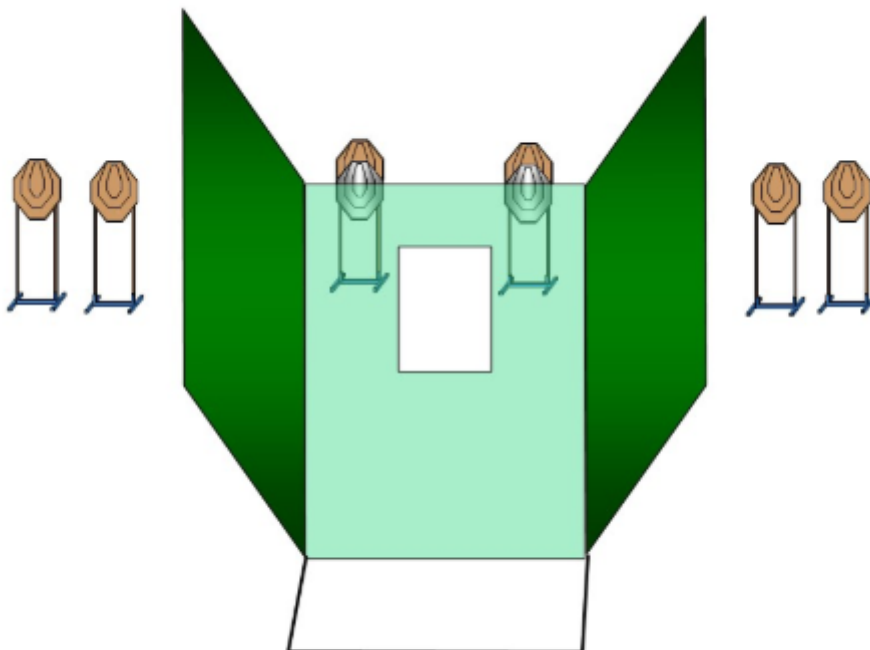


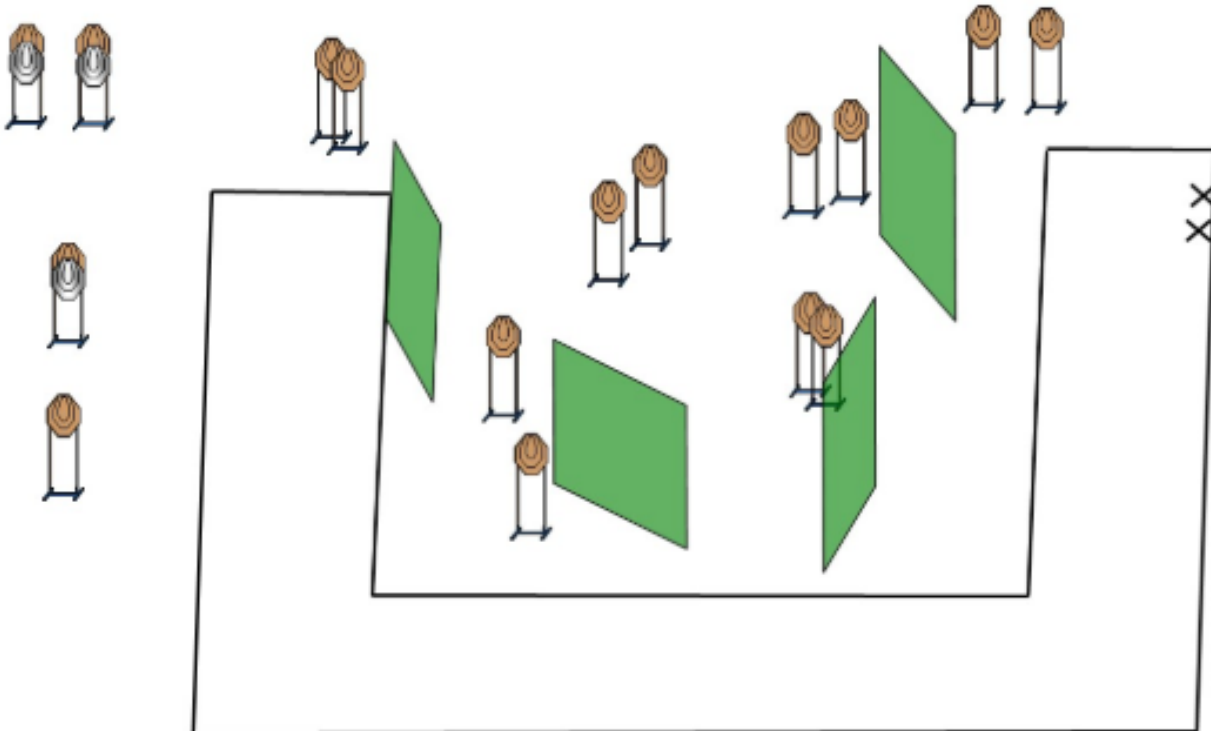
# 1. Hold on



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	6.32%

Procedure	On signal engage all targets from within designated area
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	Indicated by red stick right. 90 degrees left
Setup notes	Minitarget in Centre. Fullsize left and right.

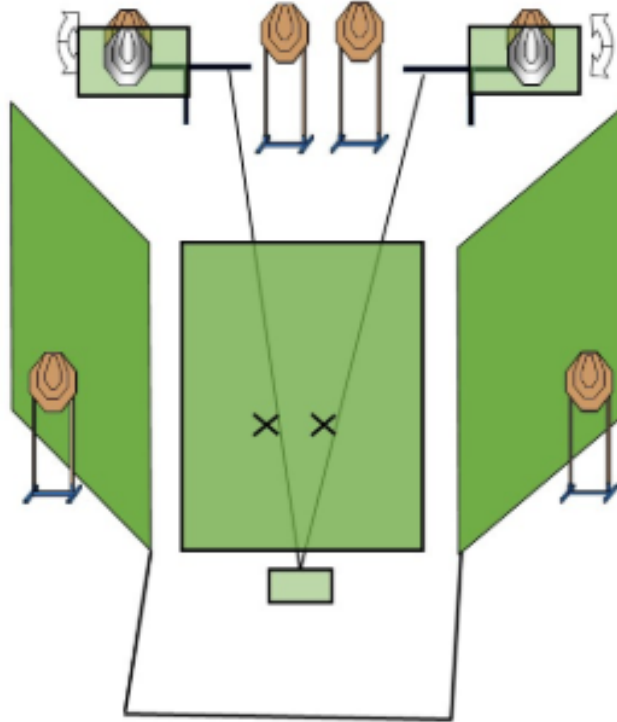
## 2. Far or near ?



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 3 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	16.84%

Procedure	On signal engage all targets from within designated area
Starting position	Heels touching mark, as demonstrated. Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees
Setup notes	

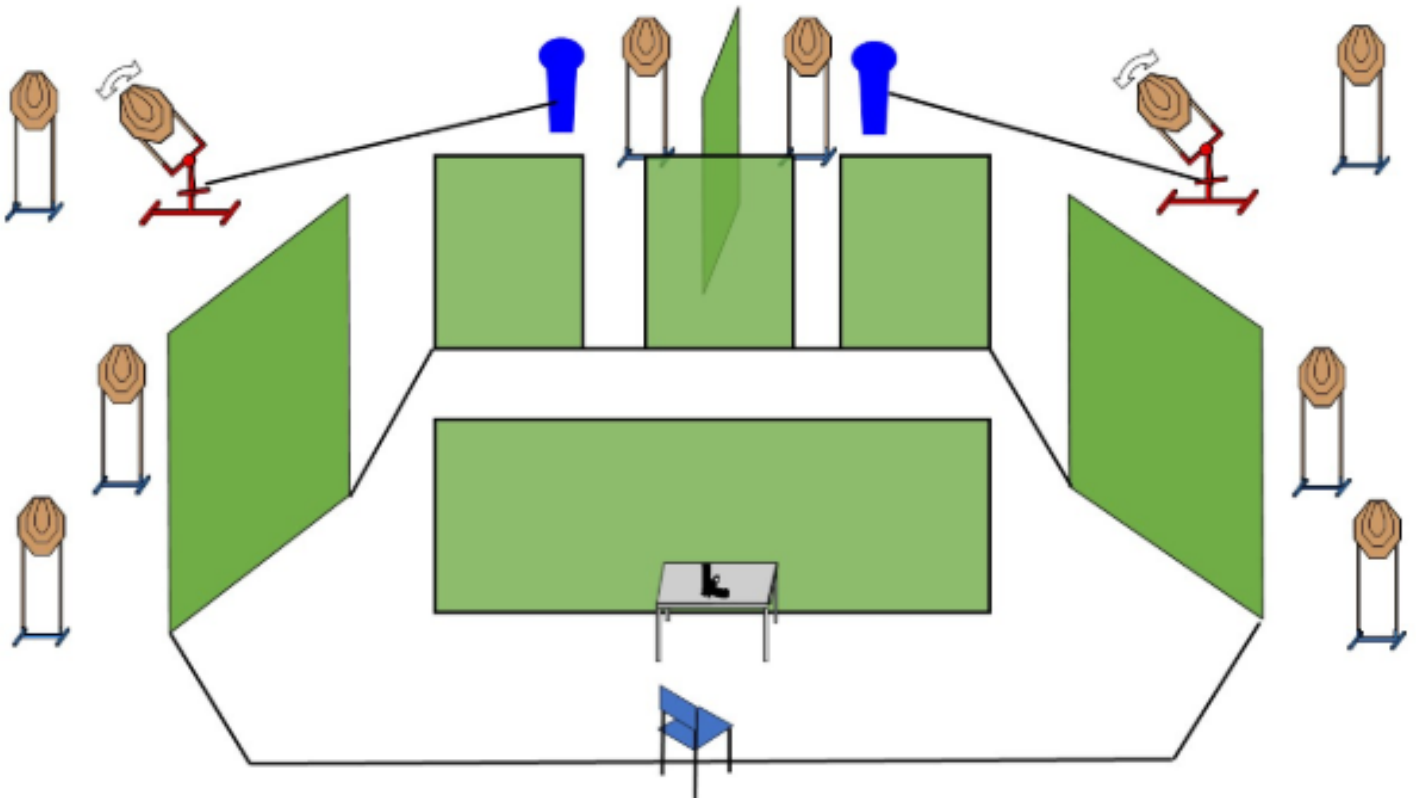
### 3. Be quick or be dead



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	6.32%

Procedure	On signal engage all targets from within designated area. Stepping of release plate activates moving target T3 and T4. All targets remains visible at rest
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	Indicated by red sticks
Setup notes	

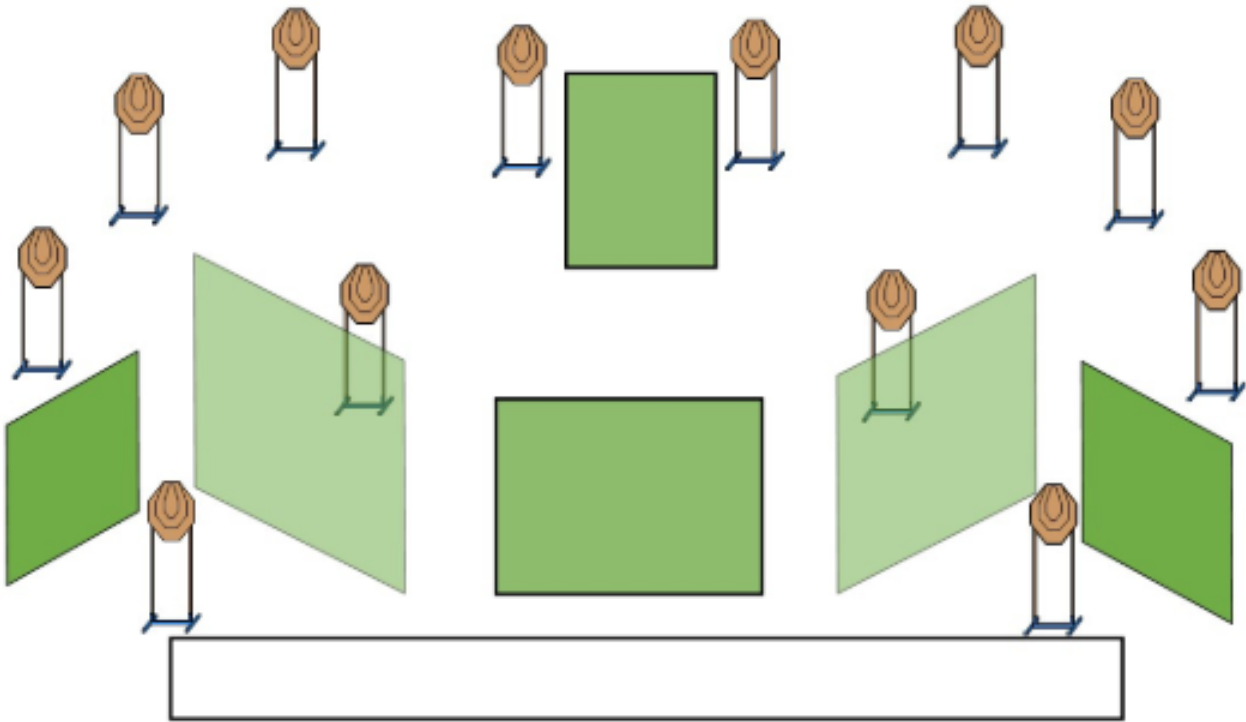
## 4. The race



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	11.58%

Procedure	On signal engage all targets from within designated area
Starting position	
Firearm ready condition	Unloaded, chamber empty
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L 90, right stick
Setup notes	

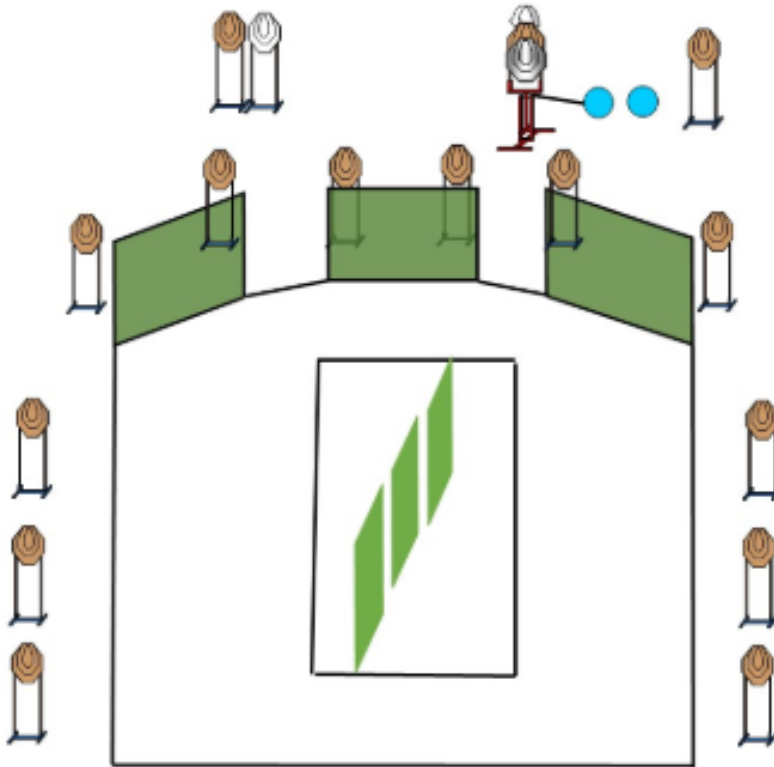
## 5. The maze



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	12.63%

Procedure	On signal engage all targets from within designated area
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	L/R 90 degrees
Setup notes	

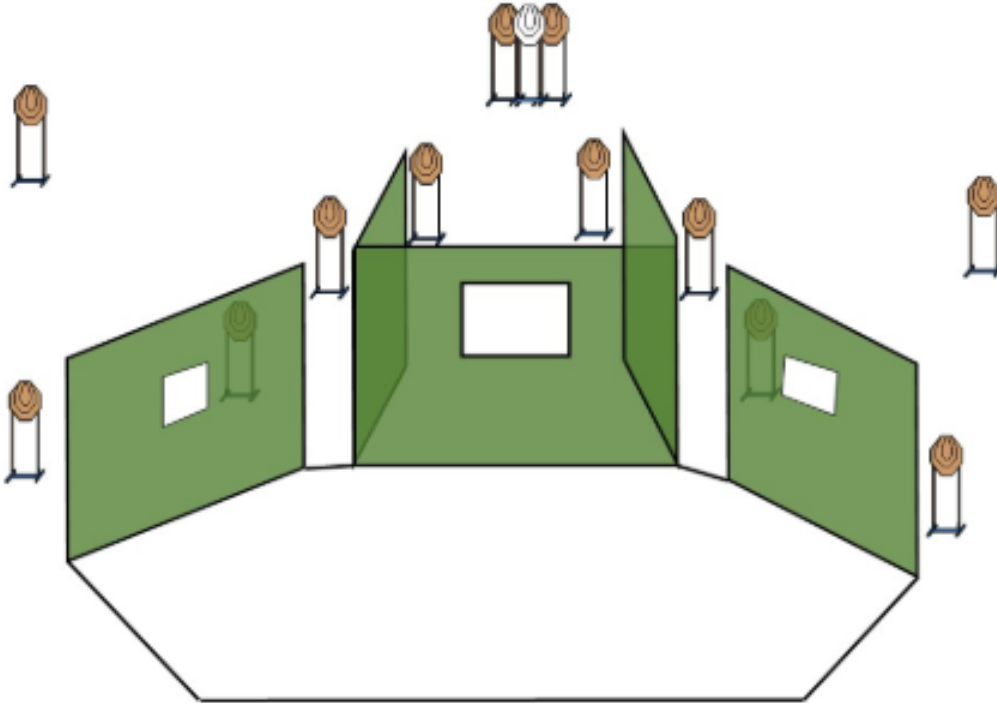
## 6. Mind game



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	16.84%

Procedure	On signal engage all targets from within designated area. Plate 1 releases clamshell target. All target will remain visible at rest.
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 red stick. Right 90 degrees
Setup notes	

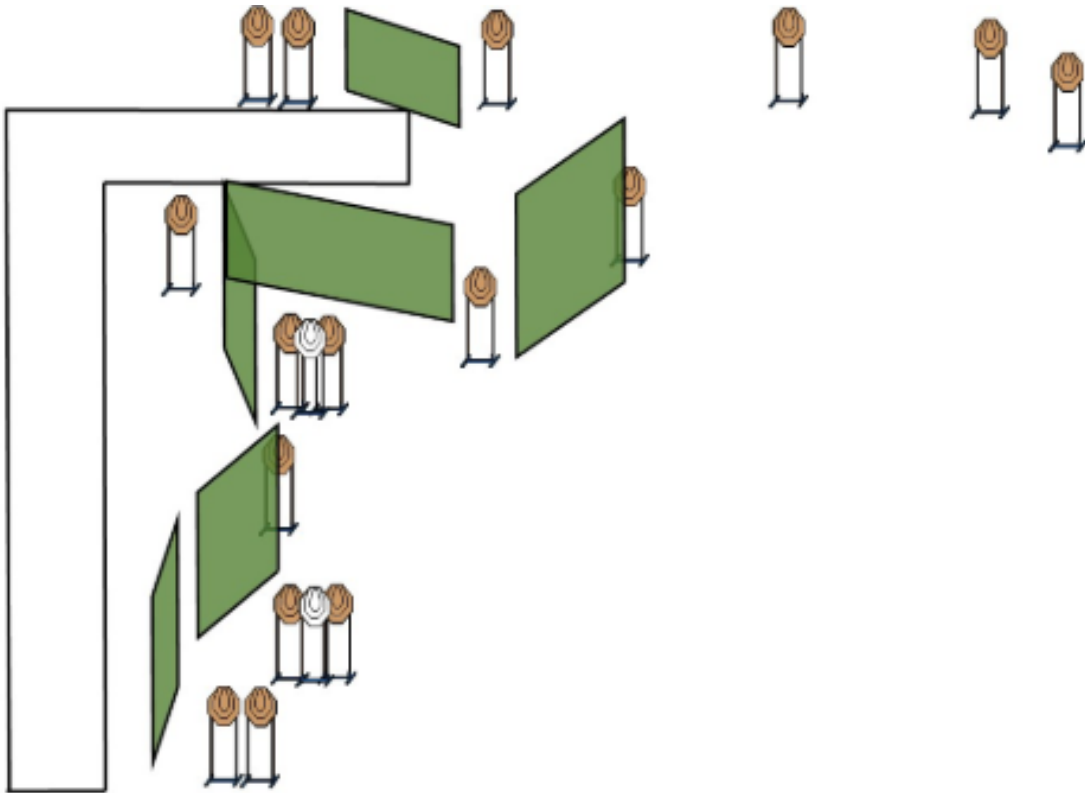
# 7. Addendum 1



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 1 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	12.63%

Procedure	On signal engage all targets from within designated area.
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 90 and right stick
Setup notes	

## 8. Addendum 2



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 2 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	16.84%

Procedure	On signal engage all targets from within designated area
Starting position	Gun loaded & holstered. Hcls touching mark
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Red sticks left and right
Setup notes	