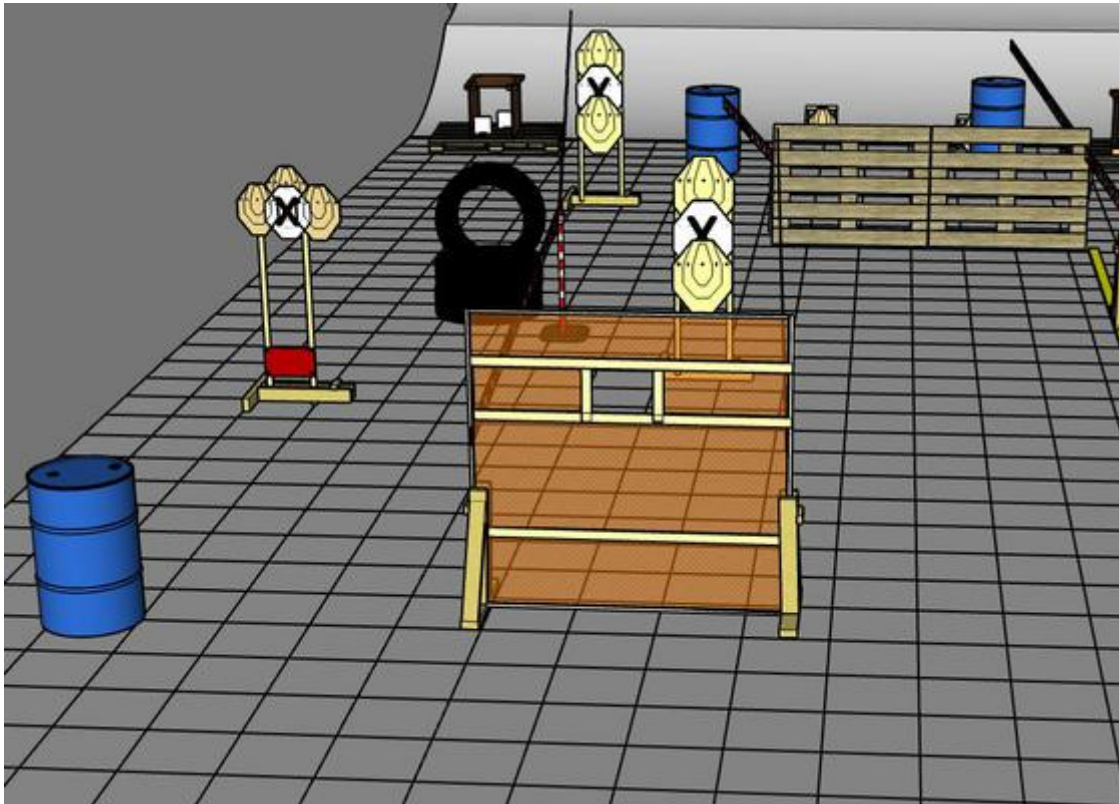


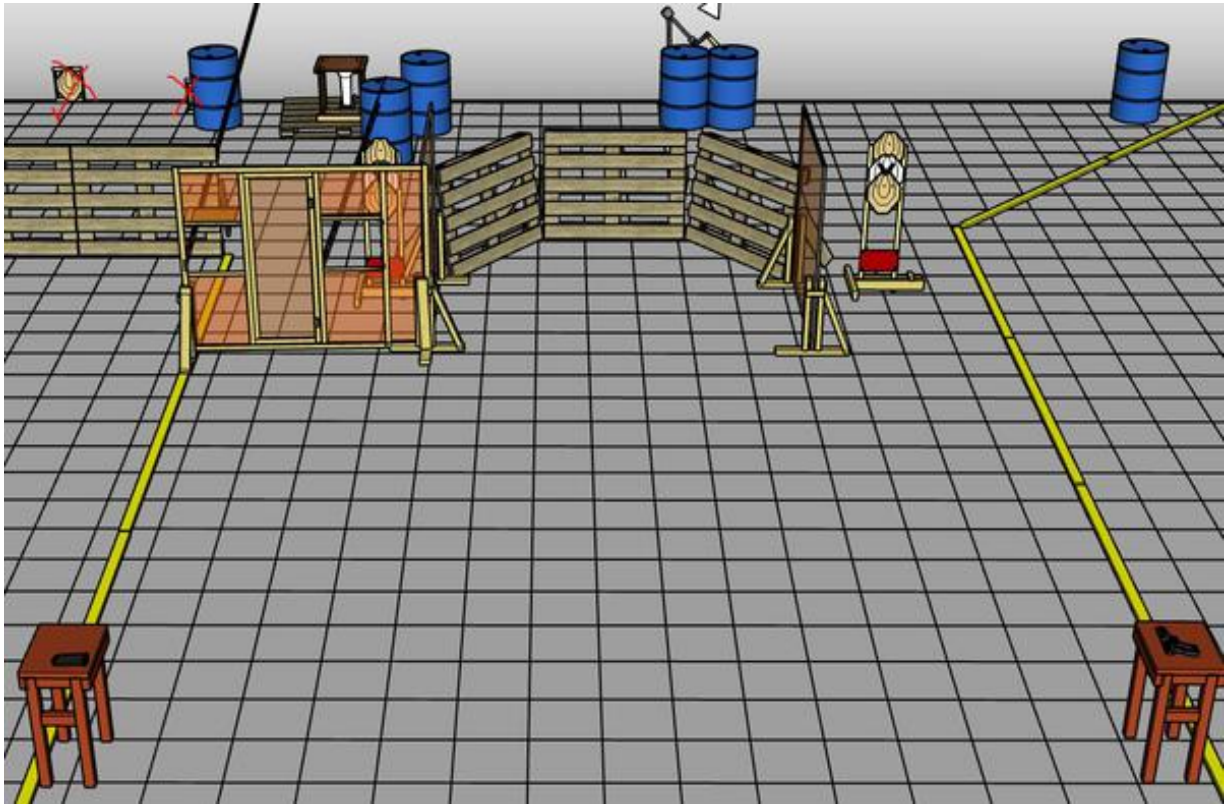
1. Break the dishes



CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 plates, 3 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	35.09%

Procedure	On signal, engage all targets as they become visible within the demarked area. Tiretreads on ground=faultline. Red/white tape=walls extending up/down to infinity. Plates must be shot thru tires.
Starting position	Standing relaxed, hands on blue barrel. Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left= Orange stick on left side of berm. Right= Orange stick in the end of concrete bricks. Up= Top of berm.
Setup notes	

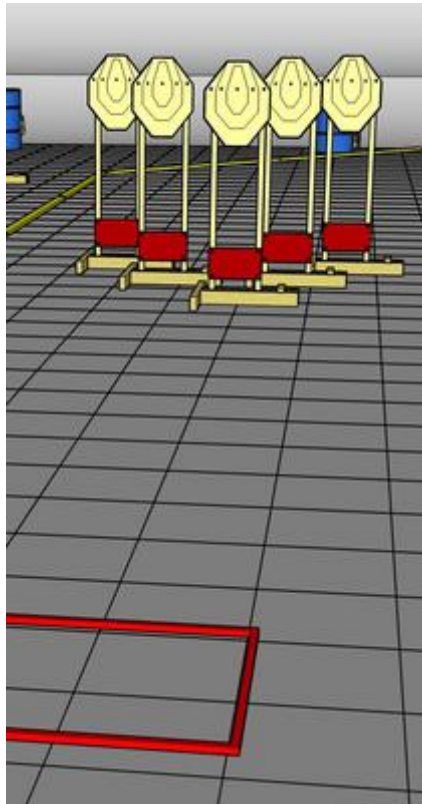
2. Let it swing



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, 2 no-shoot, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	26.32%

Procedure	On signal, engage all targets as they become visible within the demarked area. Tiretreads on ground=faultline. Red/white tape=walls extending up/down to infinity.
Starting position	Standing relaxed anywhere.
Firearm ready condition	Empty gun on one table, first magazine to be used on other table.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left=Orange stick on left side of berm. Right= Orange stick on end of concrete bricks. Up= Top of berm.
Setup notes	

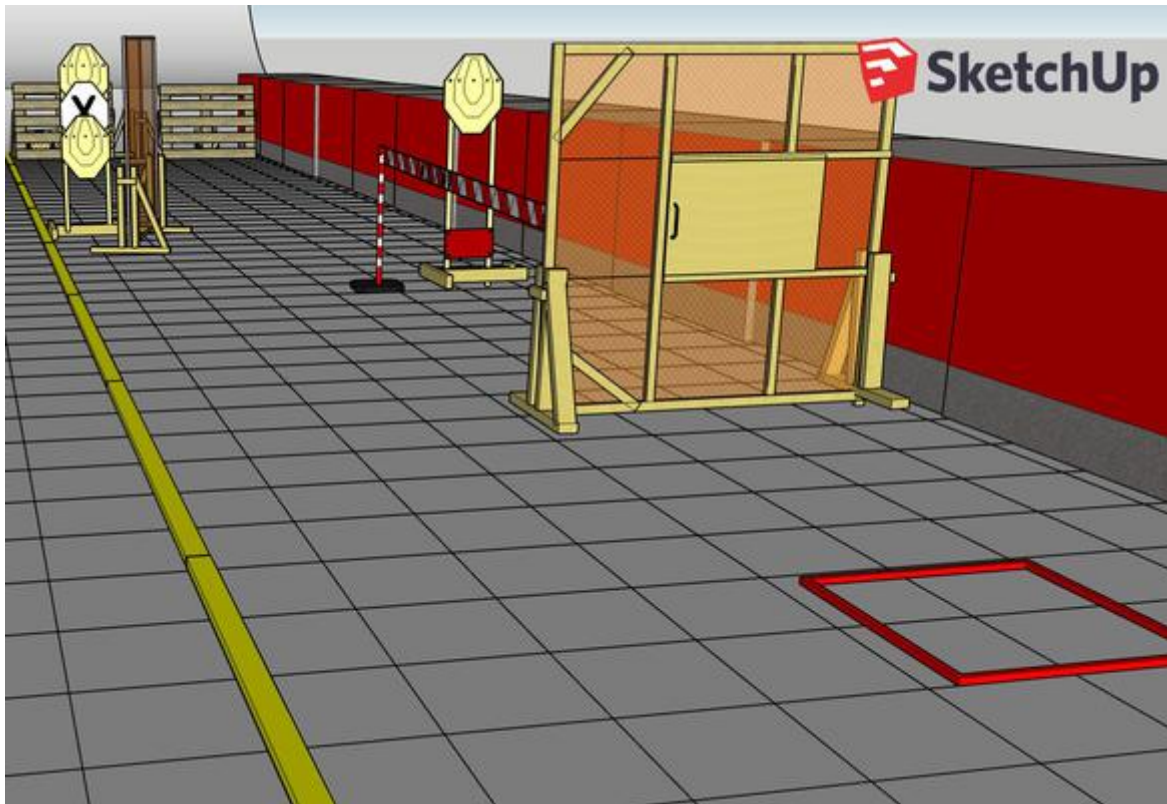
3. Damn christmas three



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	17.54%

Procedure	On signal, engage all targets from box.
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=Orange stick on left side of berm. Right= Orange stick in end of concrete bricks. Up= Top of berm.
Setup notes	

4. Run, Rudolf. Run!



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	21.05%

Procedure	On signal, engage all targets as they become visible within the demarked area. Tiretreads on ground=faultline. Red/white tape=walls extending up/down to infinity.
Starting position	Standing relaxed in box. Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left= Orange stick on left end of berm. Right= Orange stick in end of concrete bricks. Up= Top of berm.
Setup notes	