

# 1. Madness 03-08

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CoF	Virginia count - Medium	Points	70 p
Targets	7 paper, 4 no-shoot, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	18.92%

Procedure	Upon start signal, from Box A only, engage T1-T7 with only one round per target, perform a mandatory reload and reengage T1-T7 with only one round per target
Starting position	Standing in Box A facing targets, wrists above respective shoulders. Handgun is loaded and holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	Per current edition USPSA Practical Shooting Handbook
Safety angles	
Setup notes	

## 2. Six 08-03

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CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 popper, Total 4 targets	Min rounds	6
Firearm	Handgun	Match-%	8.11%

Procedure	On signal, turn then draw and engage T1-T2 and PP1- USP1 from within the fault lines.
Starting position	Standing facing uprange, shoulders square to back of box, toes against back of shooting box. Wrists
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	Per current edition of USPSA Rule Book.
Safety angles	
Setup notes	

### 3. Star Minded

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CoF	Comstock - Short	Points	40 p
Targets	1 paper, 5 plates, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	10.81%

Procedure	On Signal, engage all targets from within box.
Starting position	Standing in Box, hands at sides. Handgun is loaded and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	

## 4. Slippin'

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CoF	Comstock - Long	Points	140 p
Targets	14 paper, 2 no-shoot, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	37.84%

Procedure	On Signal, engage all targets from within fault lines.
Starting position	Heels on X's. Wrists above shoulders. Handgun is loaded and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	

## 5. Flippin' Steel

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CoF	Comstock - Long	Points	90 p
Targets	4 paper, 2 popper, 8 plates, 1 no-shoot, Total 14 targets	Min rounds	18
Firearm	Handgun	Match-%	24.32%

Procedure	On Signal, engage only T1, T2, MP1 and CSP1 from within Area A. Engage only P1 – P6 from within Area B. Engage only T3, T4, P7 and P8 from within Area C. T3 is a disappearing target.
Starting position	Standing within fault lines of Areas A, B or C hands at sides. Handgun is loaded and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	
Setup notes	