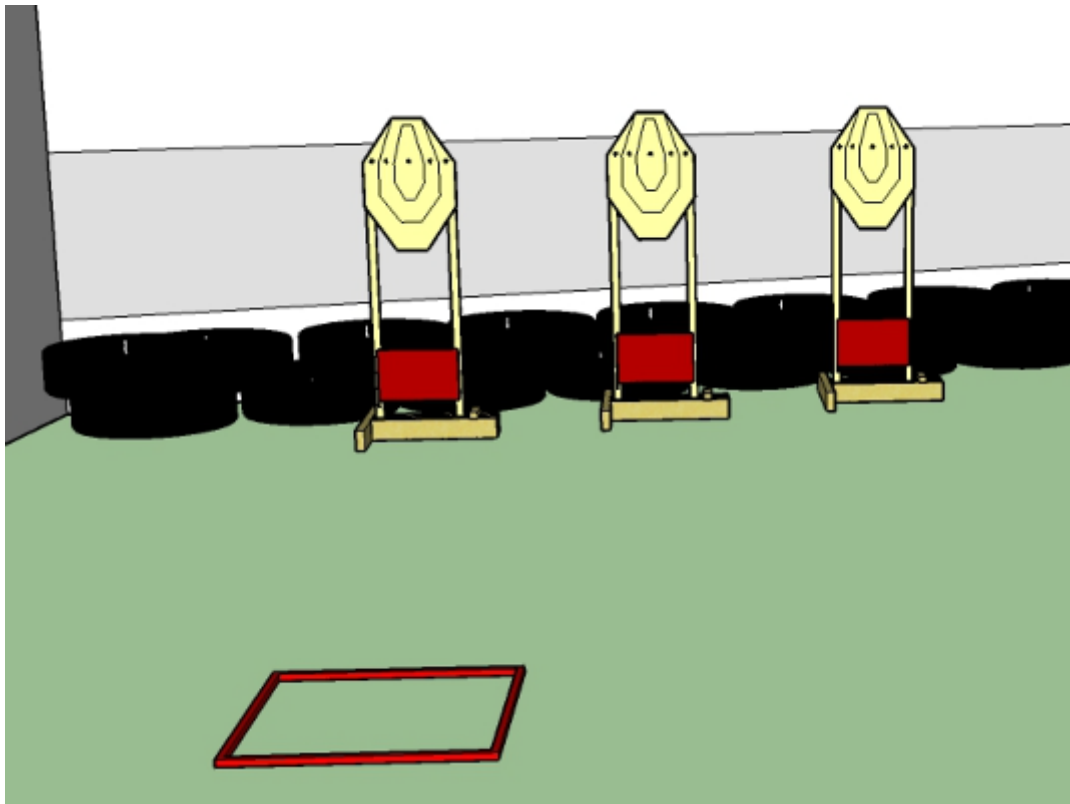


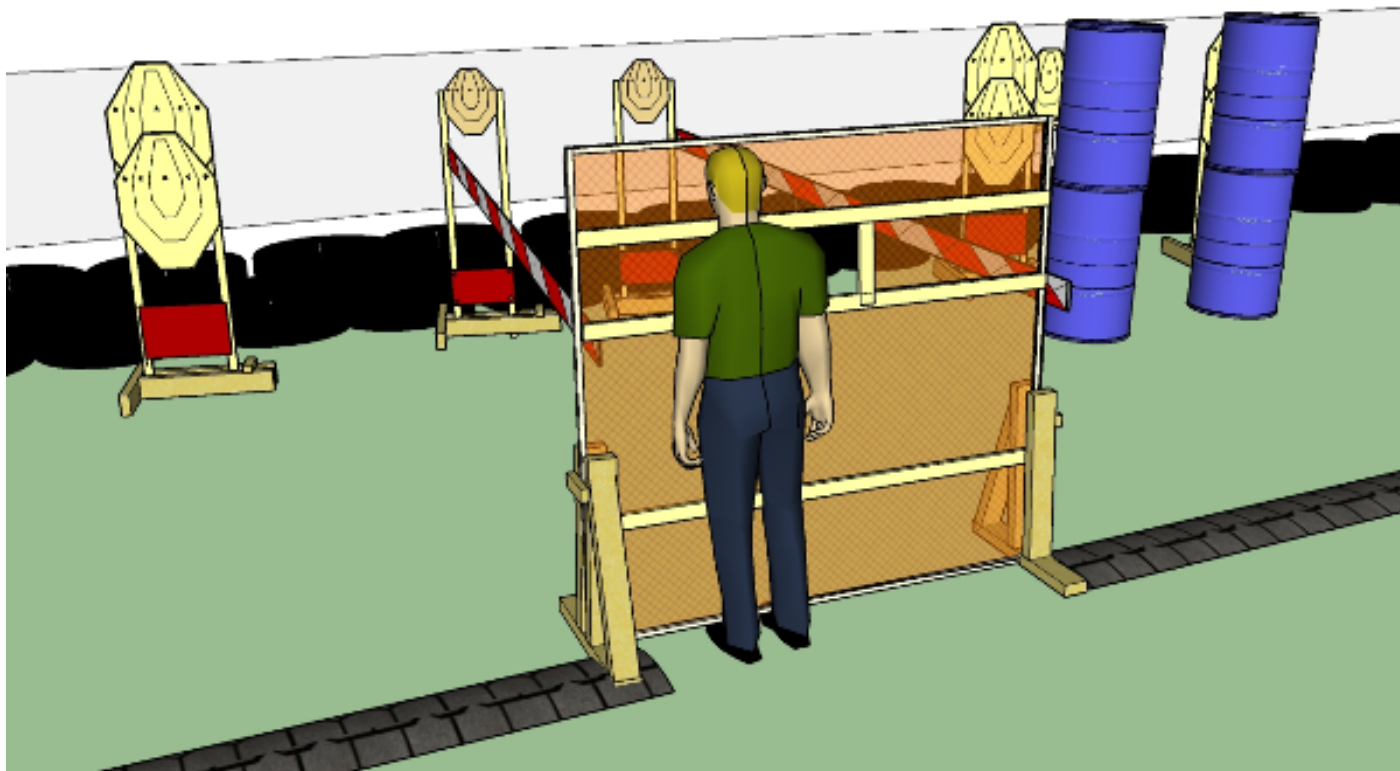
1. Tick, Tack, Toe



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	5.94%

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. All shots must be fired from within box. Hotrange with stage 2. "Reload if necessary, holster, make ready"
Starting position	Gun loaded & holstered
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, orange marking end of building, right: 90deg when facing berm (wood platform), vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

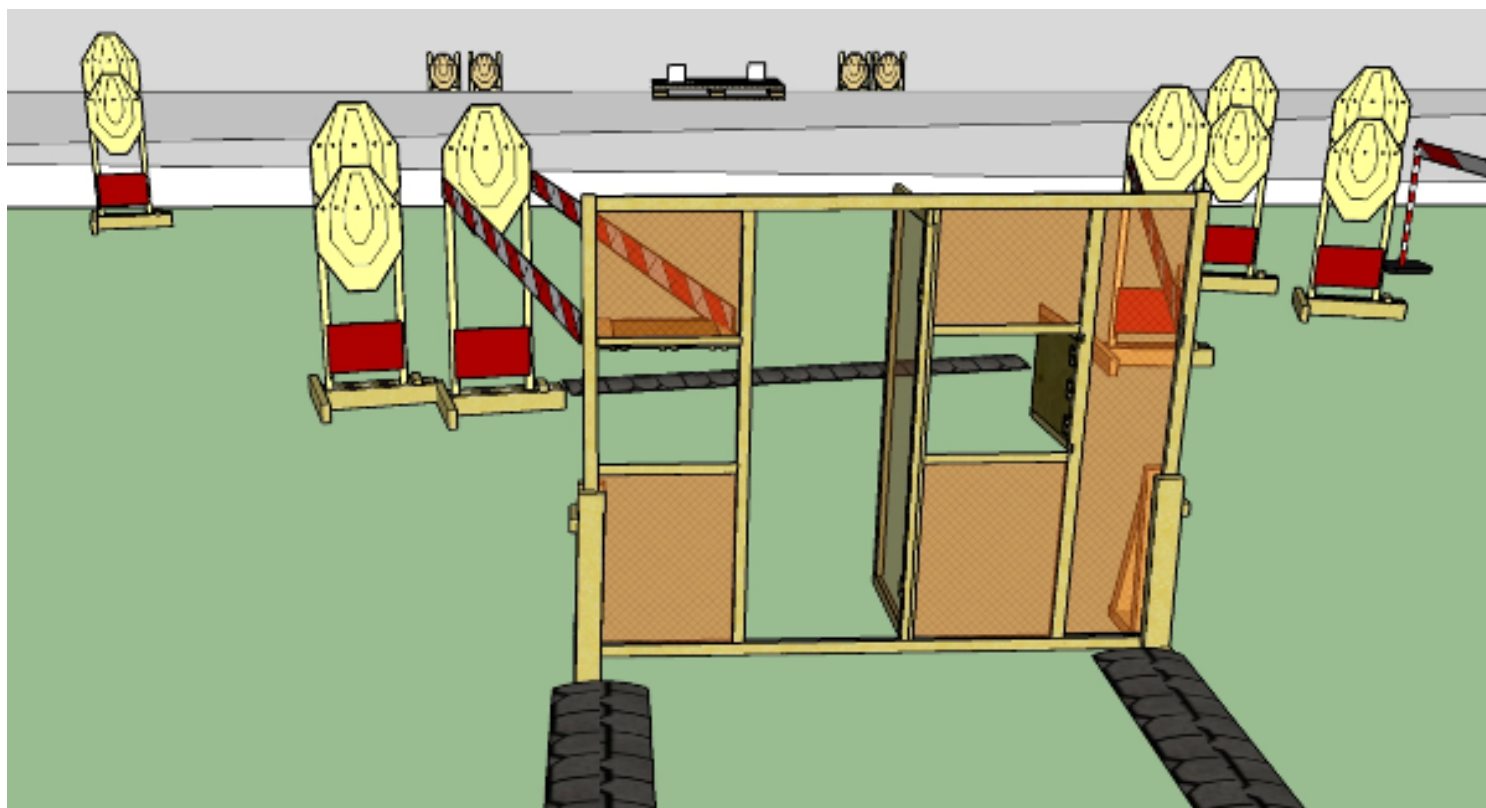
2. In and Out



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	17.82%

Procedure	Hotrange with stage 1. 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 wall as demonstrated by RO
Firearm ready condition	1
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color, orange marking end of building, right: 90deg when facing berm (wood platform), vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

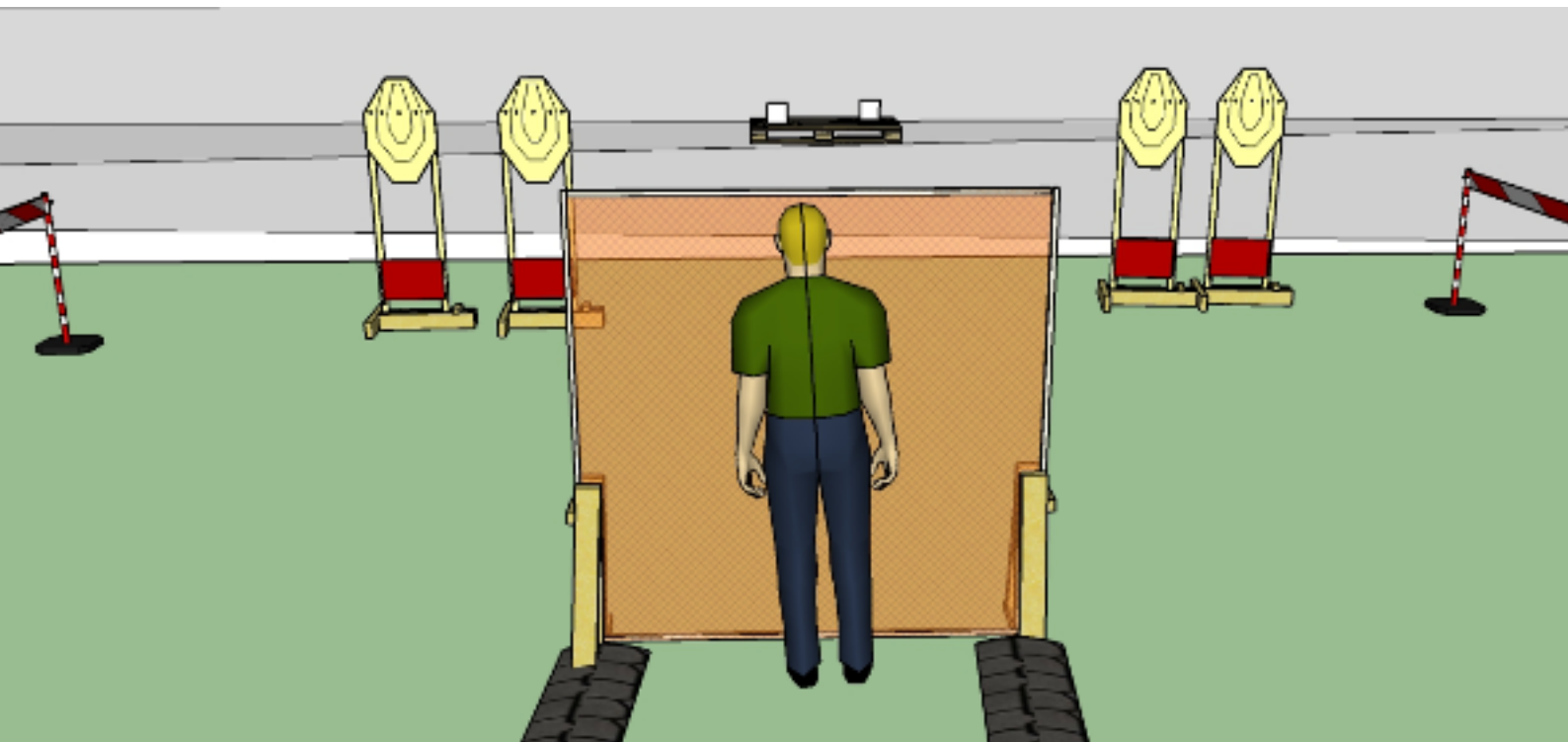
3. Kinda symmetrical



CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 plates, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	29.70%

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. Steel must fall to score.
Starting position	Gun loaded & holstered, facing uprange in door/opening
Firearm ready condition	1
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	

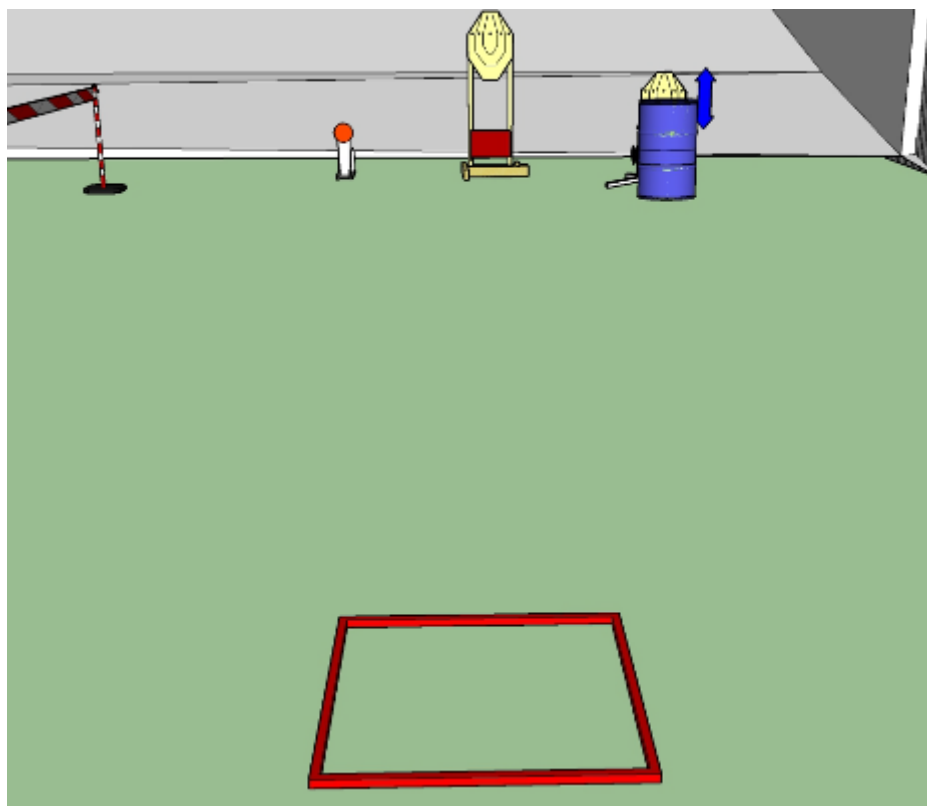
4. Definitely symmetrical



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	9.90%

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. Steel must fall to score. ONLY ONE HANDED SHOOTING ALLOWED.
Starting position	Gun loaded & holstered, facing wall as demonstrated by RO
Firearm ready condition	1
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	

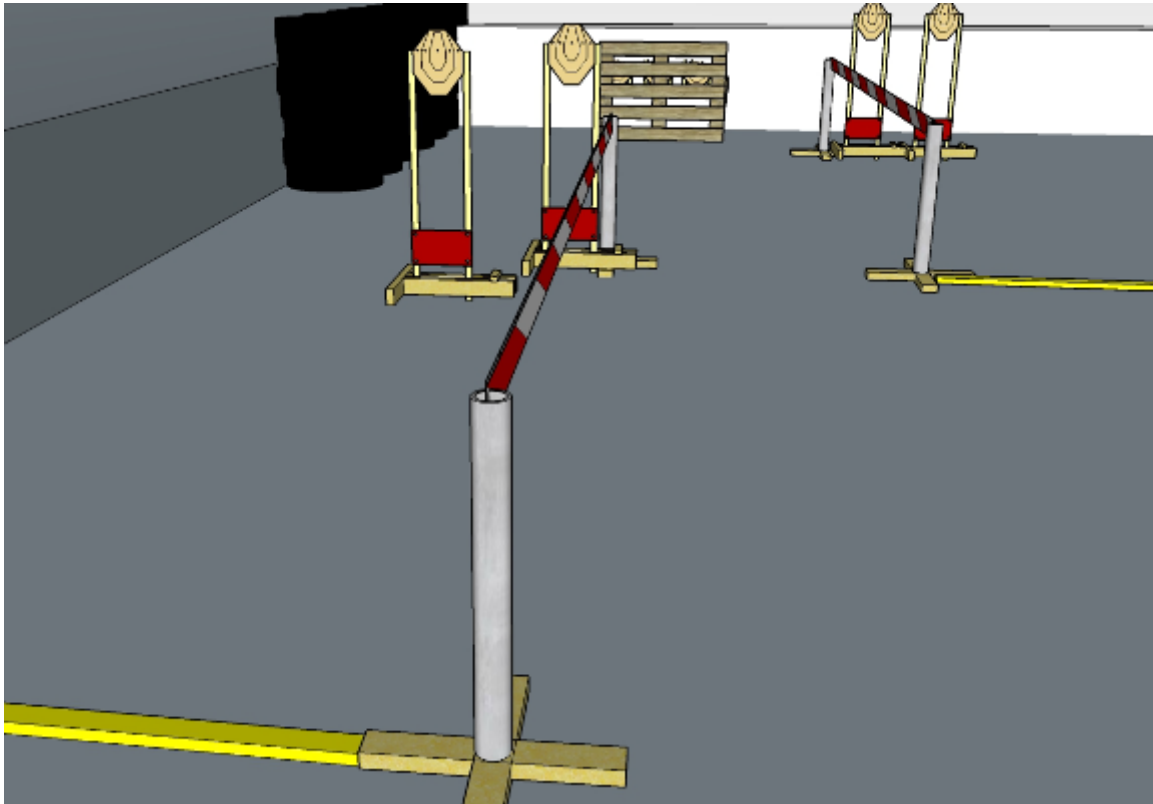
5. Pop and bob



CoF	Comstock - Short	Points	25 p
Targets	2 paper, 1 popper, Total 3 targets	Min rounds	5
Firearm	Handgun	Match-%	4.95%

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. Steel must fall to score. All shots must be fired from within box
Starting position	Gun loaded & holstered
Firearm ready condition	1
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	

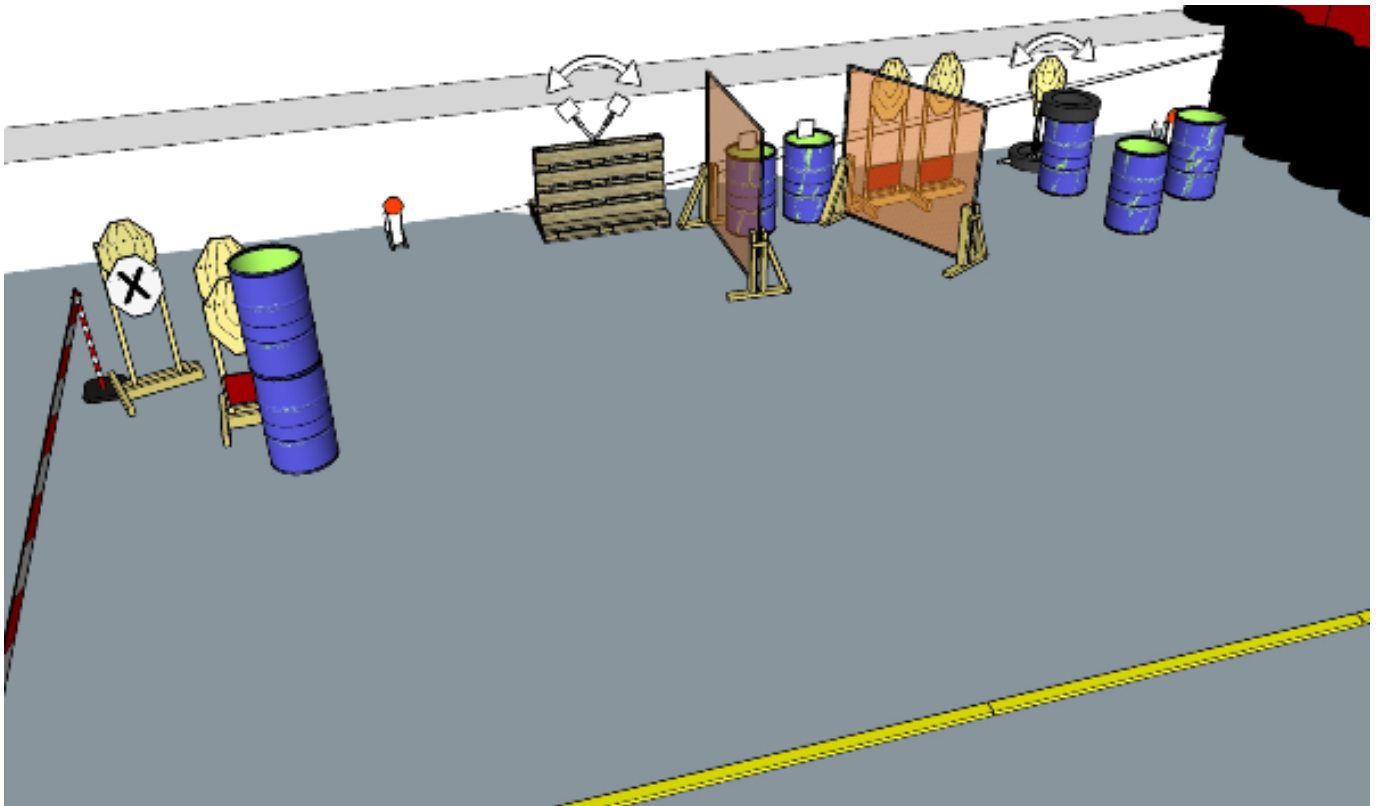
6. All the way in the front



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	13.86%

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, heels touching as demonstrated by RO
Firearm ready condition	1
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	

7. Swingers and steel



CoF	Comstock - Medium	Points	90 p
Targets	6 paper, 2 popper, 4 plates, 1 no-shoot, Total 12 targets	Min rounds	18
Firearm	Handgun	Match-%	17.82%

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. Steel must fall to score.
Starting position	Gun loaded & holstered anywhere in demarcated area
Firearm ready condition	1
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	