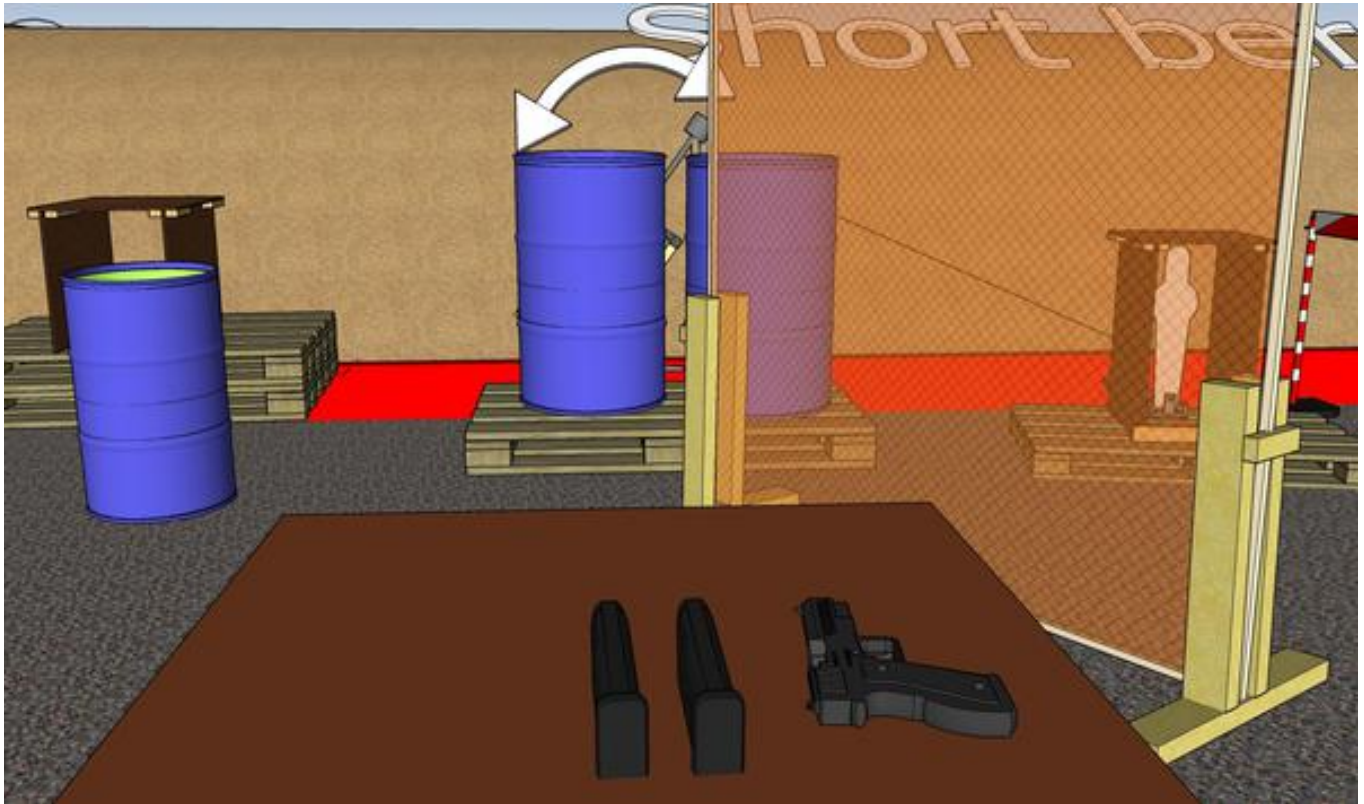


1. Relax



CoF	Comstock - Short	Points	25 p
Targets	1 paper, 1 popper, 2 plates, Total 4 targets	Min rounds	5
Firearm	Handgun	Match-%	6.49%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Steel must fall to score. Tirethreads on ground = faultline
Starting position	Sitting in chair, hands on knees. Gun and all magazines to be used on table
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, but max 20 degrees over horizontal when reloading
Setup notes	

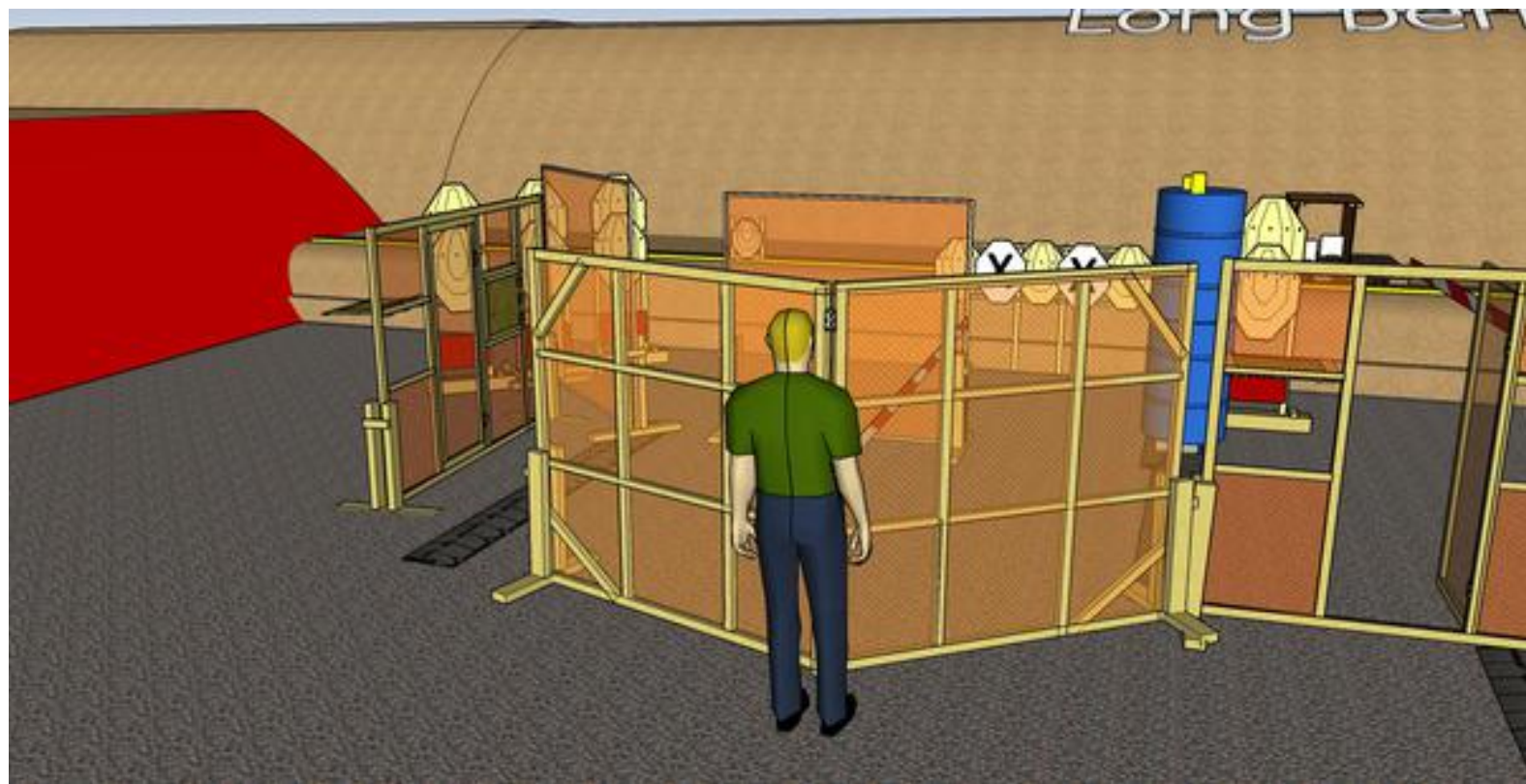
2. One and two and hepp-hepp-hepp



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, 1 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	20.78%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Steel must fall to score.
Starting position	Facing wall, toes touching support. Gun on 1 barrel, all mags to be used on other
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, but max 20 degrees over horizontal when reloading
Setup notes	

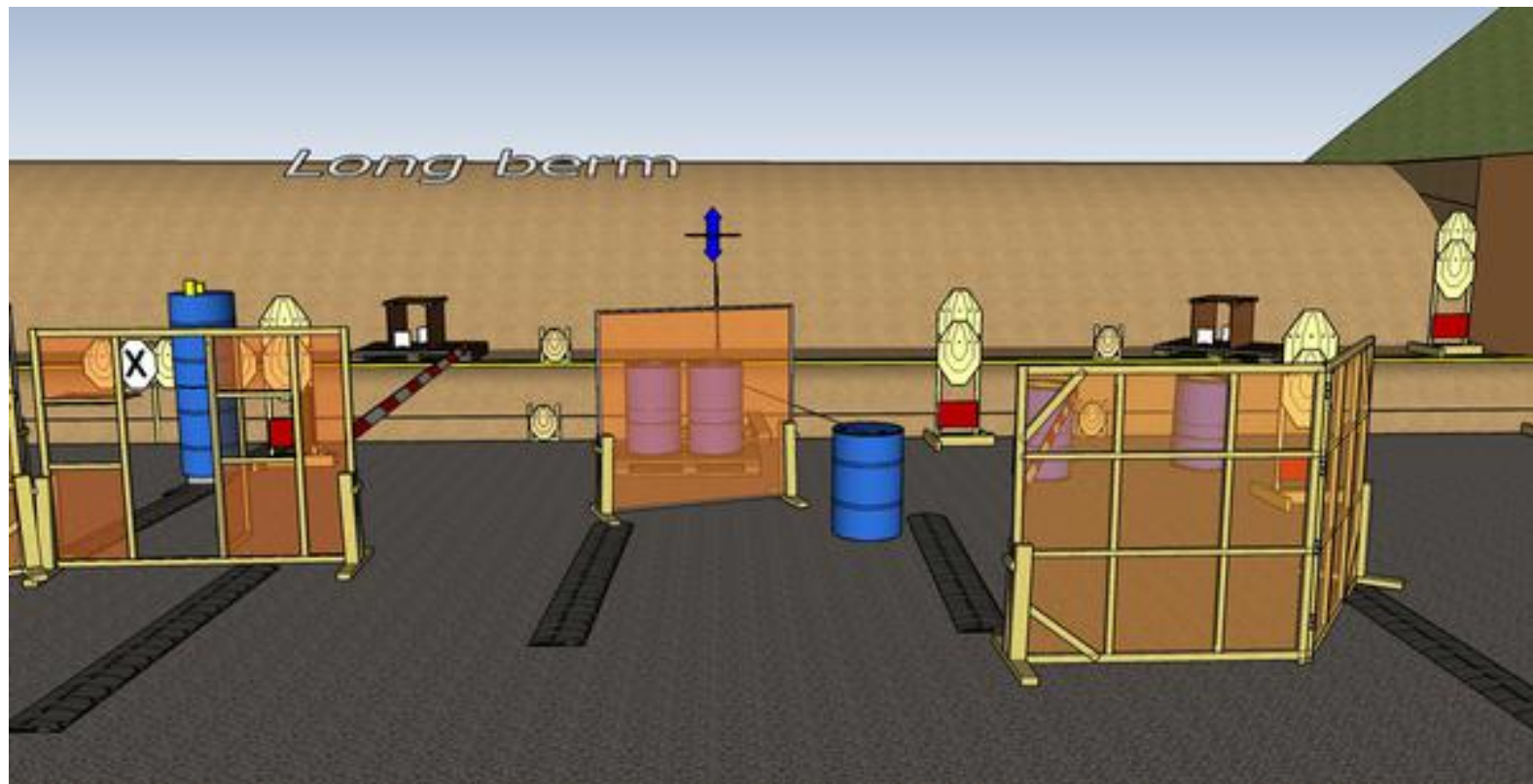
3. Gonna get them all



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 plates, 2 no-shoot, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	33.77%

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. Competitor can NOT step through door !
Starting position	Facing V of hinged wall. 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), but max 20 degrees over horizontal when reloading
Setup notes	

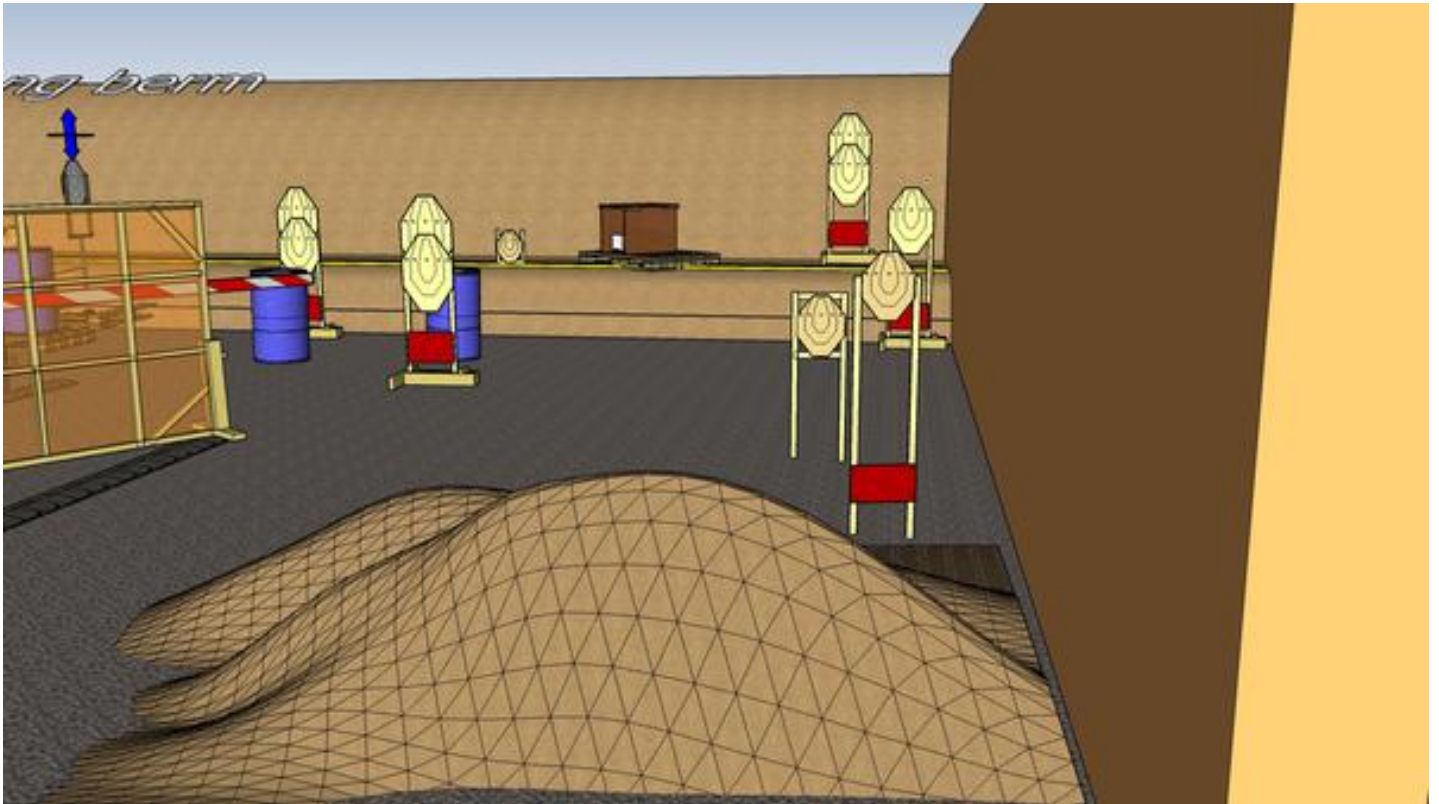
4. Watch where you step



CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 plates, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	25.97%

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. Drop-turner will be visible at rest.
Starting position	Gun loaded & holstered anywhere in demarcated area
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), but max 20 degrees over horizontal when reloading
Setup notes	

5. Bang-bang x 5



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	12.99%

Procedure	On start signal engage all targets as they become visible. Toes touching mark on stick at all times
Starting position	Standing behind pile of sand, toes touching mark on stick. 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), but max 20 degrees over horizontal when reloading
Setup notes	