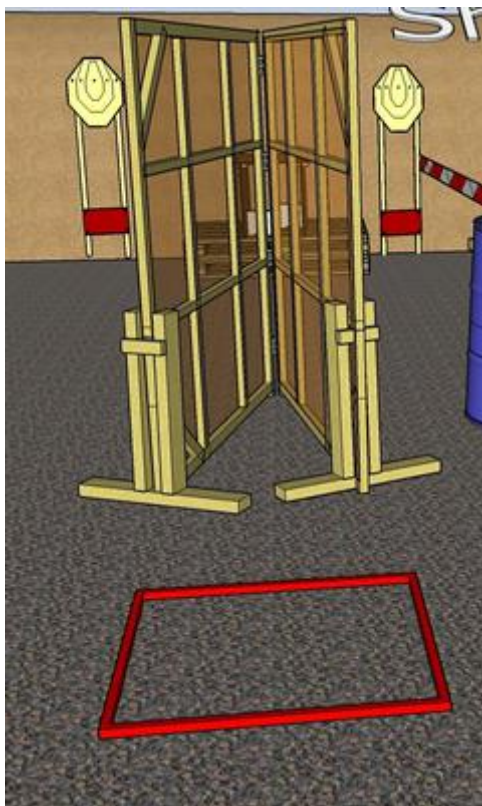


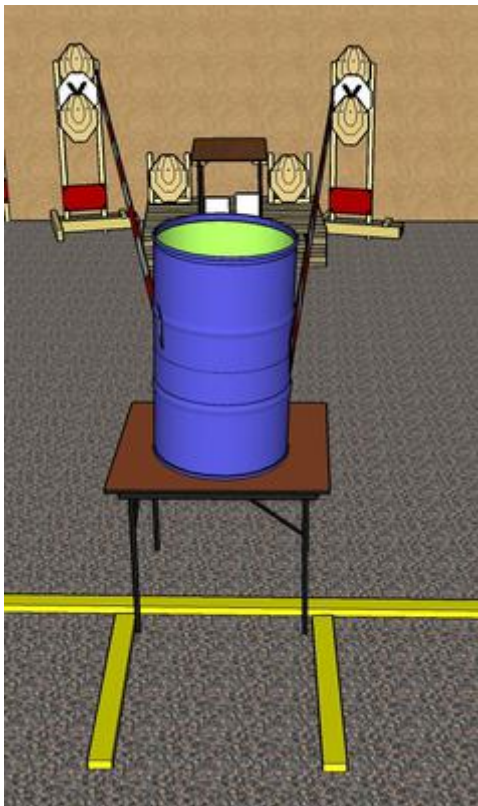
1. Angle



CoF	Comstock - Short	Points	30 p
Targets	2 paper, 2 plates, Total 4 targets	Min rounds	6
Firearm	Handgun	Match-%	6.12%

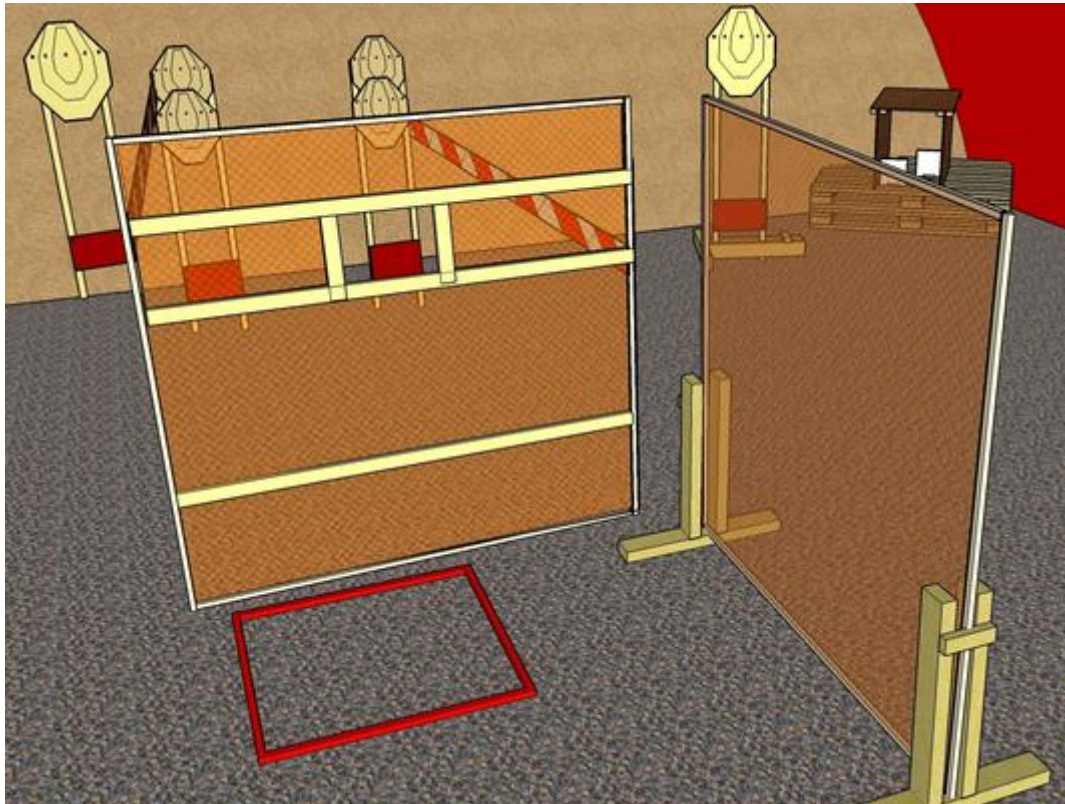
Procedure	On start signal engage all targets as they become visible All shots must be fired from within box A
Starting position	Gun loaded & holstered. Standing relaxed in BOX A facing downrange.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm
Setup notes	

2. Sides and bob



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 plates, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	14.29%
Procedure	On start signal engage all targets as they become visible within the demarcated area All shots must be fired from within box A Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity		
Starting position	Gun loaded & holstered. Standing relaxed in BOX A facing downrange.		
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		
Setup notes			

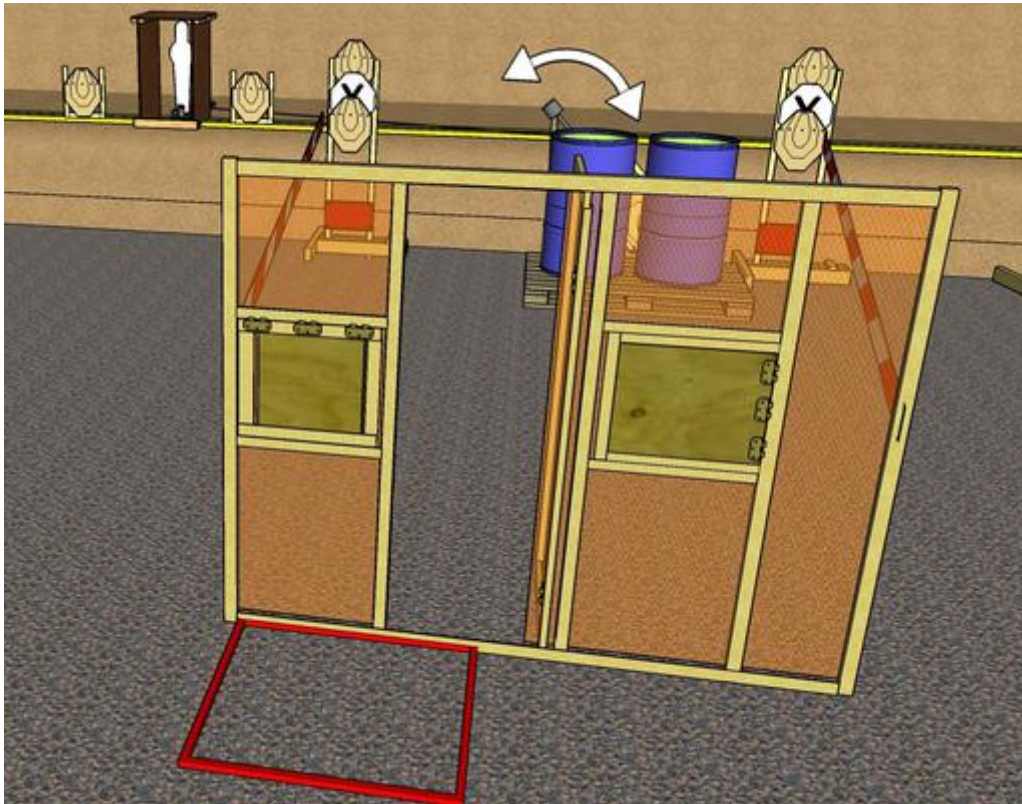
3. Narrow but possible



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 plates, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	14.29%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from within box A. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity.		
Starting position	Gun loaded & holstered. Standing relaxed in BOX A facing downrange		
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)		
Setup notes			

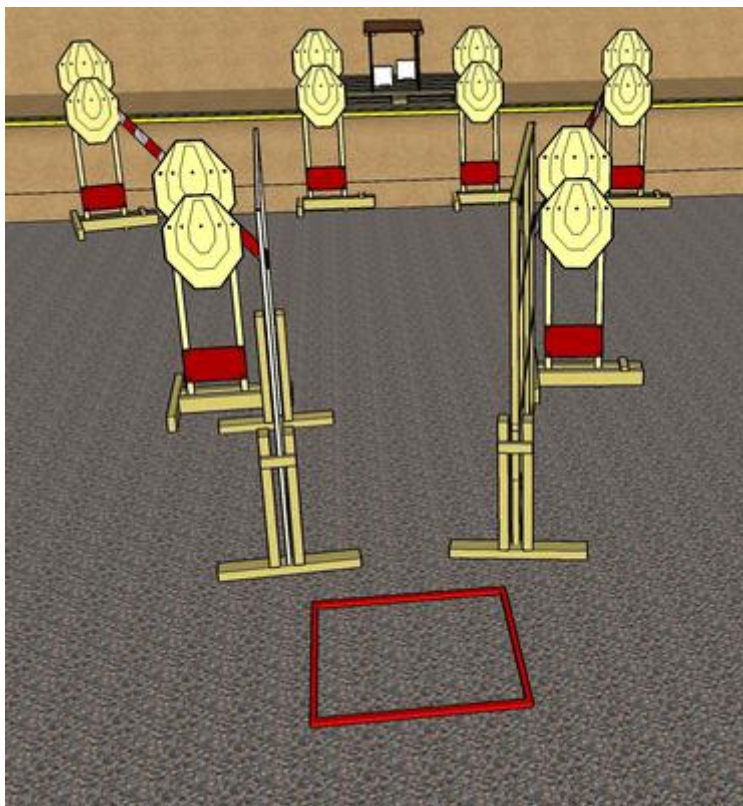
4. Side and front view with a swing



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	15.31%

Procedure	On start signal engage all targets as they become visible within the demarcated area All shots must be fired from within box A Red/white tape = walls extending up/down to infinity		
Starting position	Gun loaded and holstered. Standing relaxed in BOX A facing downrange		
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)		
Setup notes			

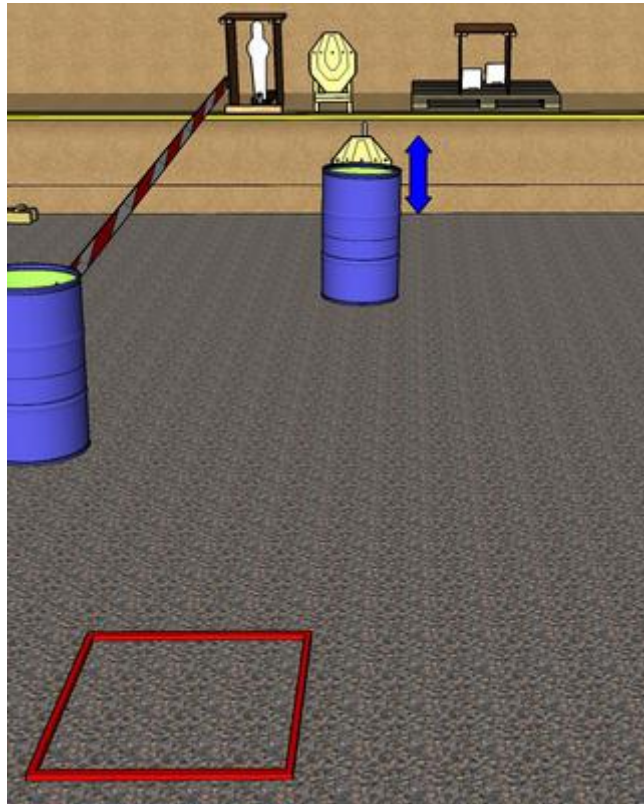
5. Straight forward but angled



CoF	Comstock - Long	Points	130 p
Targets	12 paper, 2 plates, Total 14 targets	Min rounds	26
Firearm	Handgun	Match-%	26.53%

Procedure	On start signal engage all targets as they become visible All shots must be fired from within box A
Starting position	Gun loaded & holstered. Standing relaxed in BOX A facing downrange
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)
Setup notes	

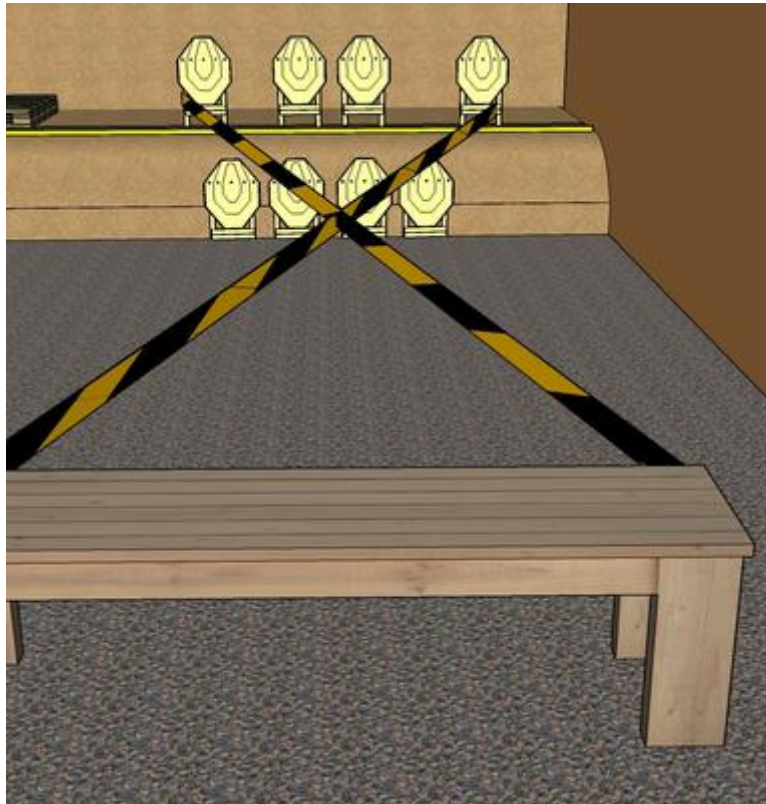
6. Bobbit with the popit



CoF	Comstock - Short	Points	35 p
Targets	2 paper, 1 popper, 2 plates, Total 5 targets	Min rounds	7
Firearm	Handgun	Match-%	7.14%

Procedure	On start signal engage all targets as they become visible within the demarcated area All shots must be fired from within box A		
Starting position	Gun loaded & holstered. Standing relaxed in BOX A facing downrange		
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)		
Setup notes			

7. Boom-boom-boomb-boom



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	16.33%

Procedure	On start signal engage all targets as they become visible within the demarcated area All shots must be fired from behind table Yellow/black tape = Shooting allowed OVER/UNDER tape (not through)
Starting position	Gun loaded & holstered. Standing relaxed behind table.
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)
Setup notes	