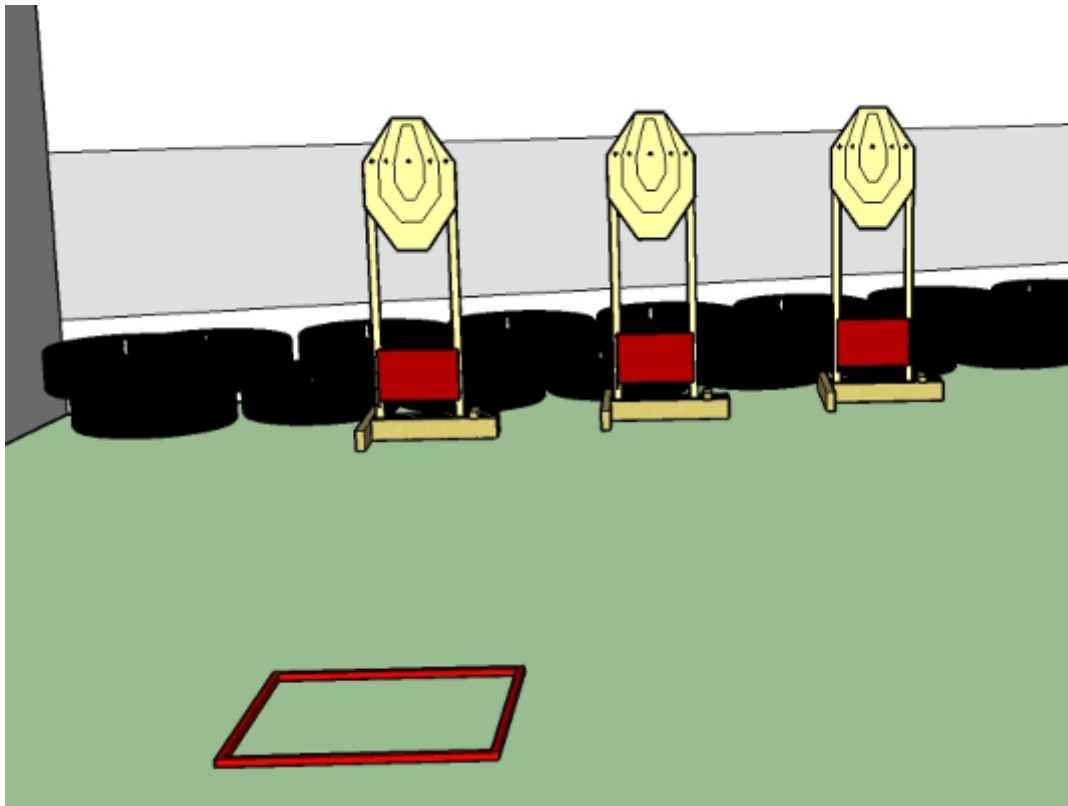


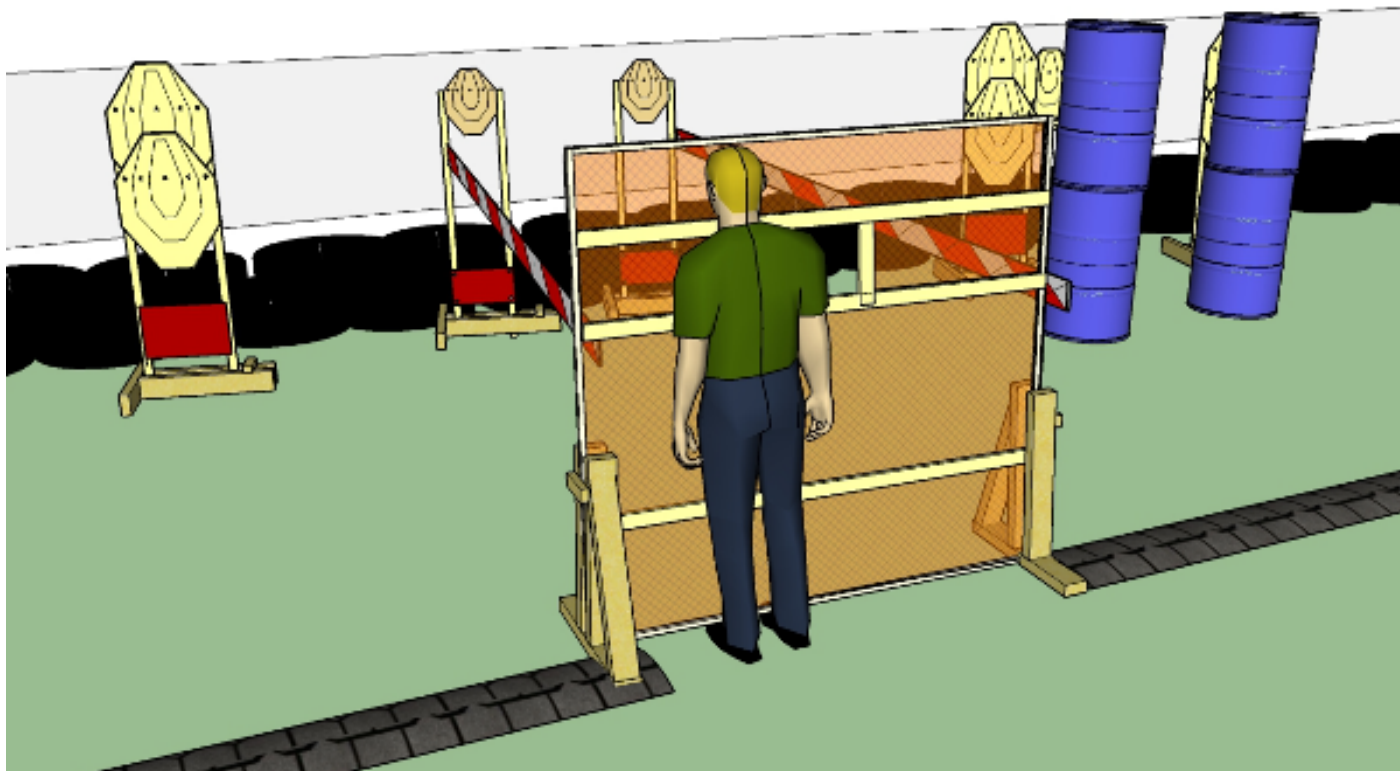
# 1. Tick, Tack, Toe



|         |                          |            |       |
|---------|--------------------------|------------|-------|
| 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             |   |

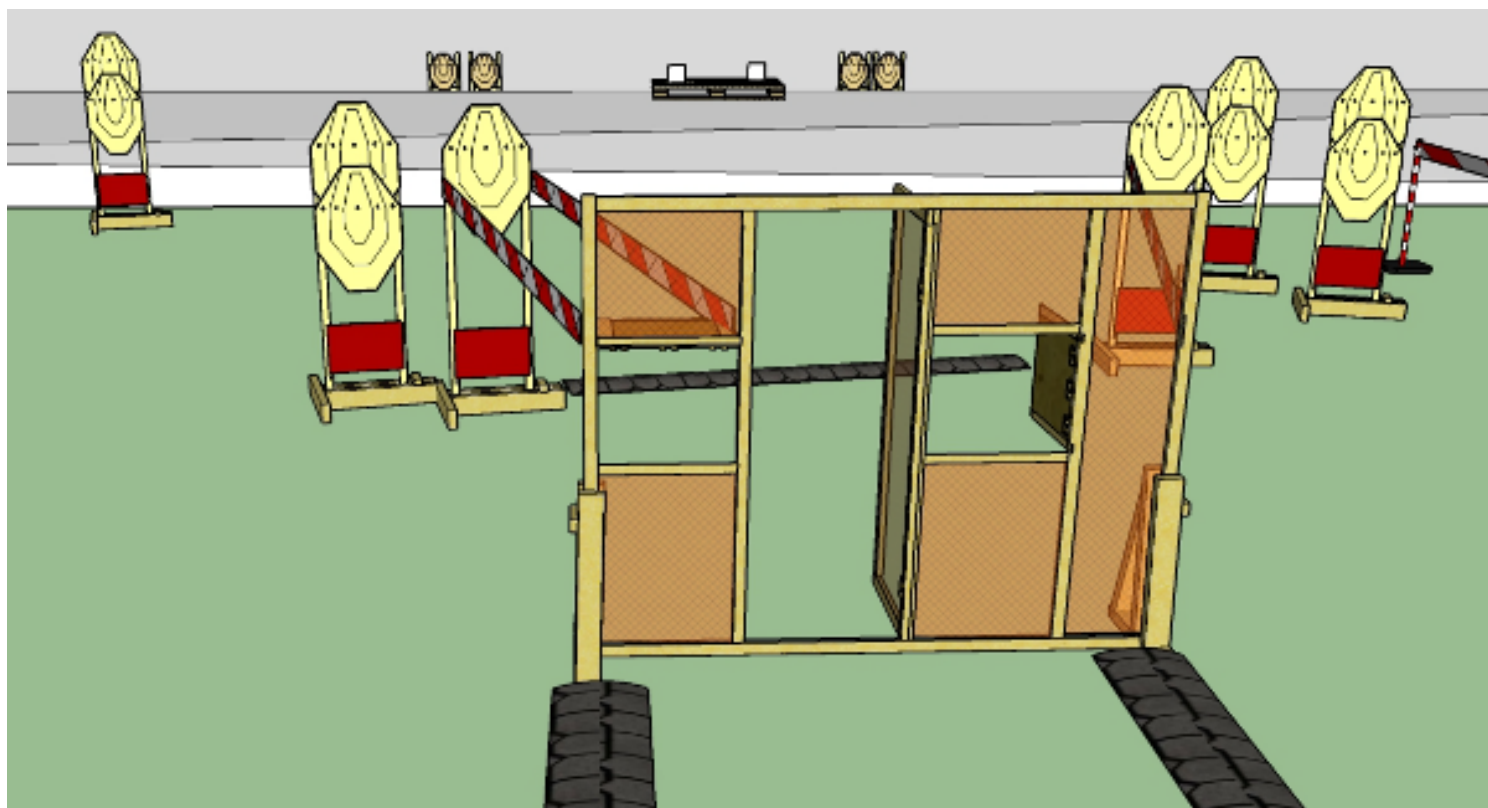
## 2. In and Out



|         |                          |            |        |
|---------|--------------------------|------------|--------|
| 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             |   |

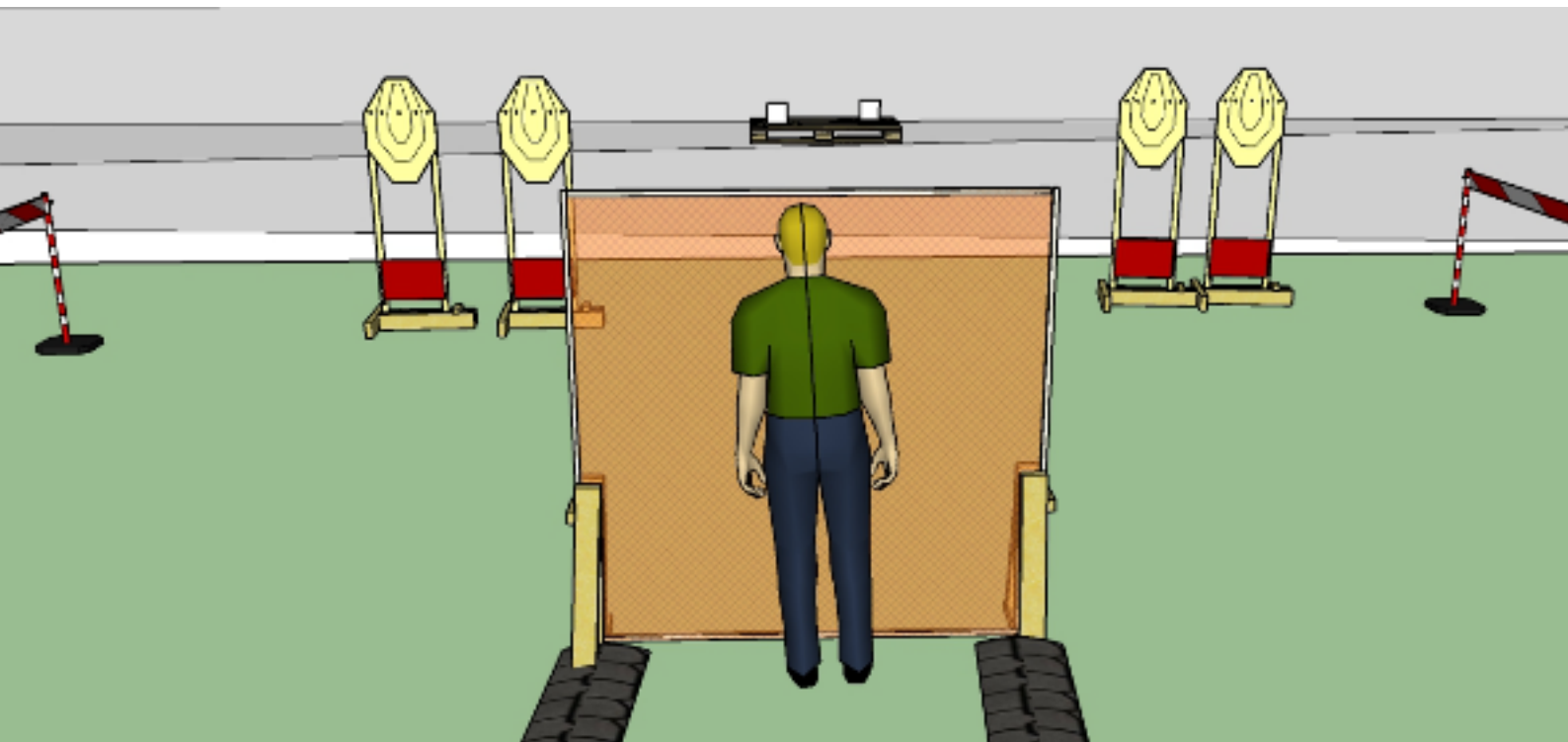
### 3. Kinda symmetrical



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| 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             |  |

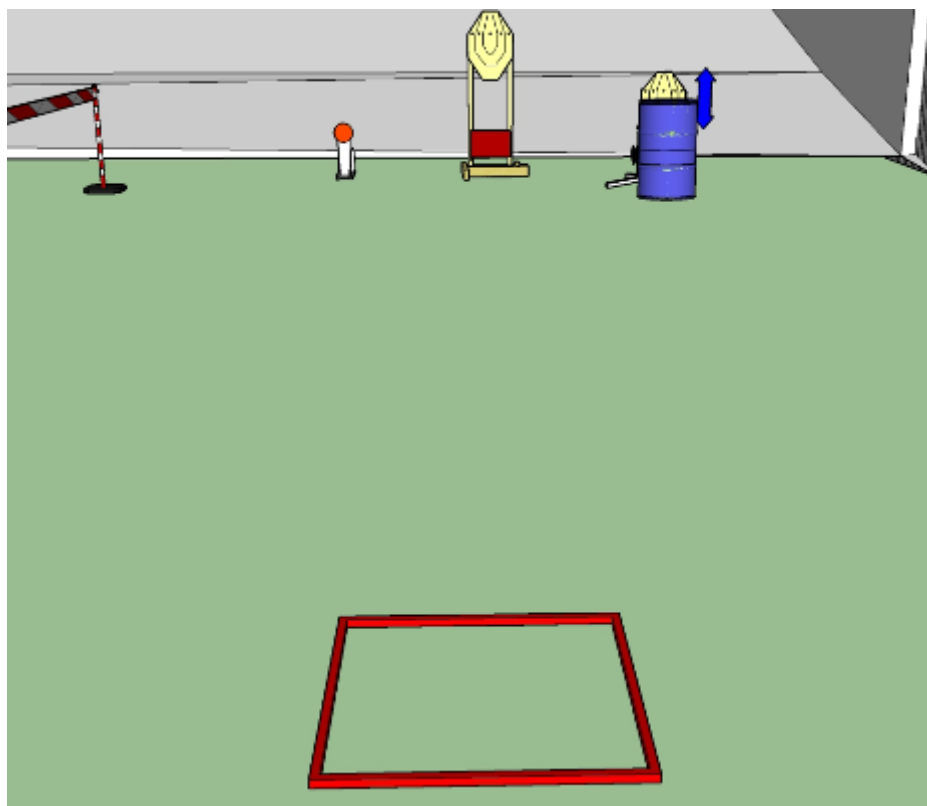
## 4. Definitely symmetrical



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| 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. <b>ONLY ONE HANDED SHOOTING ALLOWED.</b> |
| 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             |   |

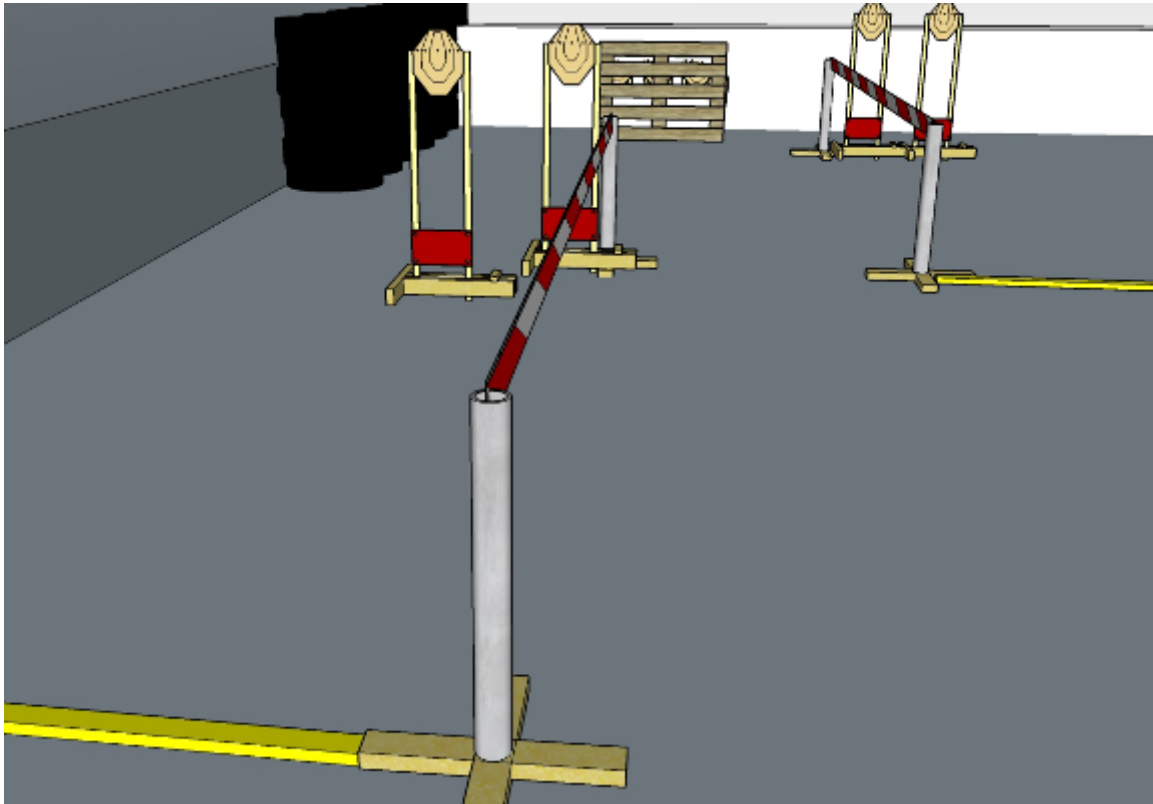
## 5. Pop and bob



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| 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             |  |

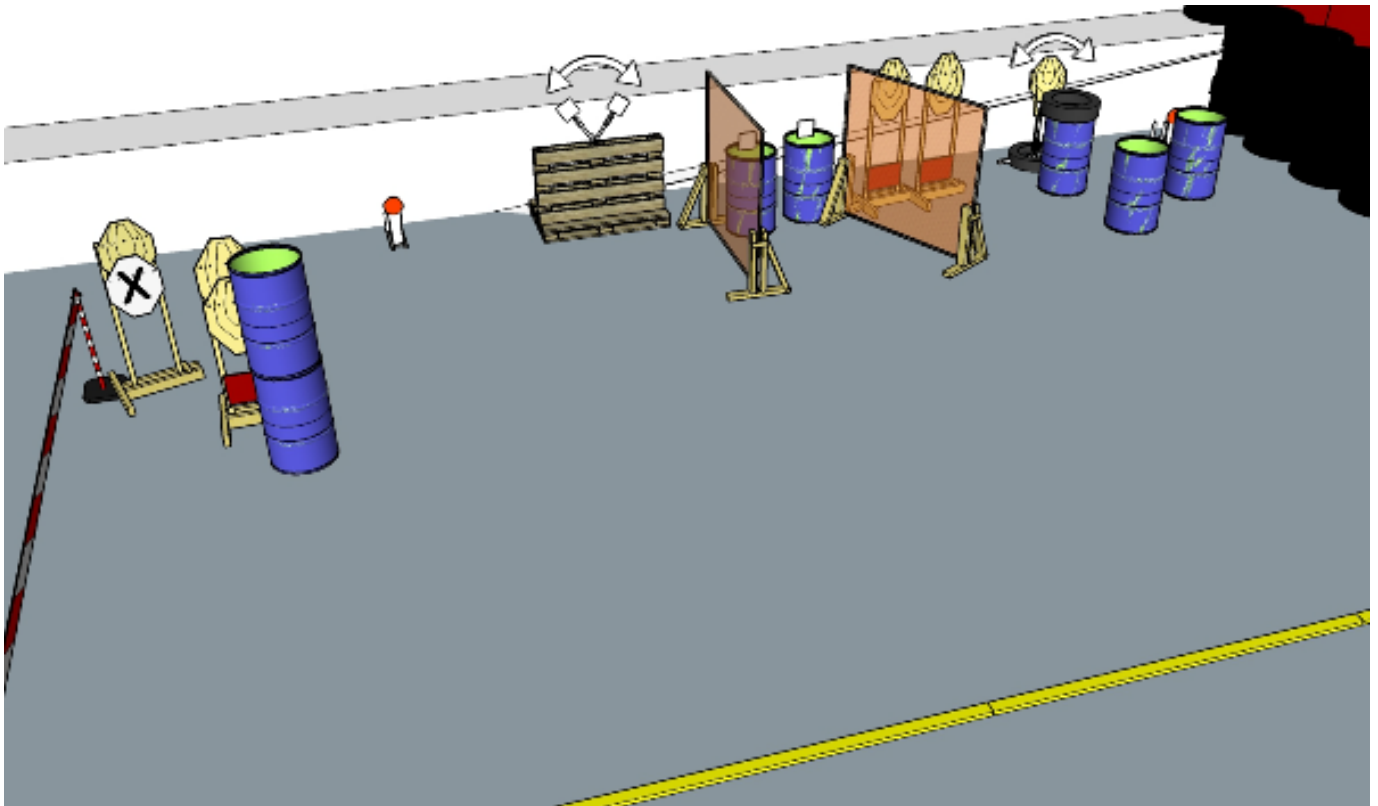
## 6. All the way in the front



|         |                          |            |        |
|---------|--------------------------|------------|--------|
| 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             |  |