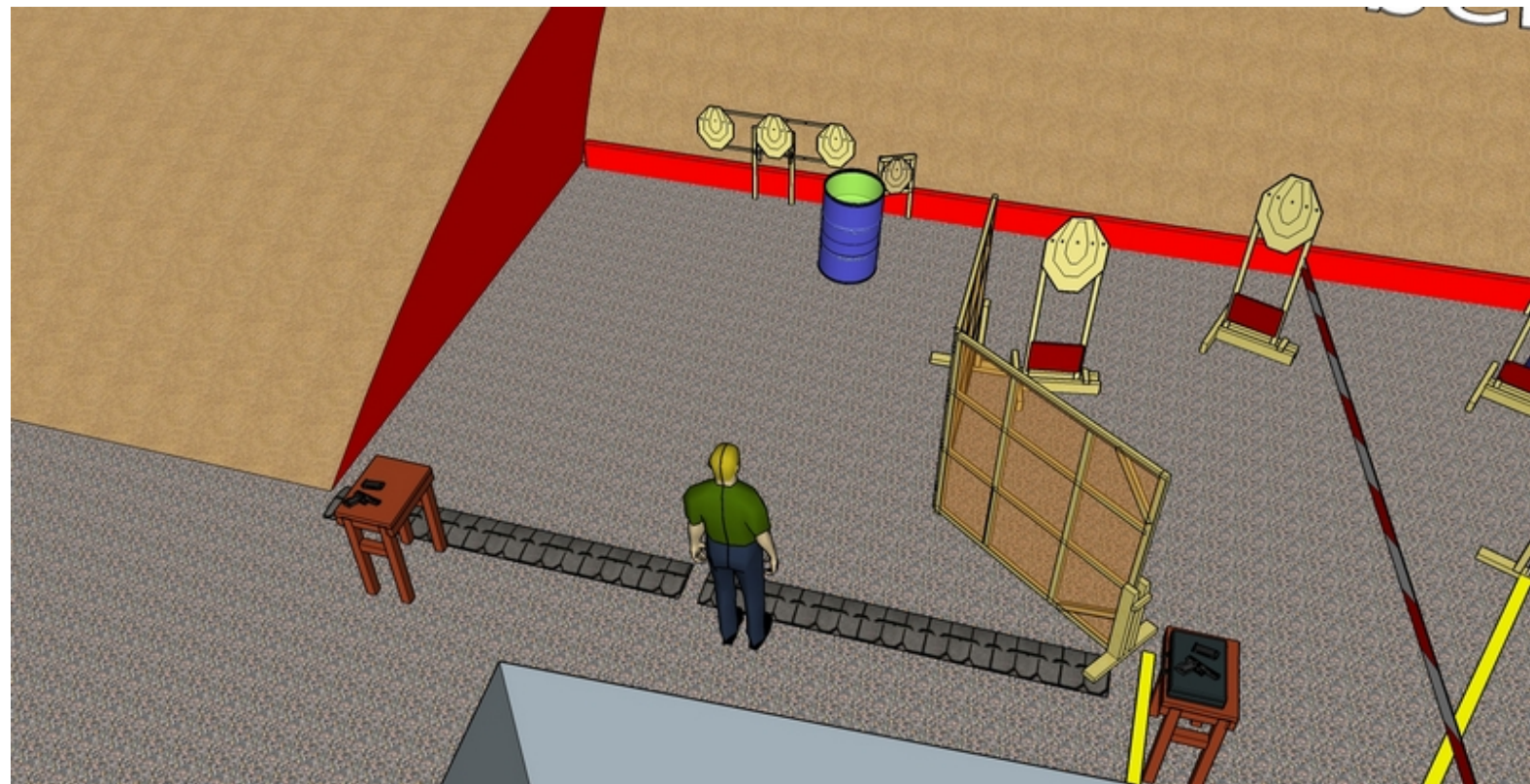


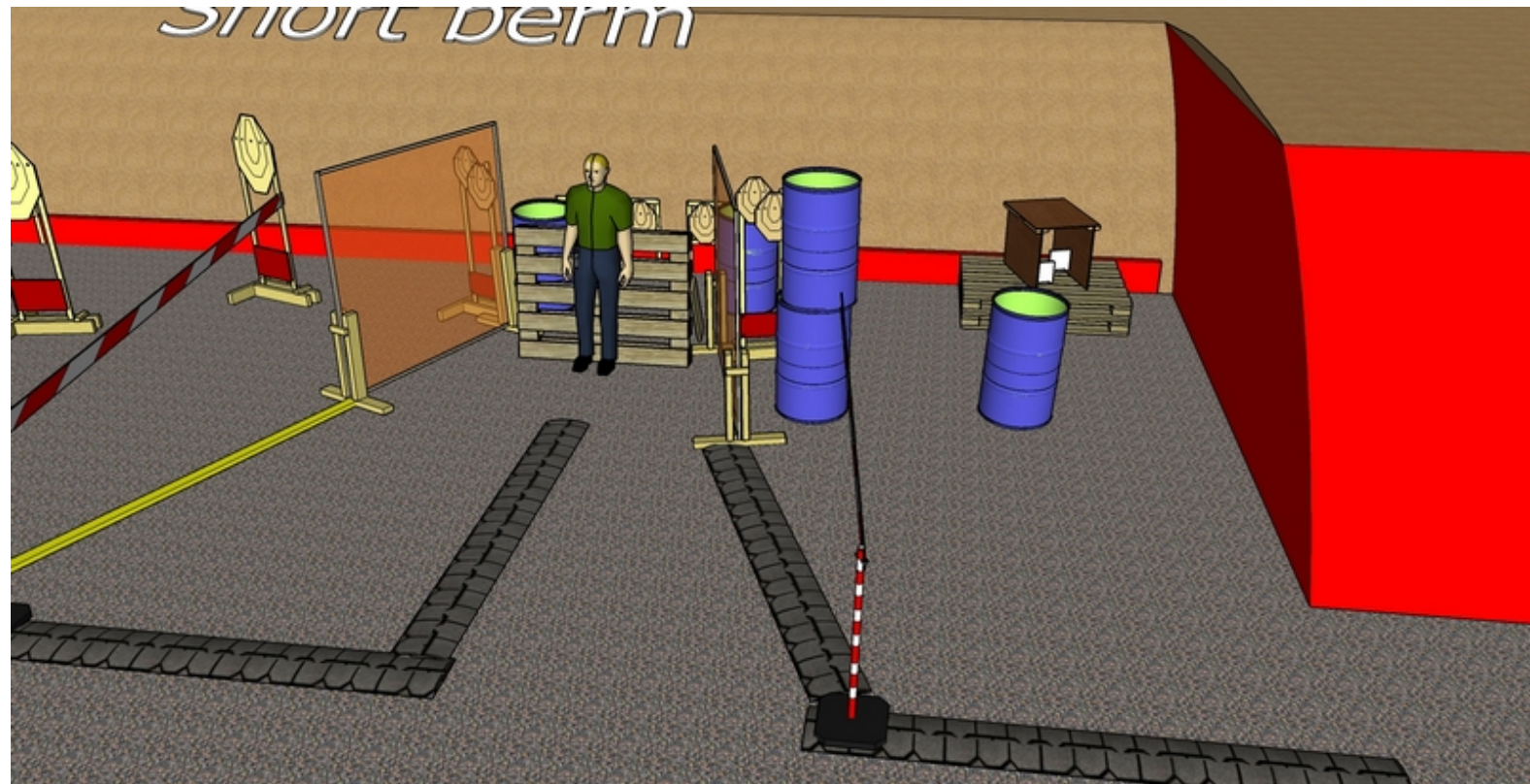
# 1. Carry me home



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	16.44%

Procedure	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. Suitcase must be in the air (not touching ground or touching anything touching ground except competitor) when shooting. Gun or magazine put on top of suitcase.
Starting position	Gun 1 table, 1st mag other table. Suitcase far right table, lying on side. Competitor in middle
Firearm ready condition	Empty on table
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, but max 20 degrees over horizontal when reloading
Setup notes	

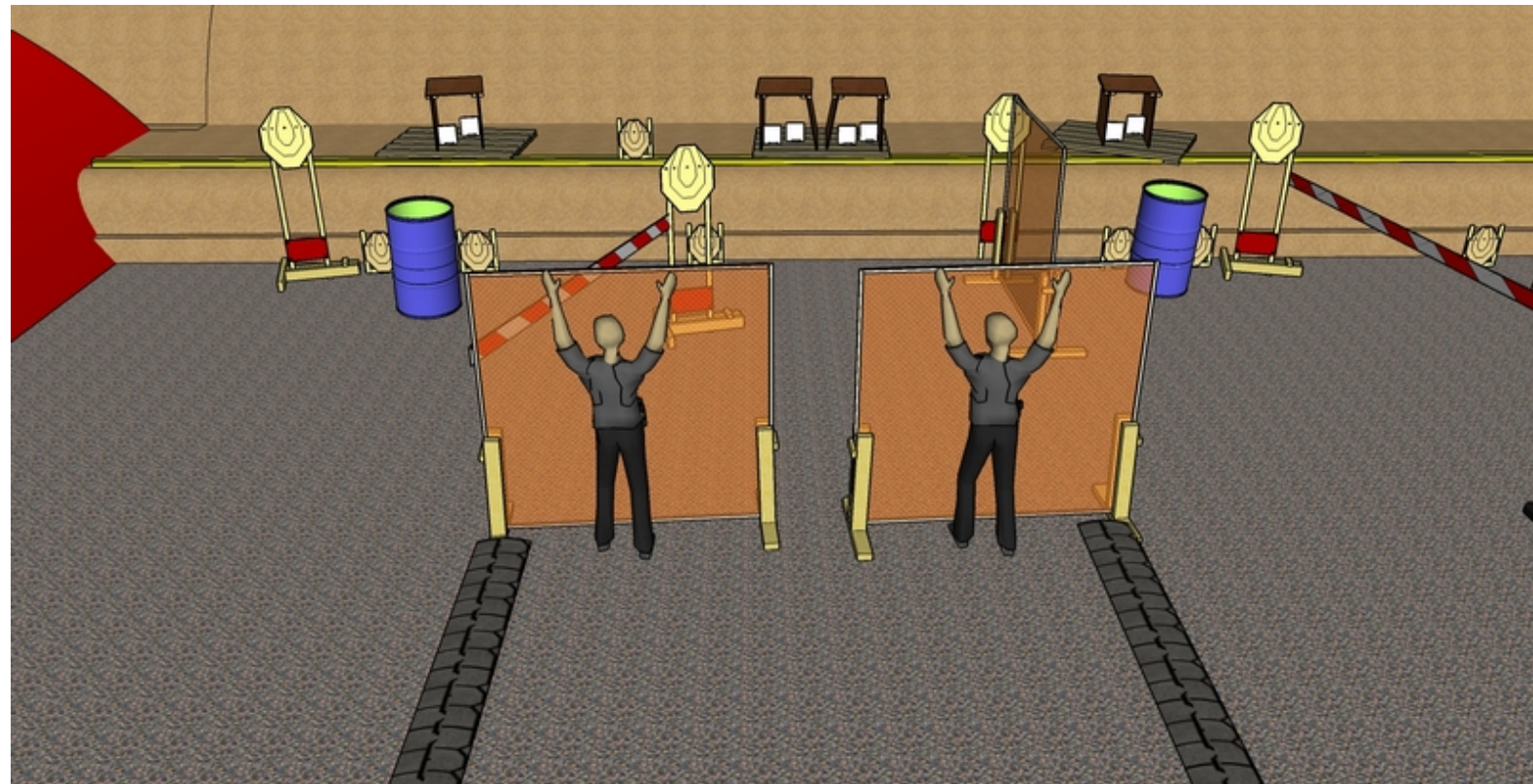
## 2. Back'and'forth



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	21.92%

Procedure	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	Facing uprange close to pallet, heels touching wall-stand on each side
Firearm ready condition	Gun loaded & holstered
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, but max 20 degrees over horizontal when reloading
Setup notes	

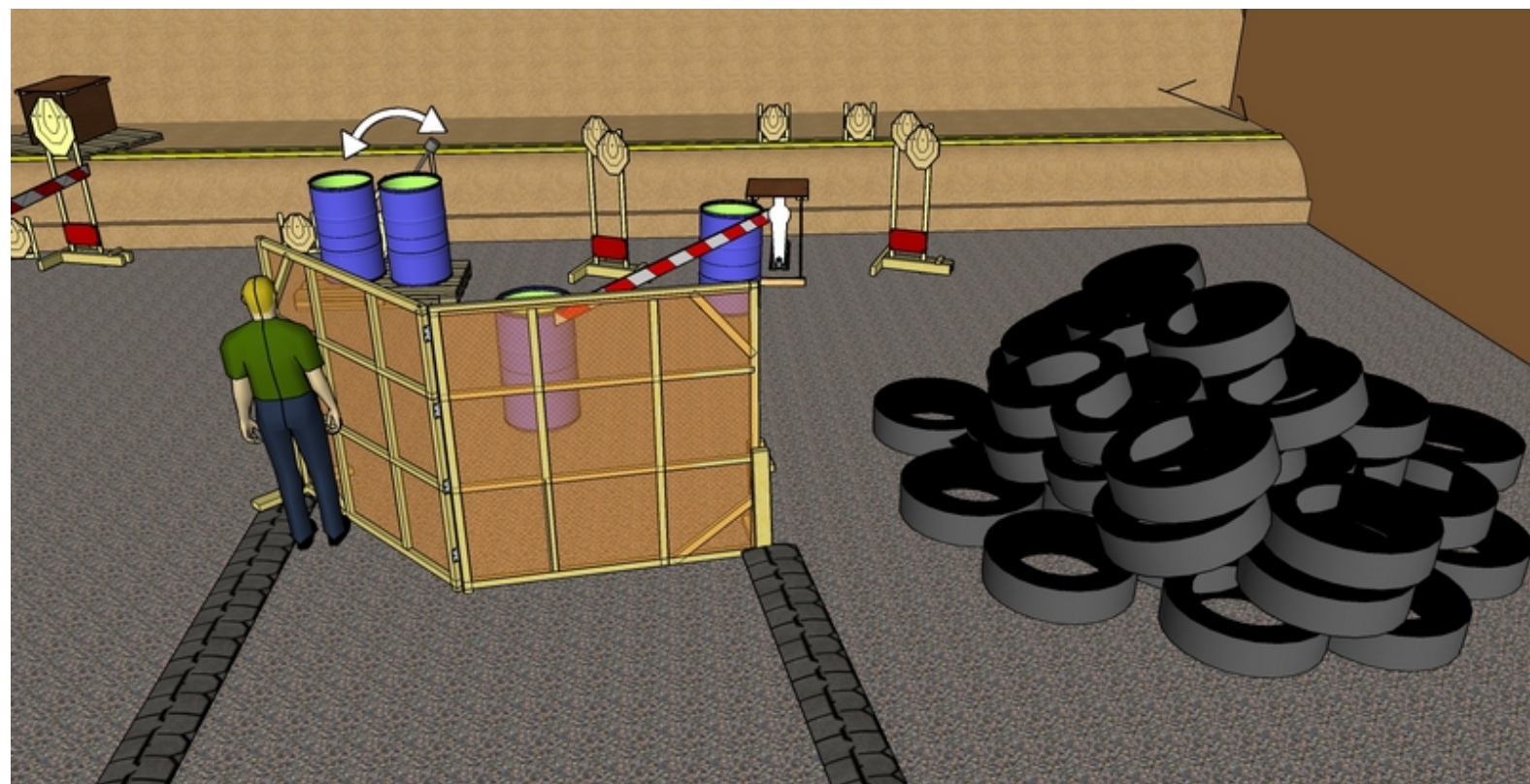
### 3. Right or left first



CoF	Comstock - Long	Points	140 p
Targets	10 paper, 8 plates, Total 18 targets	Min rounds	28
Firearm	Handgun	Match-%	38.36%

Procedure	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	In middle of either wall facing downrange, hands on top if possible, if not outstretched towards top
Firearm ready condition	Gun loaded & holstered
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), but max 20 degrees over horizontal when reloading
Setup notes	

## 4. Switcheroo



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Handgun	Match-%	23.29%

Procedure	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	In far left corner, facing downrange, left foot touching stand, right touching wall
Firearm ready condition	Gun loaded & holstered
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), but max 20 degrees over horizontal when reloading
Setup notes	