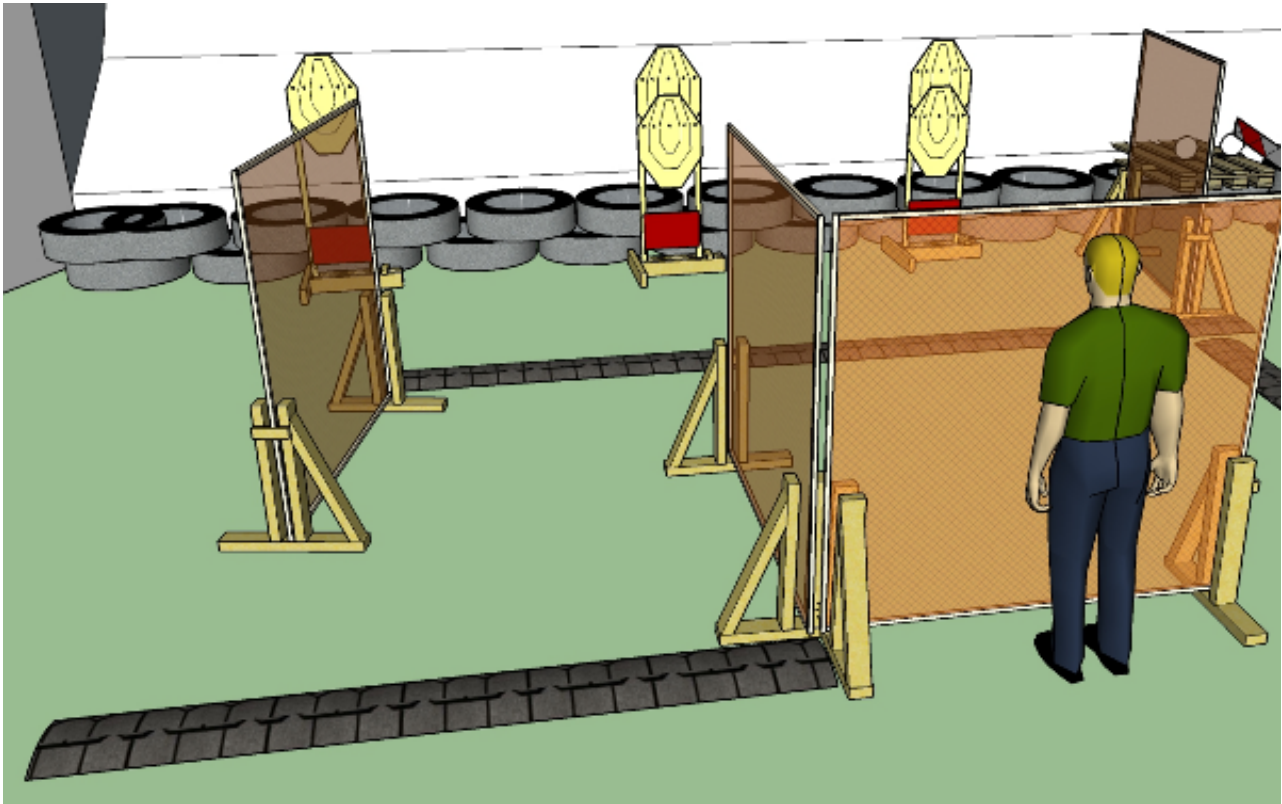


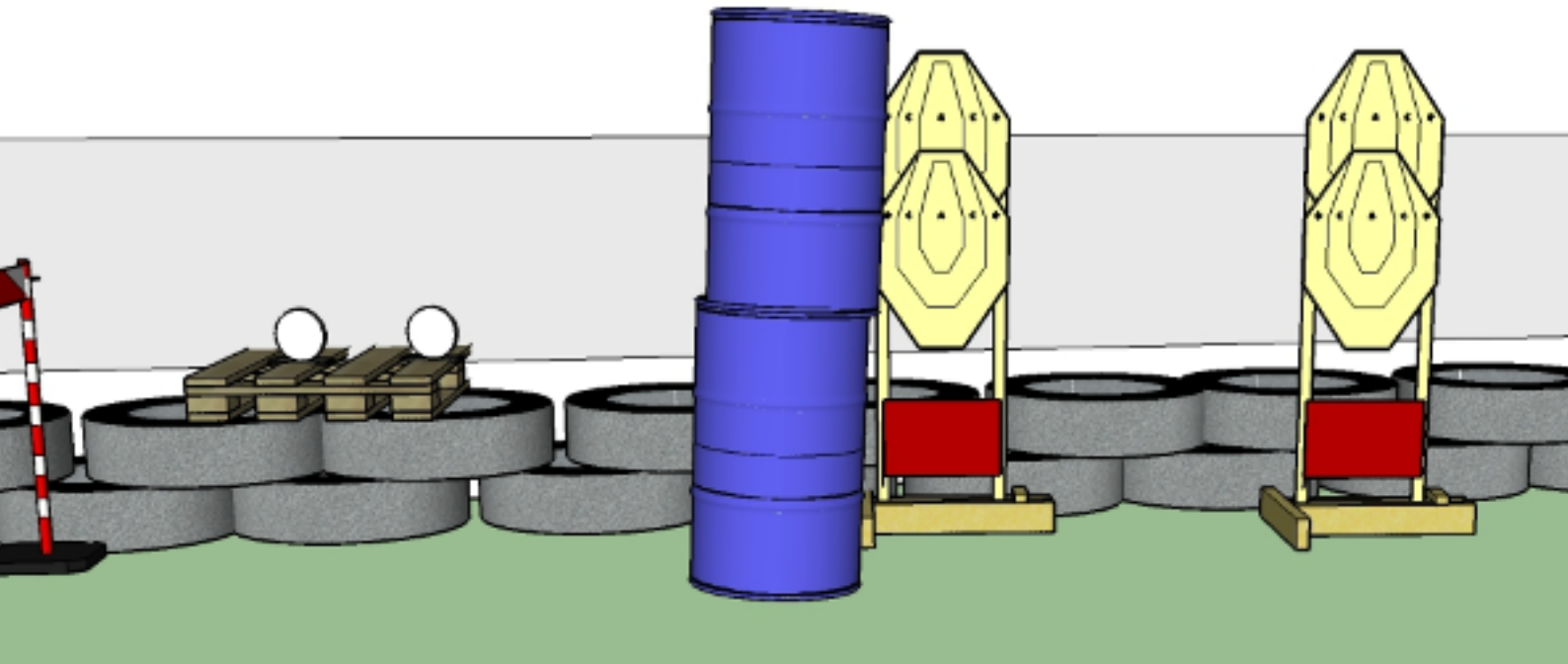
1. Either way



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.43%

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		
Starting position	Gun loaded & holstered, middle of wall 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: end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading		
Setup notes			

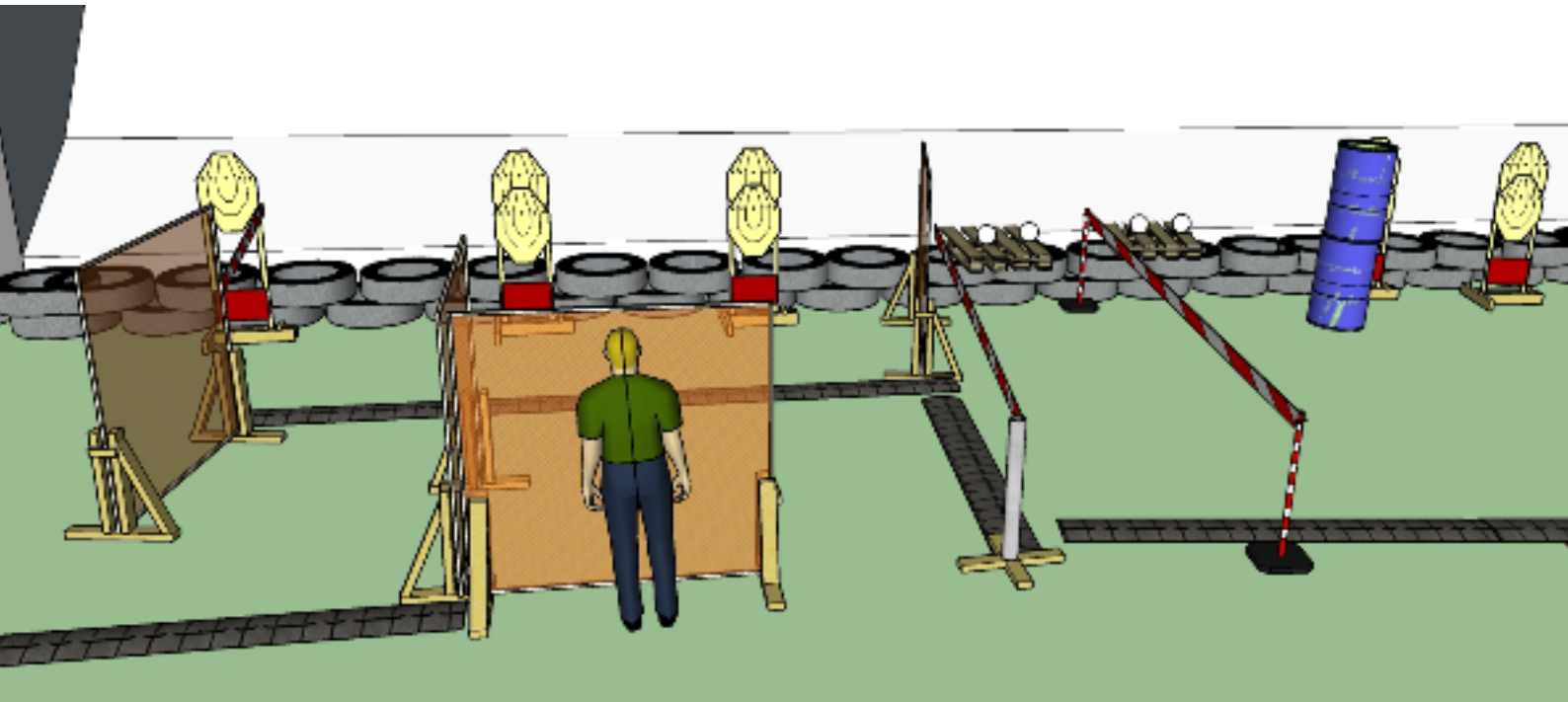
2. Quick one



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	8.70%

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.
Starting position	Gun loaded & holstered, all shots to be fired inside square
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, horizontal when reloading
Setup notes	

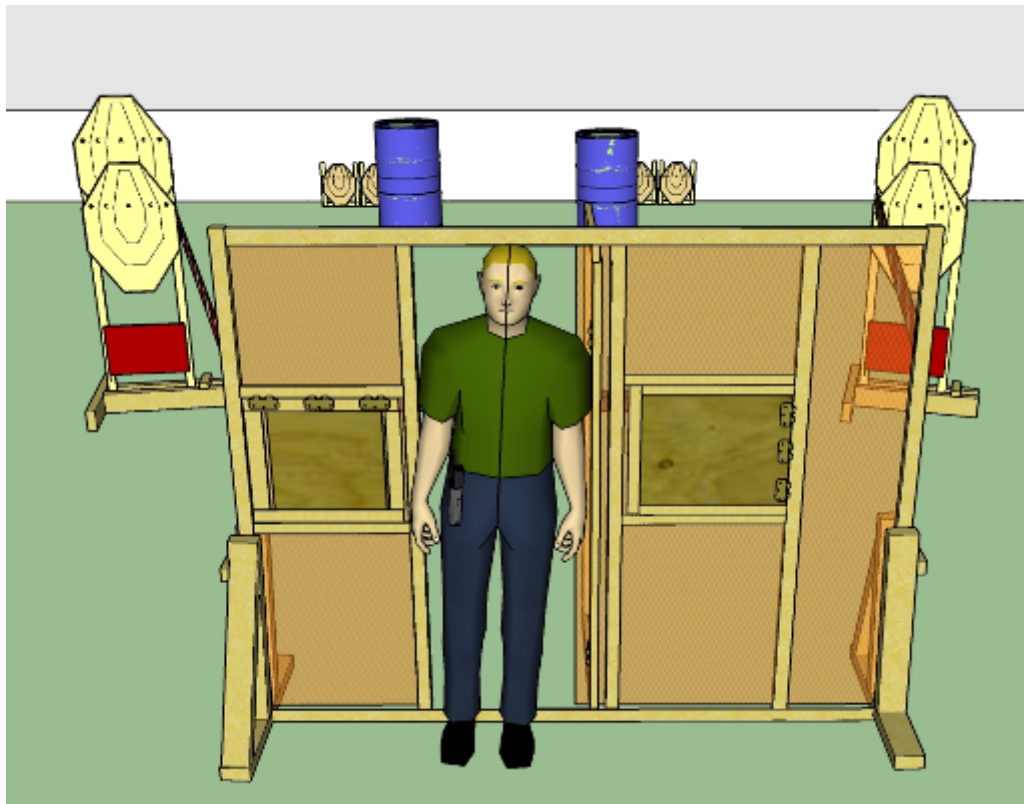
3. Either way quickie



CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 4 plates, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	19.13%

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		
Starting position	Gun loaded & holstered facing wall 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: end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading		
Setup notes			

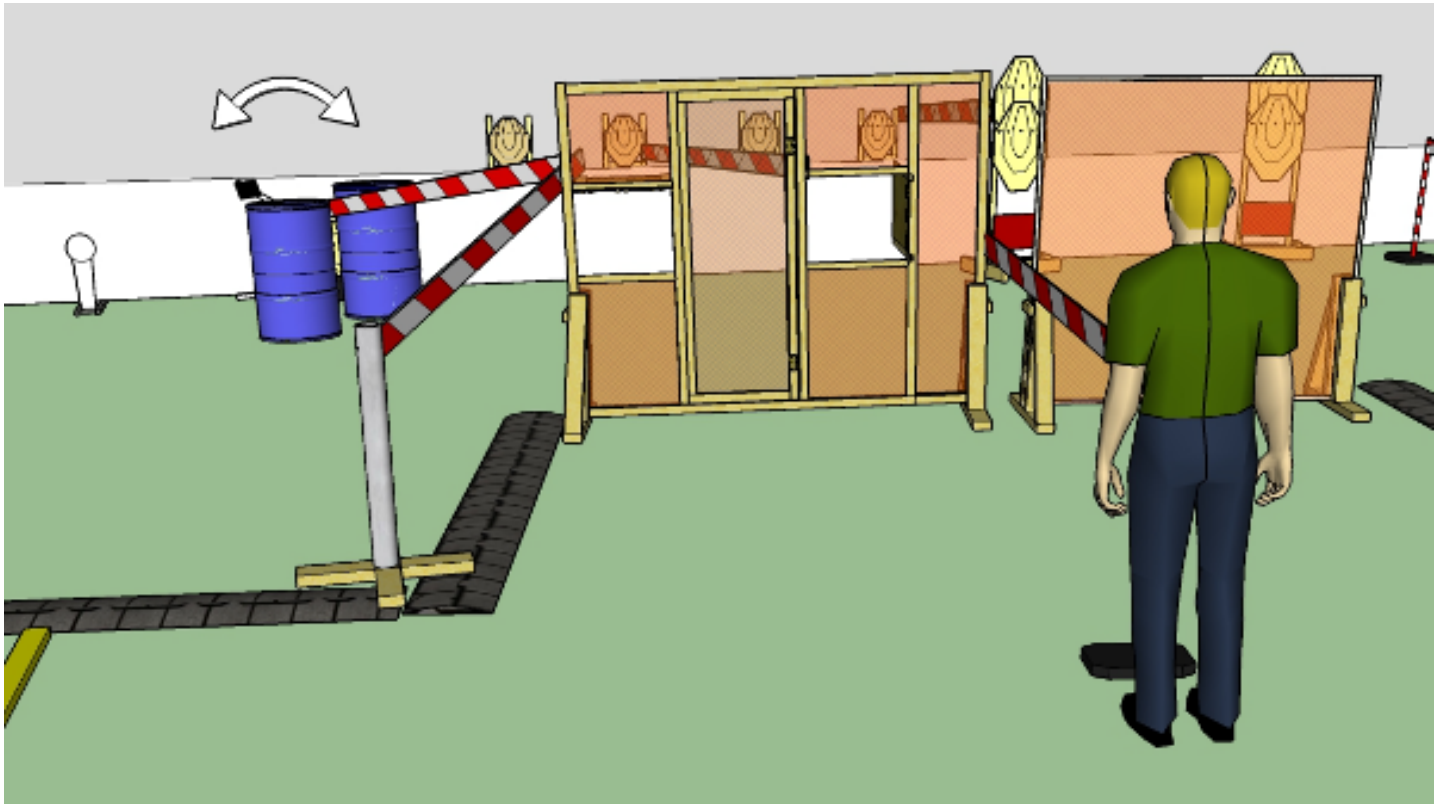
4. Sem Ting



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	13.91%

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		
Starting position	Gun loaded & holstered, facing UPRANGE in front of door 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 (logs), horizontal when reloading		
Setup notes			

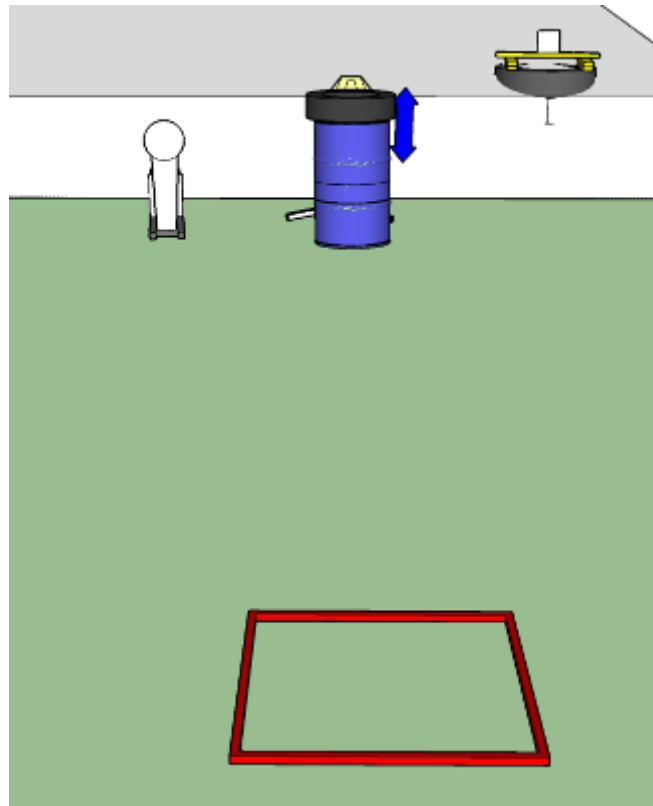
5. To close or not



CoF	Comstock - Medium	Points	95 p
Targets	9 paper, 1 popper, Total 10 targets	Min rounds	19
Firearm	Handgun	Match-%	16.52%

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
Starting position	Gun loaded & holstered in front of tape 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 (logs), horizontal when reloading
Setup notes	

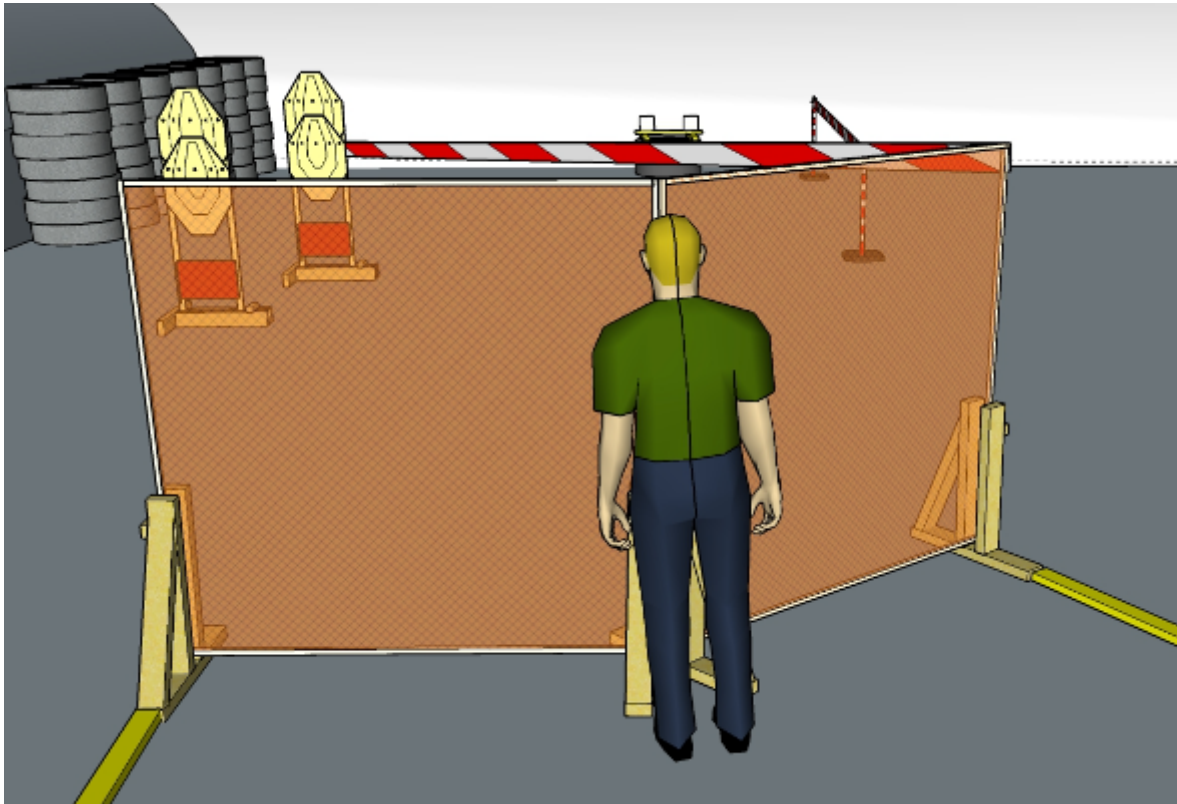
6. Ding, ding, poff



CoF	Comstock - Short	Points	20 p
Targets	1 paper, 1 popper, 1 plates, Total 3 targets	Min rounds	4
Firearm	Handgun	Match-%	3.48%

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
Starting position	Gun loaded & holstered, all shots fired from within square
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), horizontal when reloading
Setup notes	

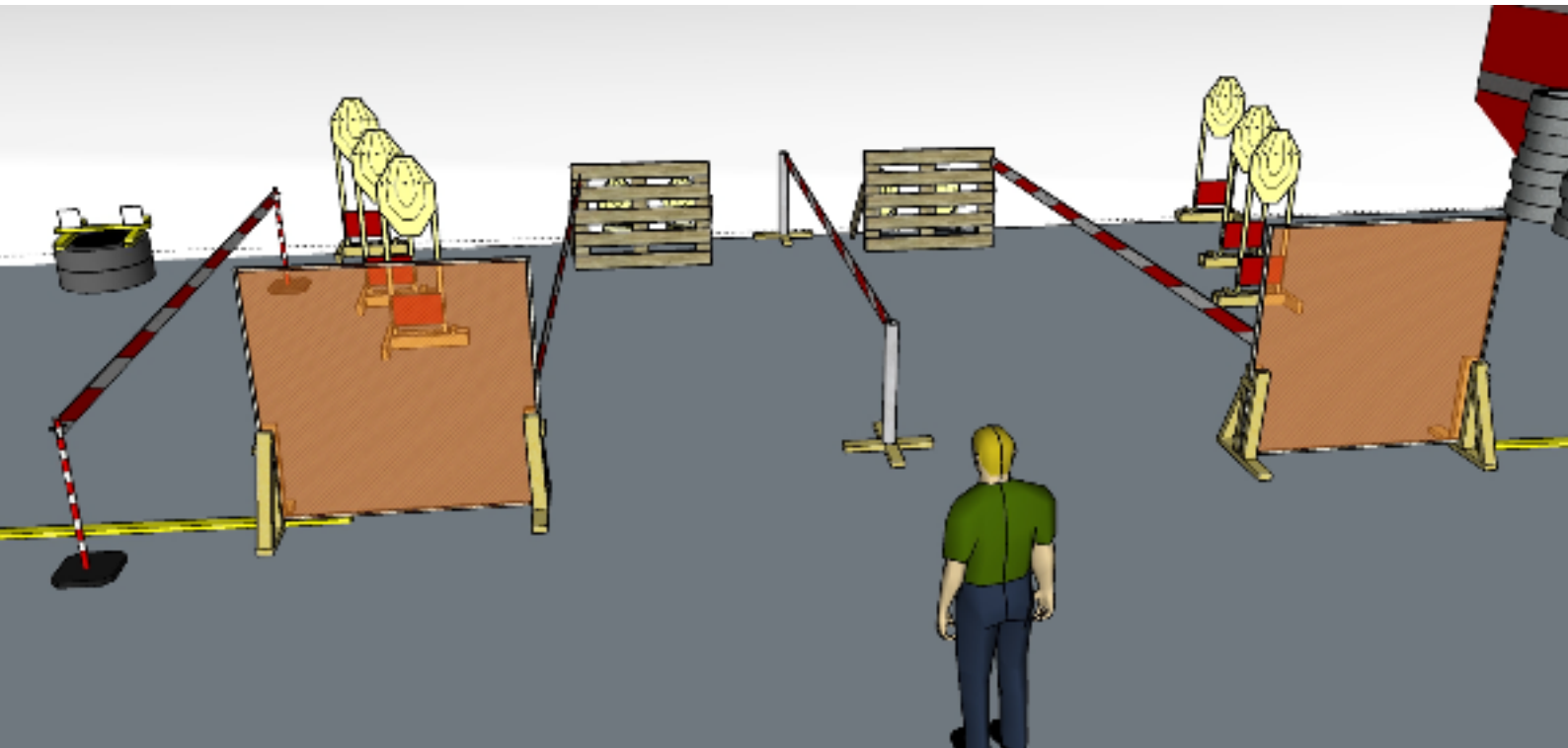
7. Cutting corners



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	8.70%

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
Starting position	Gun loaded & holstered, middle of angled wall 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, horizontal when reloading
Setup notes	

8. The running man



CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 plates, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	19.13%

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 in middle of stage 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, horizontal when reloading
Setup notes	