

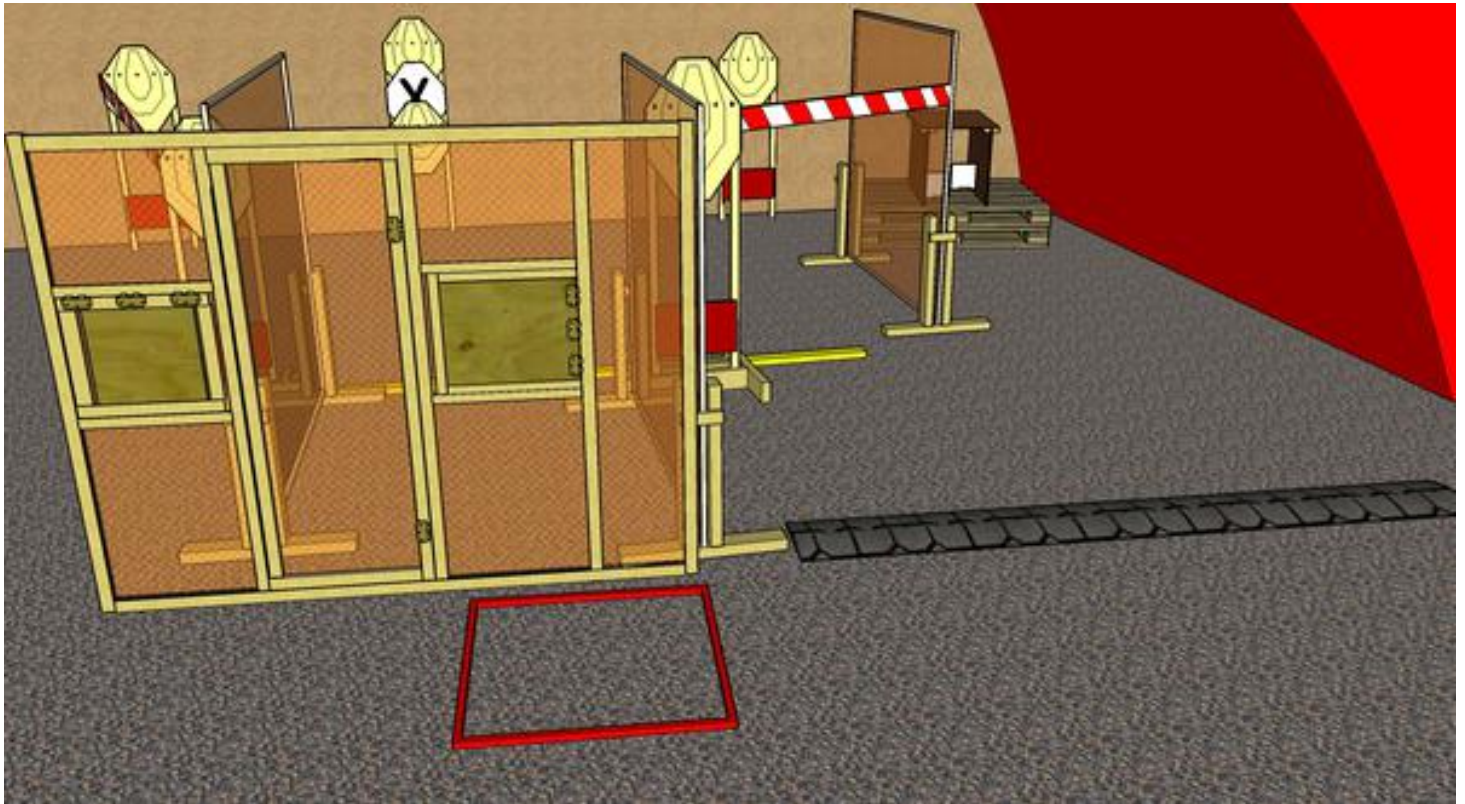
1. Can you see it



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Short | Points | 40 p |
| Targets | 3 paper, 2 plates, 1 no-shoot, Total 5 targets | Min rounds | 8 |
| Firearm | Handgun | Match-% | 11.76% |

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|-------------------------|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity Steel must be shot through barrel and must fall to score |
| Starting position | Gun loaded & holstered. Standing relaxed in BOX A facing downrange |
| 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 | |

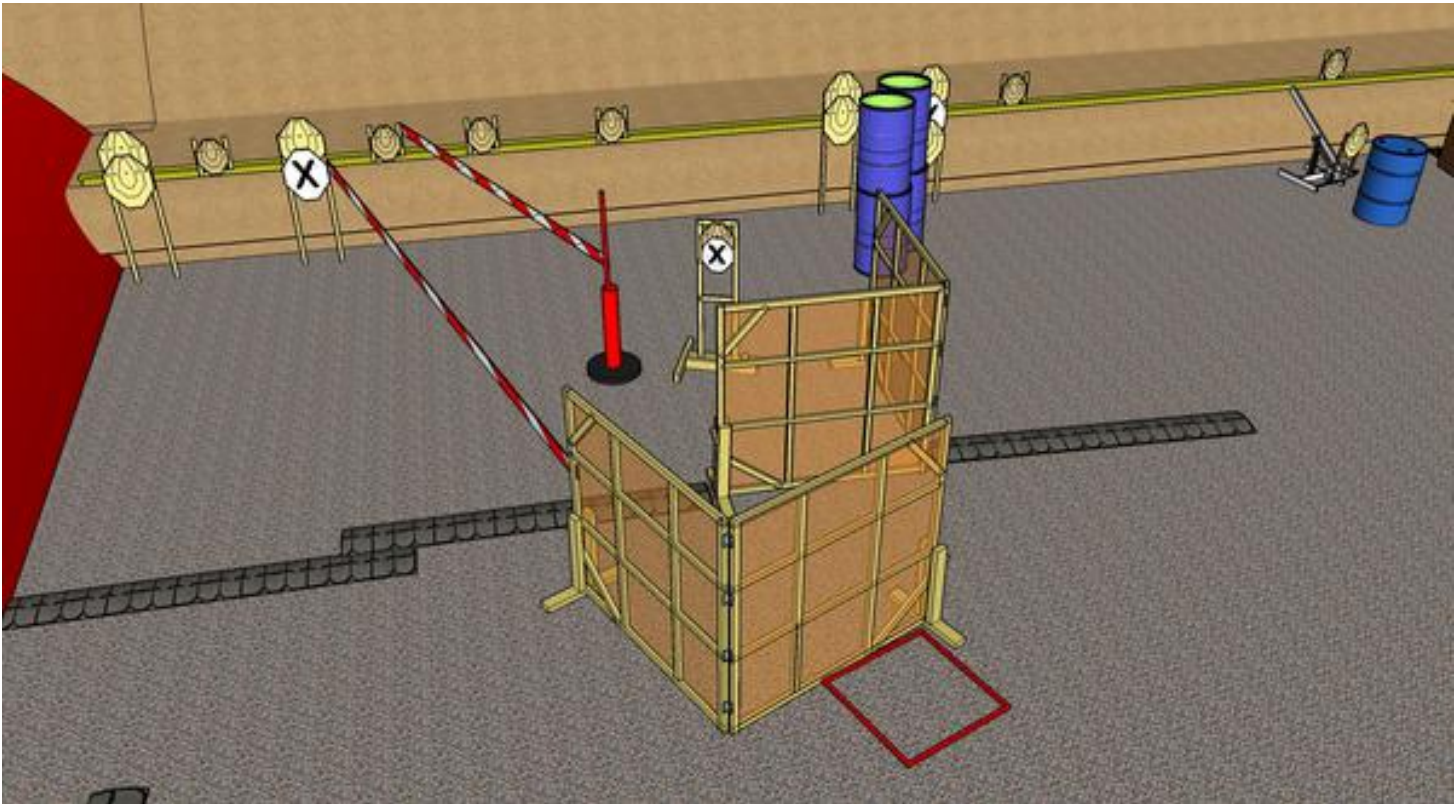
2. Open, shut, run and gun



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|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 70 p |
| Targets | 6 paper, 2 plates, 1 no-shoot, Total 8 targets | Min rounds | 14 |
| Firearm | Handgun | Match-% | 20.59% |

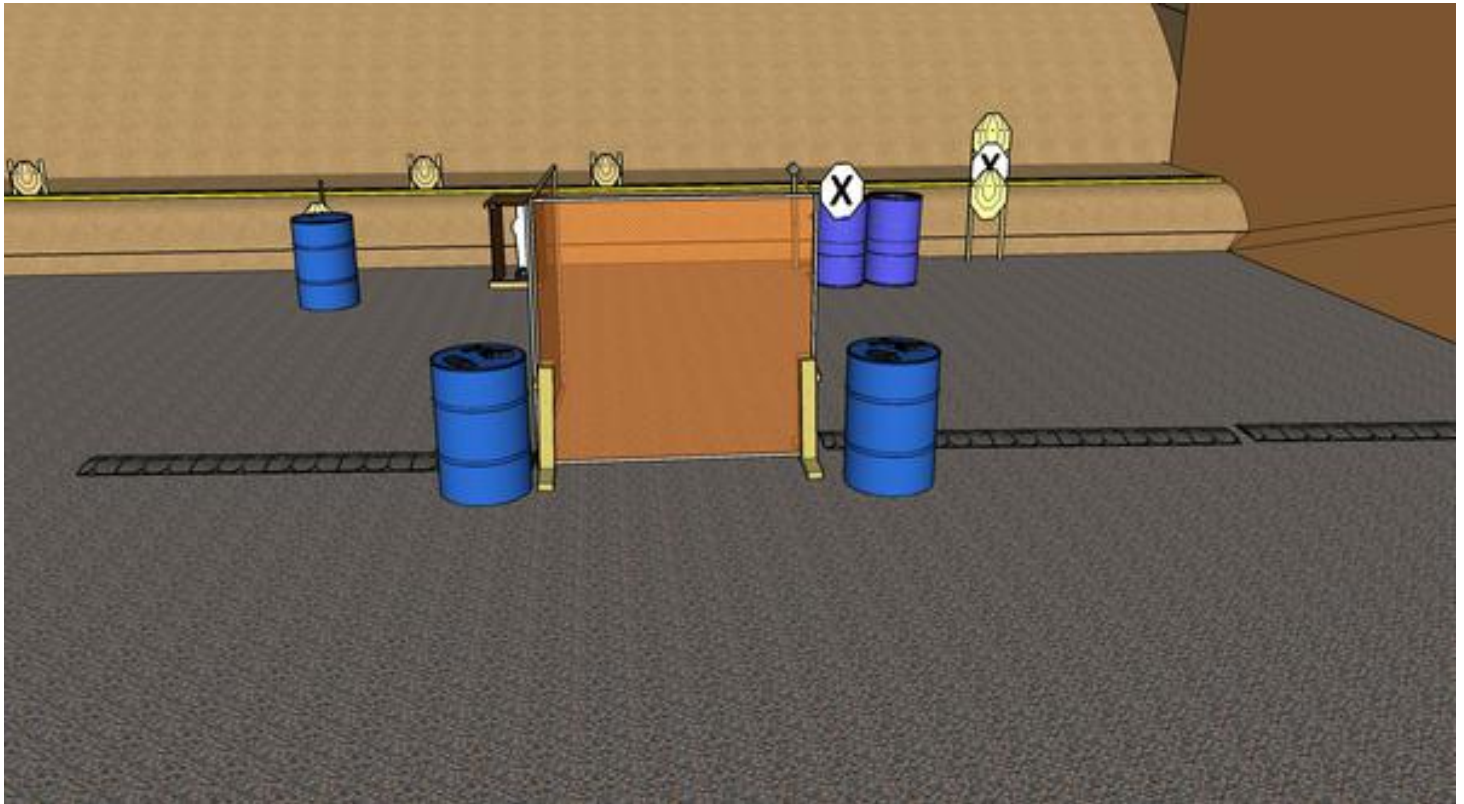
| | |
|-------------------------|--|
| Procedure | On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity Steel must fall to score |
| Starting position | Gun loaded & holstered. Standing relaxed in BOX A facing downrange |
| 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 | |

3. Zigge-Zigg-Ahhh



| | | | |
|-------------------------|--|------------|--------|
| CoF | Comstock - Long | Points | 130 p |
| Targets | 13 paper, 3 no-shoot, Total 13 targets | Min rounds | 26 |
| Firearm | Handgun | Match-% | 38.24% |
| Procedure | On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity | | |
| Starting position | Gun loaded & holstered. Standing relaxed in BOX A facing downrange | | |
| 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 | | | |

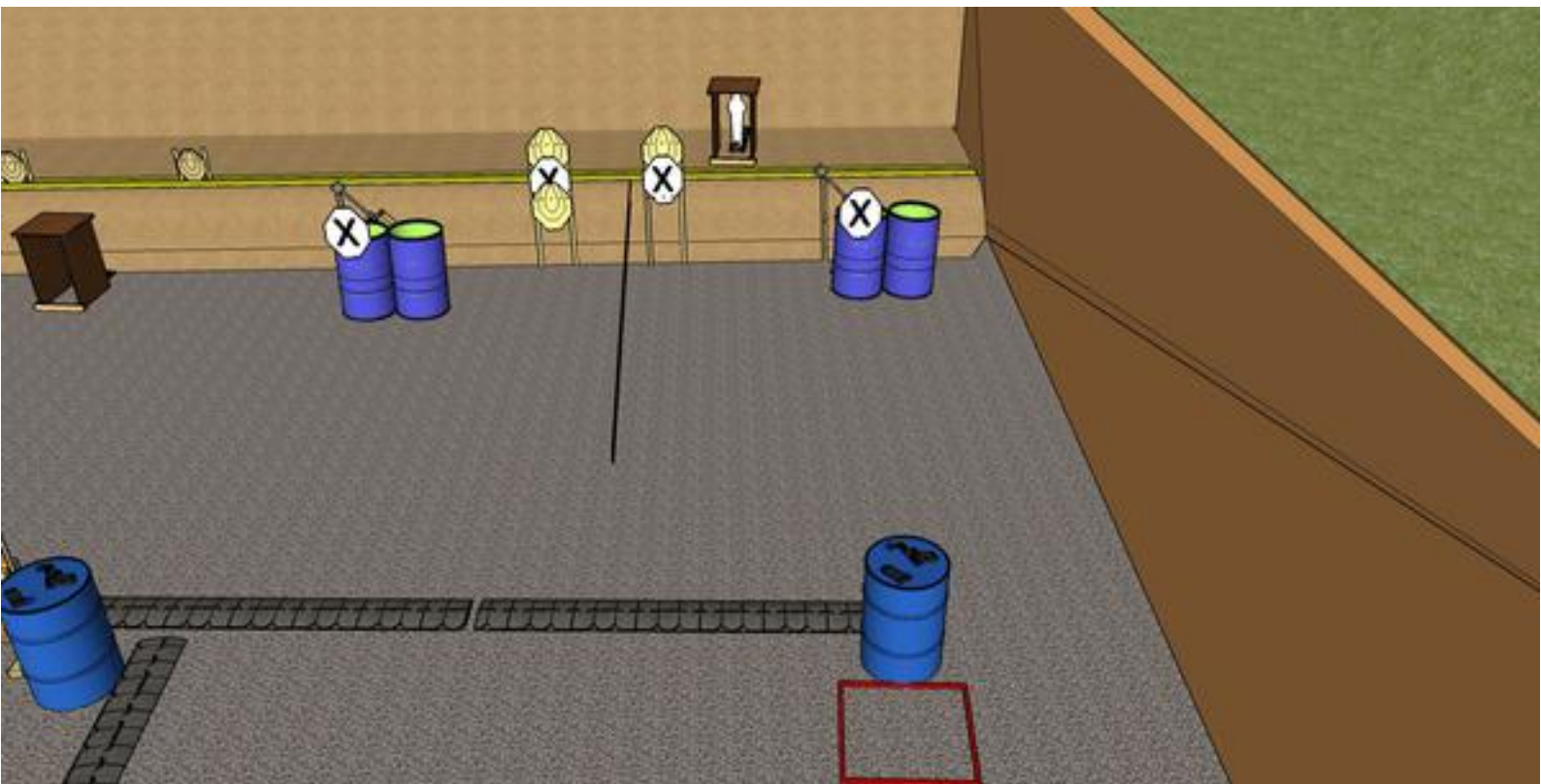
4. Like the skaters do



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 75 p |
| Targets | 6 paper, 1 disappearing/bonus, 1 popper, 2 no-shoot, Total 8 targets | Min rounds | 13 |
| Firearm | Handgun | Match-% | 22.06% |

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|-------------------------|---|
| Procedure | On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline. Steel must fall to score As per rules, disappearing target is NOT counted as miss (if applicable) |
| Starting position | Gun on barrel, first magazine to be used on opposite barrel. Standing relaxed in BOX A facing DR |
| 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 | |

5. Diligentia, Celeritas, focus



| | | | |
|---------|--|------------|-------|
| CoF | Comstock - Short | Points | 25 p |
| Targets | 2 paper, 1 popper, 2 no-shoot, Total 3 targets | Min rounds | 5 |
| Firearm | Handgun | Match-% | 7.35% |

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| Procedure | On start signal engage all targets from within box A as they become visible |
| Starting position | Gun and all magazines to be used on barrel, standing relaxed in BOX A facing downrange |
| 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 | |