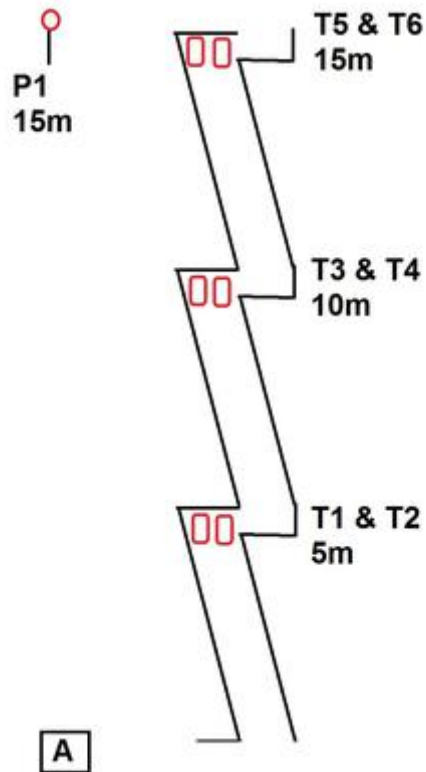


1. Trench Run



| | | | |
|---------|------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 65 p |
| Targets | 6 paper, 1 plates, Total 7 targets | Min rounds | 13 |
| Firearm | Handgun | Match-% | 50.00% |

| | |
|-------------------------|--|
| Procedure | Begin in Box A. On buzzer, engage and hit start plate at 15m, then enter trench and engage each target with 2 rounds, end on last shot |
| Starting position | 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. Trench Run modified

No image

| | | | |
|---------|------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 65 p |
| Targets | 6 paper, 1 plates, Total 7 targets | Min rounds | 13 |
| Firearm | Handgun | Match-% | 50.00% |

| | |
|-------------------------|--|
| Procedure | Similar to original, but plate must be engaged strong hand only, and all paper must be weak 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 | L/R |
| Setup notes | |