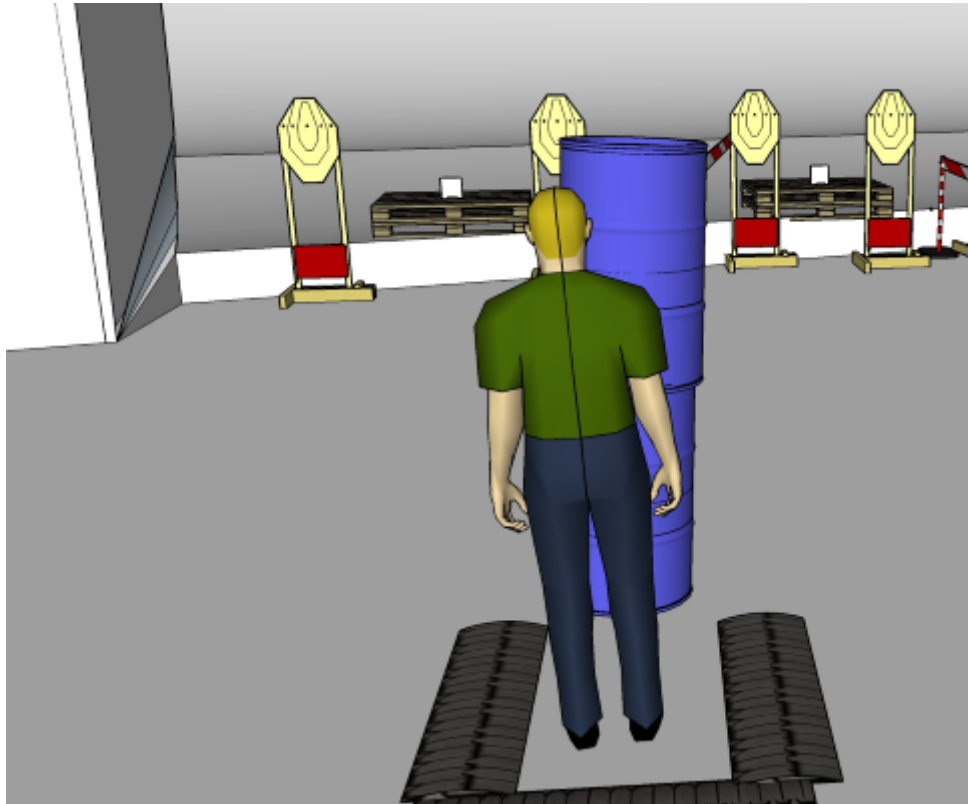


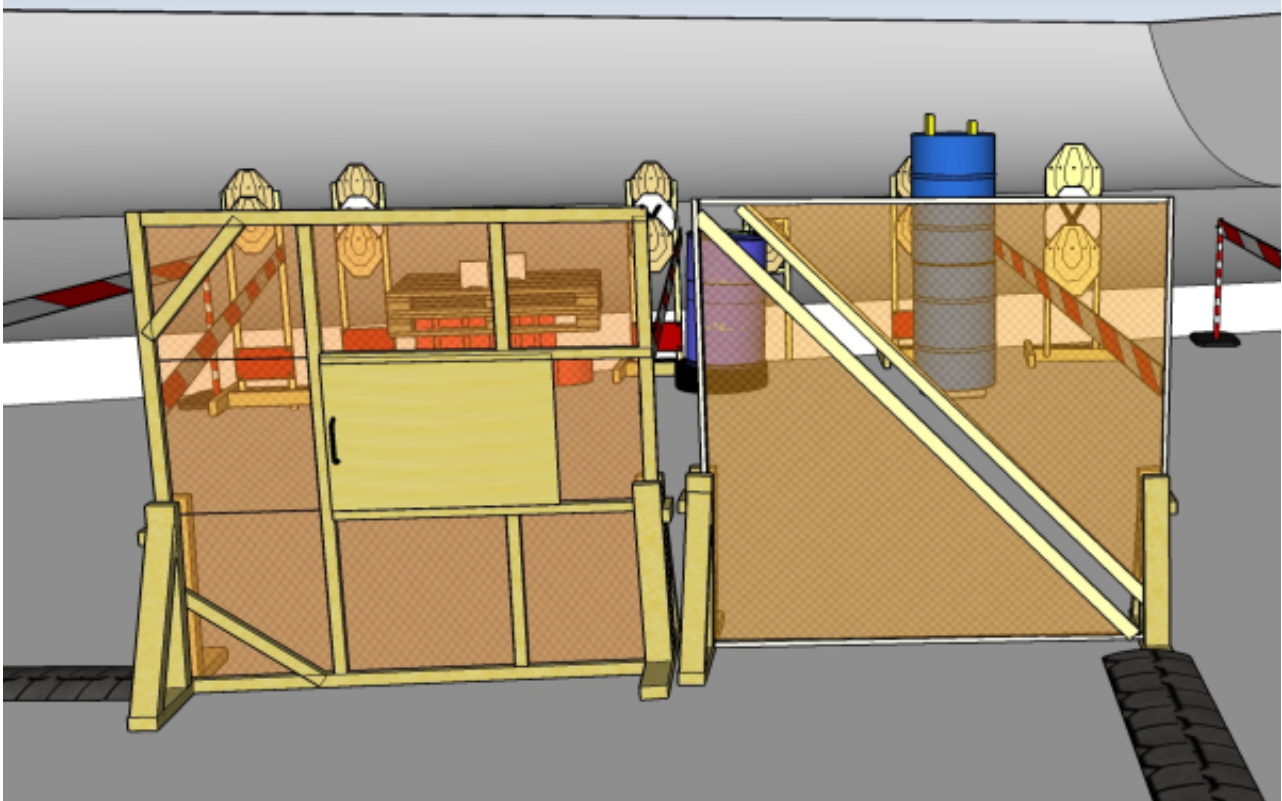
1. Tall and shorts



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	8.20%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, All shots to be fired within red square.
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: end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

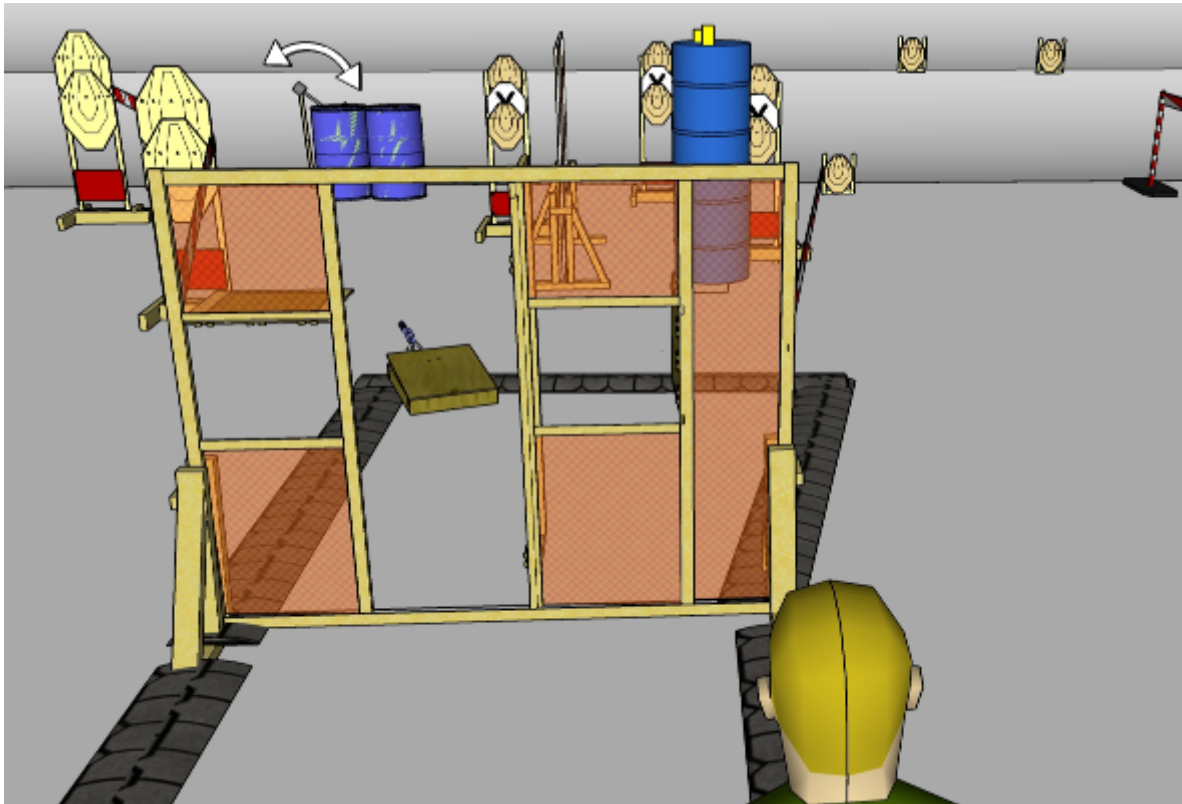
2. Don't forget the outside



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	19.67%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, Tirethreads on ground = faultline. SLIDING DOOR TO BE LEFT OPEN (avoiding touching due to Covid-rules)
Starting position	Gun loaded & holstered anywhere in demarcated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

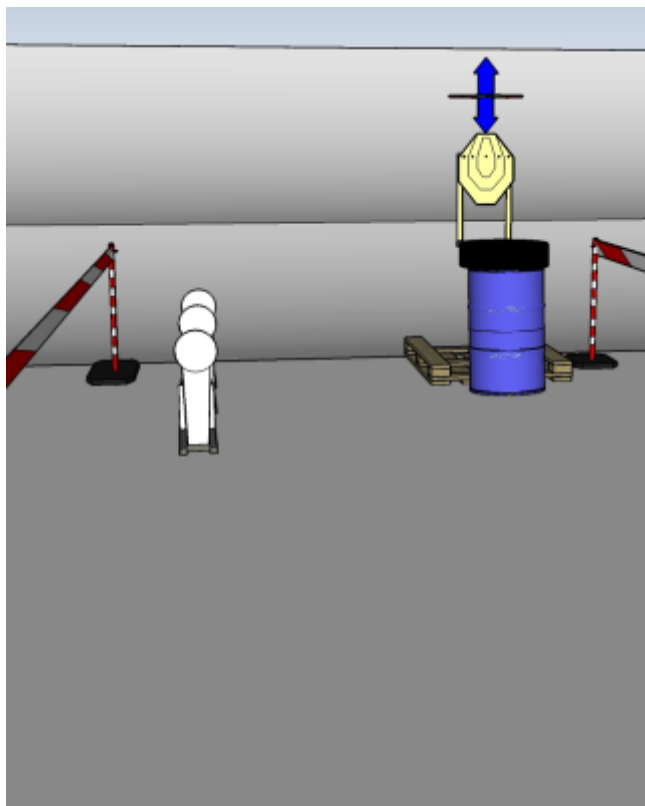
3. Step through and on



CoF	Comstock - Long	Points	140 p
Targets	14 paper, 3 no-shoot, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	22.95%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity, Tirethreads on ground = faultline. DOOR TO BE LEFT OPEN (avoiding touching due to Covid-rules)
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/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

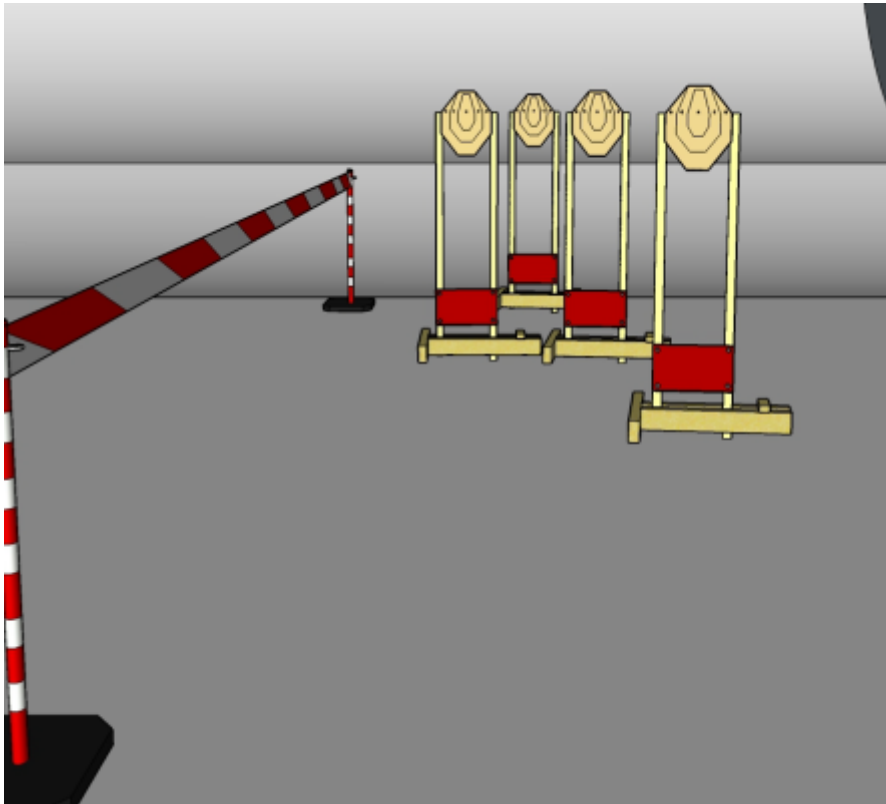
4. Ding-dong, twist



CoF	Comstock - Short	Points	25 p
Targets	1 paper, 3 popper, Total 4 targets	Min rounds	5
Firearm	Handgun	Match-%	4.10%

Procedure	On start signal engage all targets as they become visible from within the demarcated area (red square). Hotrange with stage 5. RO will command "Reload if necessary, holster, move" after finishing stage 4
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/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

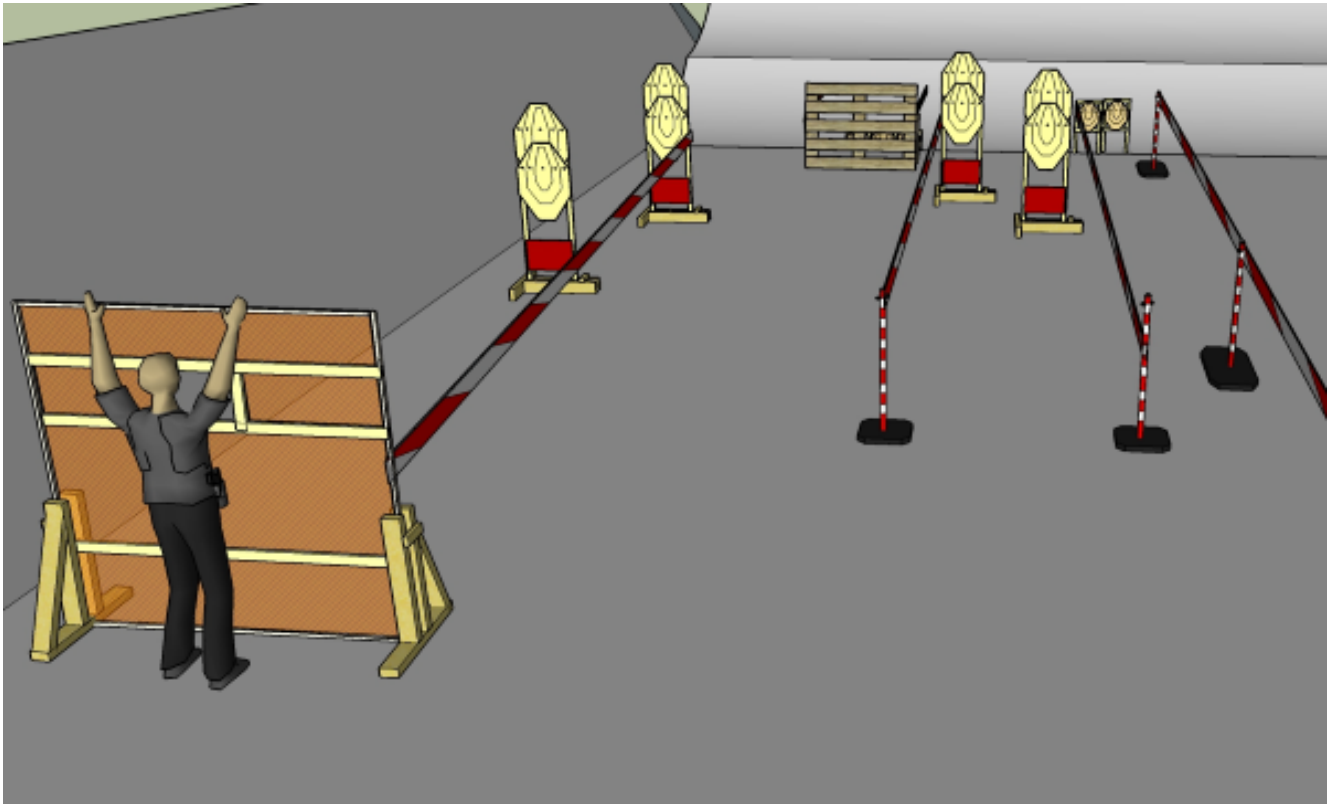
5. Just do it



CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	6.56%

Procedure	On start signal engage all targets as they become visible within the demarcated area (red square). HOTRANGE with stage 4
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/right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

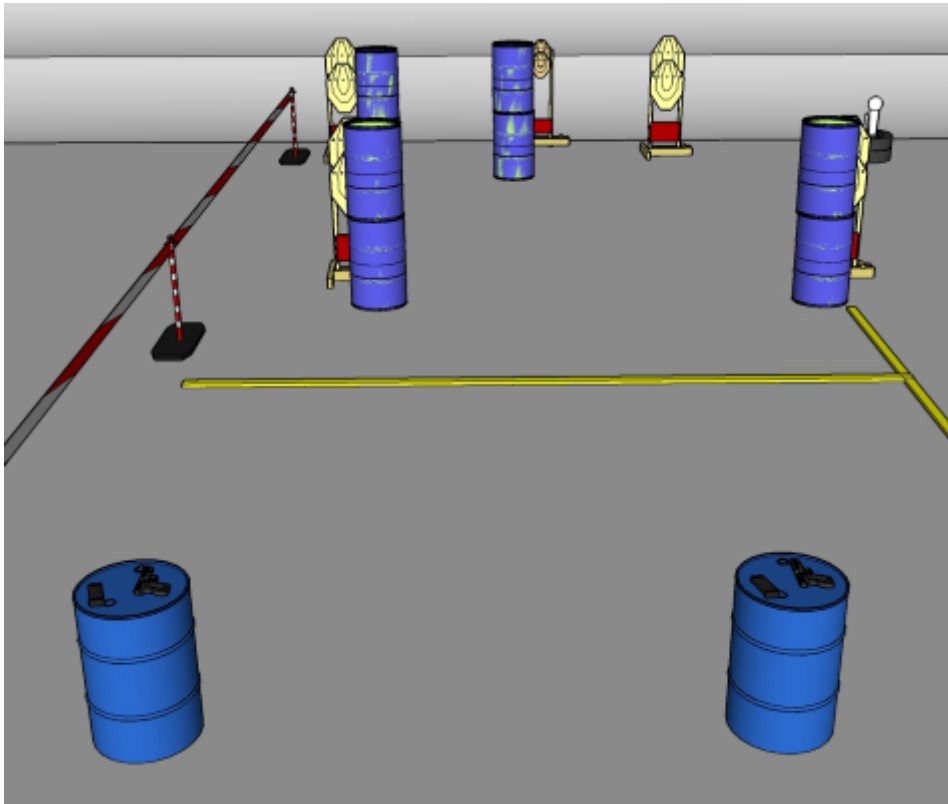
6. So much red tape



CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	21.31%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity,
Starting position	Gun loaded & holstered, hands up as demonstrated by RO
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, but max 20 degrees over horizontal when reloading
Setup notes	

7. Now you see me, now you don't



CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	17.21%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity,
Starting position	Gun (lying flat) and 1st magazine to be loaded on opposite barrels, heels touching at wall as demonstrated by RO
Firearm ready condition	3 (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), but max 20 degrees over horizontal when reloading
Setup notes	