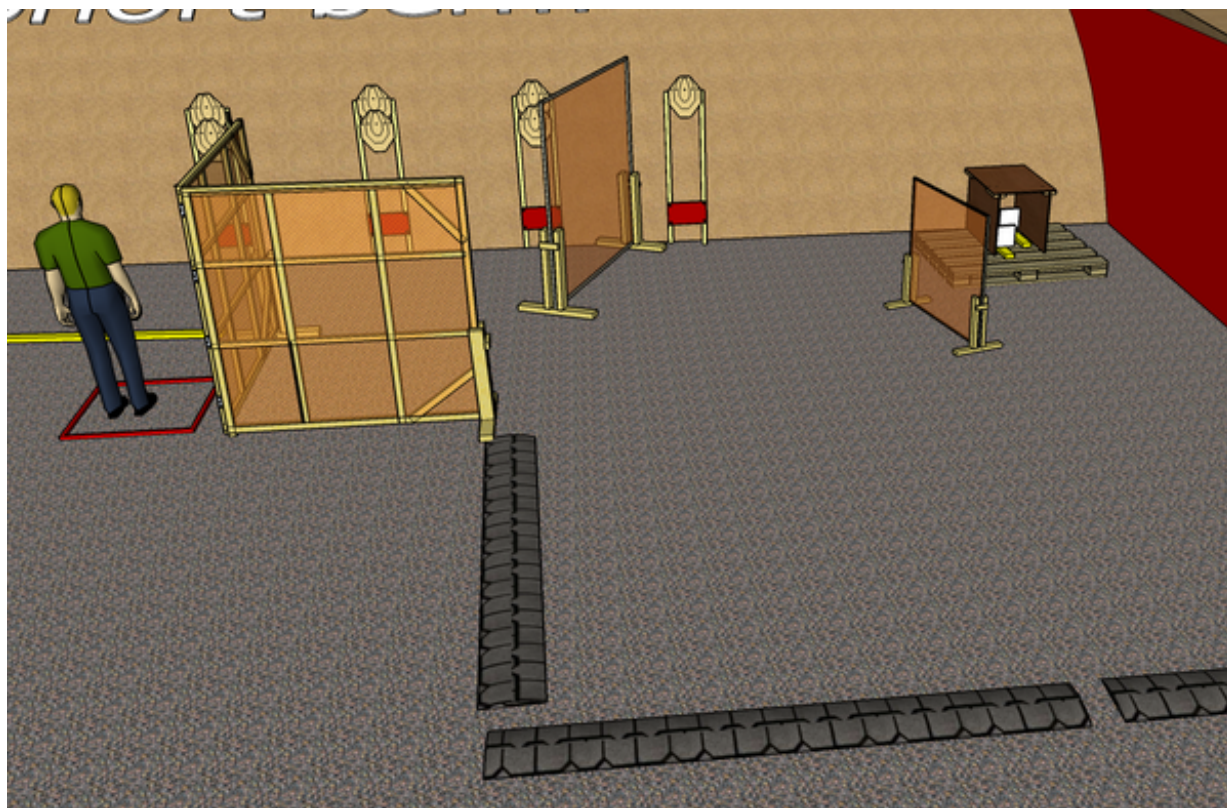
3. 3



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	14.29%

Procedure	Standing relaxed facing downrange On start signal engage all targets as they become visible within the demarcated area All shots must be fired WORST HAND only		
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	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm		
Setup notes			

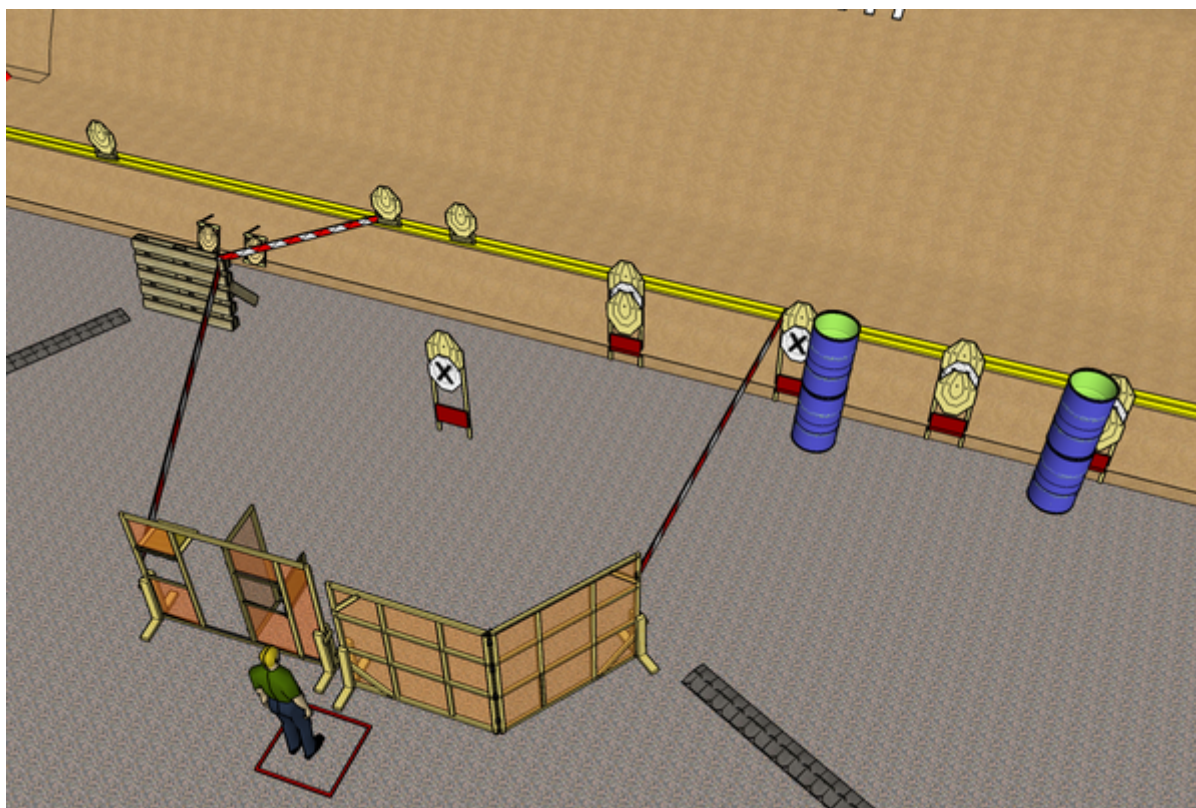
4. 4



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	28.57%

Procedure	Standing relaxed in BOX A facing downrange On start signal engage all targets as they become visible within the demarcated area Plates MUST be shot behind faultline Steel must fall to score		
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	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm		
Setup notes			

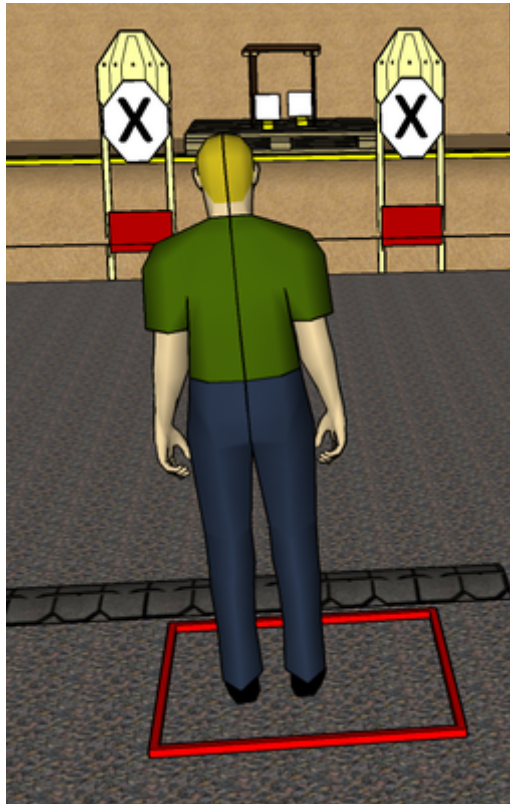
5. 5



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 4 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	46.43%

Procedure	Standing relaxed in BOX A facing downrange 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	Gun loaded & holstered		
Firearm ready condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs)		
Setup notes			

6. 6



CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 plates, Total 4 targets	Min rounds	6
Firearm	Handgun	Match-%	10.71%

Procedure	Standing relaxed in BOX A facing downrange On start signal engage all targets FROM WITHIN BOX A Steel must fall to score		
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	Left/right: 90deg when facing berm, vertical: top of berm (logs)		
Setup notes			