1. There can be only ONE



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	20.00%
Procedure	On start signal engage all targets from within the demarcated area shooting (as demonstrated)	. One hand MUST /	ALWAYS HOLD onto wall when
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, remen	nber WHY angles are acute !
Setup notes			

2. There's one more



CoF	Comstock - Medium	Points	95 p
Targets	9 paper, 1 plates, Total 10 targets	Min rounds	19
Firearm	Handgun	Match-%	23.75%
Procedure	On start signal engage all targets as they become visible within the faultline. Red/white tape = walls extending up/down to infinity.	e demarcated area.	Tirethreads on ground =
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, remem	nber WHY angles are acute !
Setup notes			

3. Corner, it's not just football



CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, Total 9 targets	Min rounds	17
Firearm	Handgun	Match-%	21.25%

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 and 1st magazine to be used on opposite barrels
Firearm ready condition	Empty, slide forward
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), remember WHY angles are acute !
Setup notes	

4. Welcome said the spider



CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 plates, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	35.00%
Procedure	On start signal engage all targets as they become visible within the faultline. Red/white tape = walls extending up/down to infinity.	e demarcated area.	Tirethreads on ground =
Starting position	Gun loaded & holstered, as demonstrated		
Firearm ready			
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			