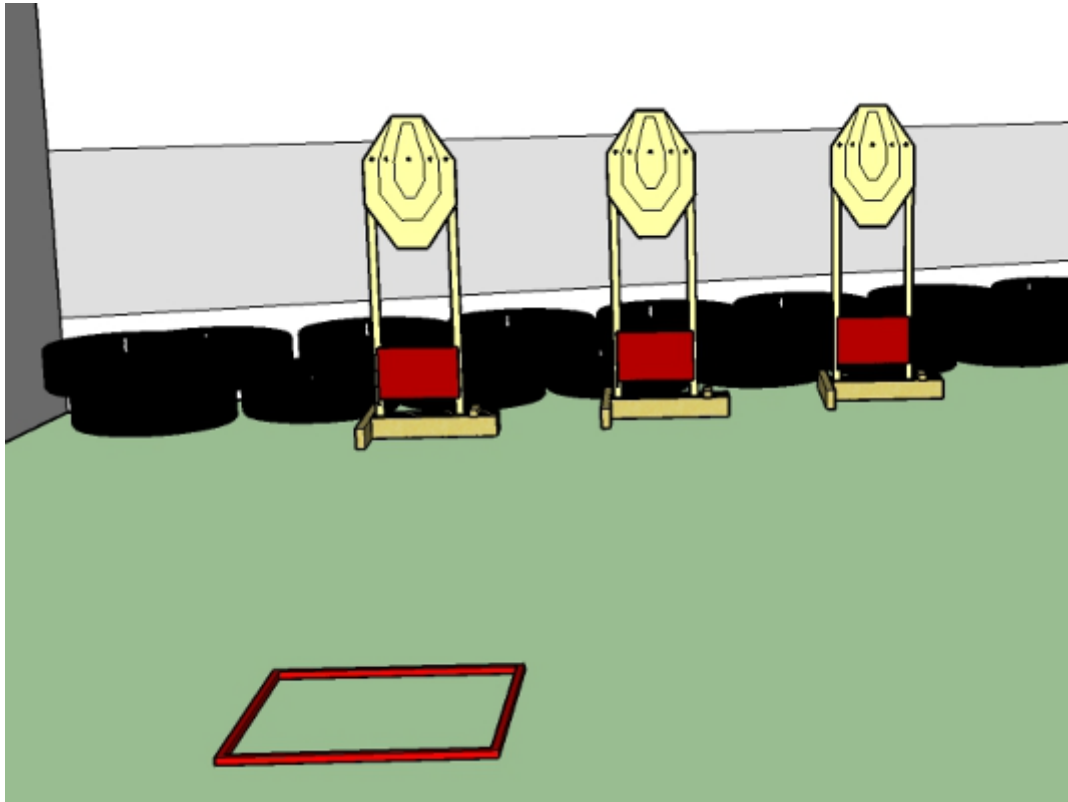


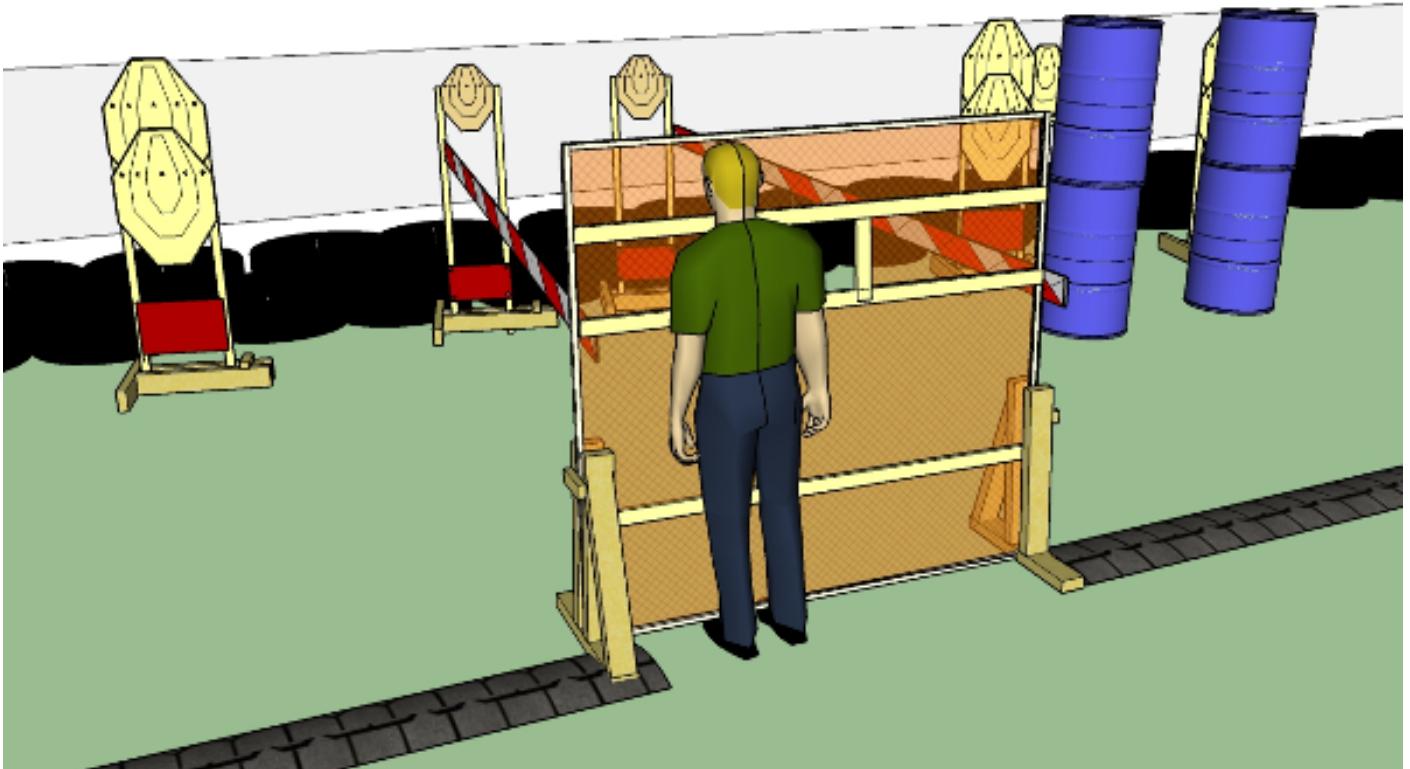
1. Tick, Tack, Toe



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

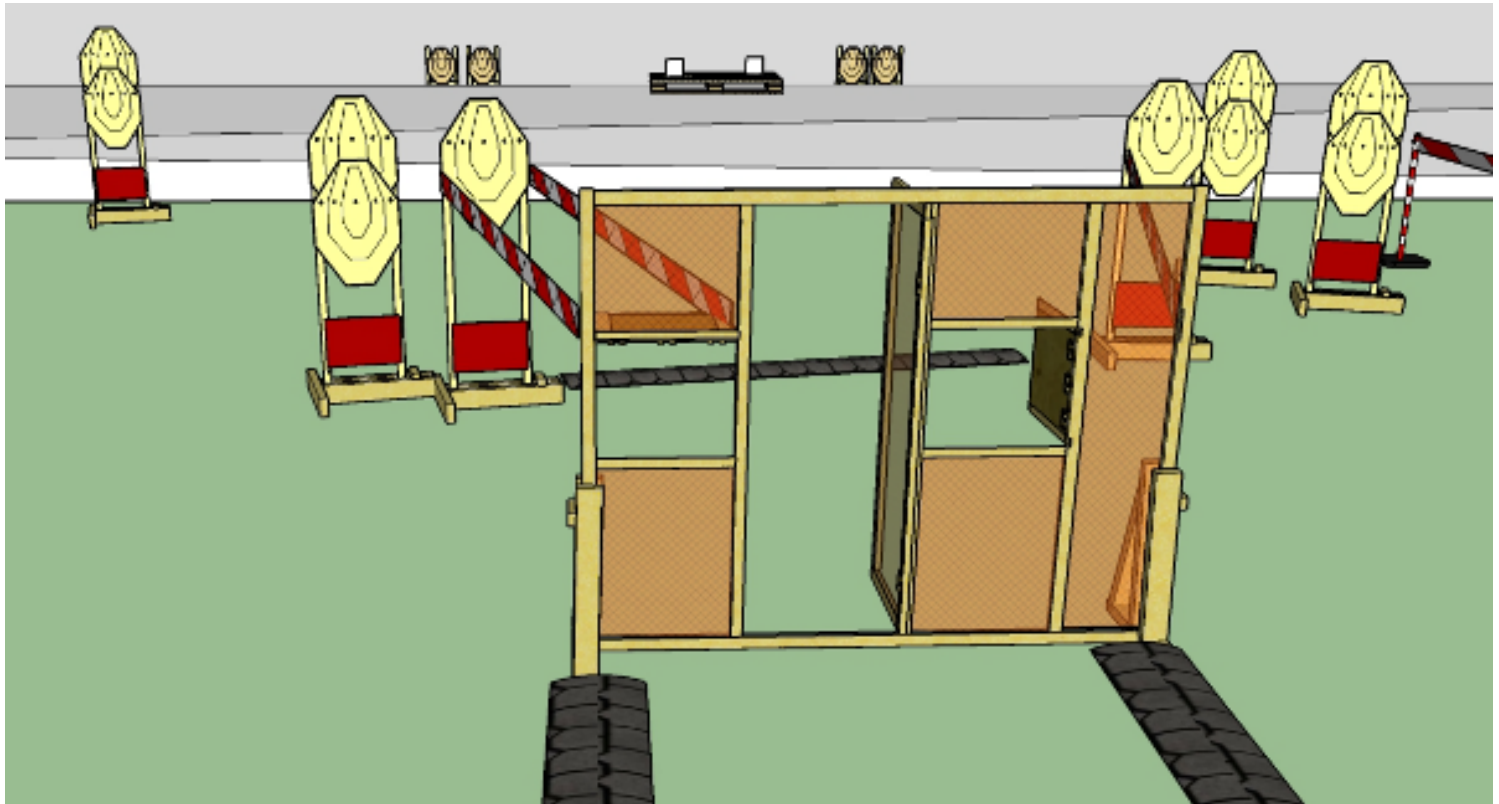
2. In and Out



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

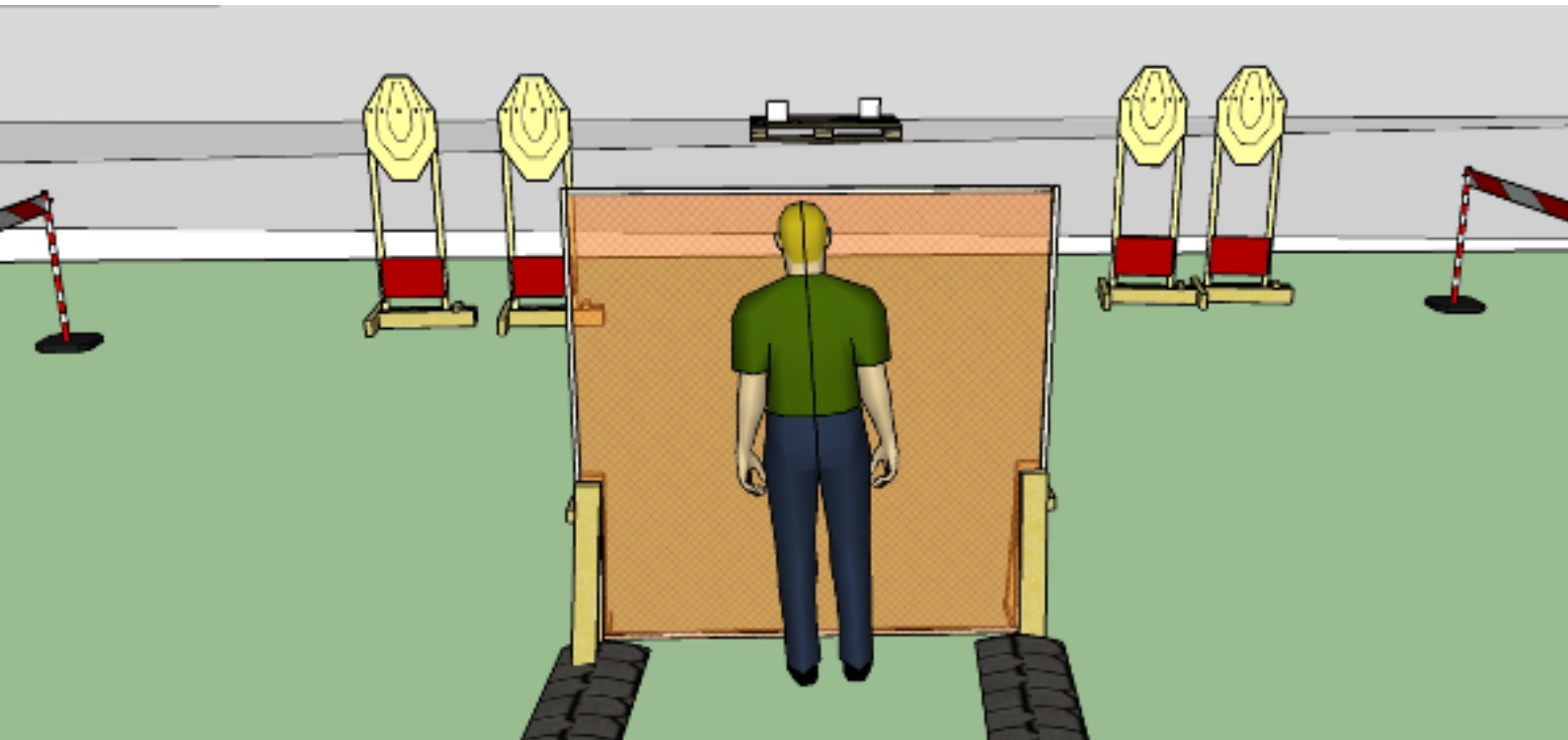
3. Kinda symmetrical



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

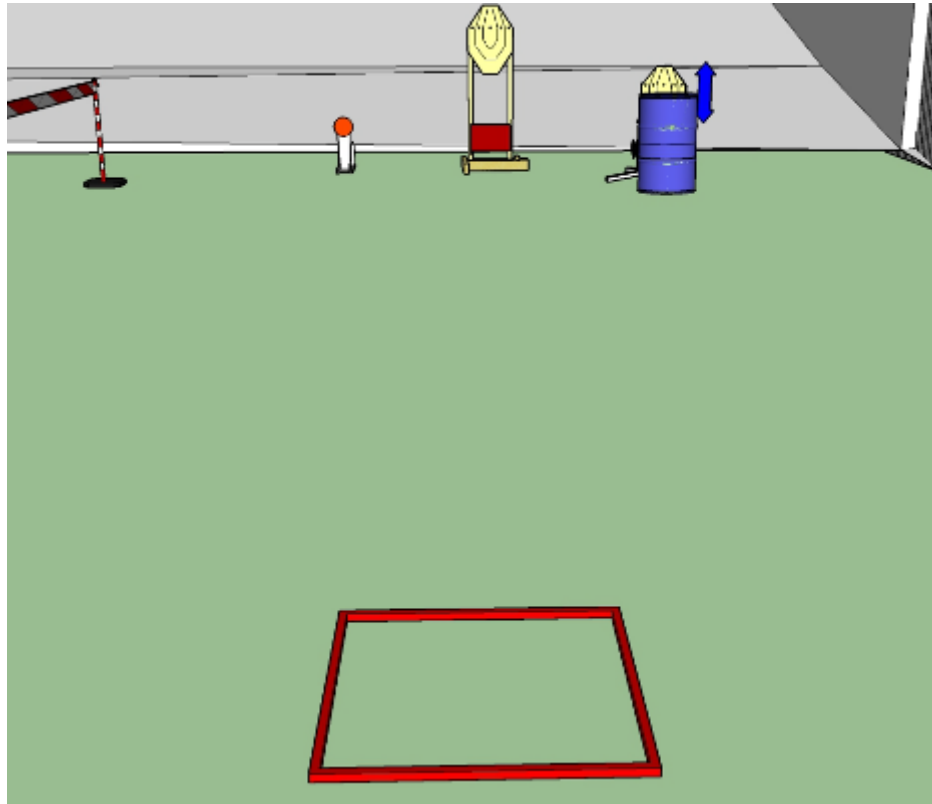
4. Definitely symmetrical



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

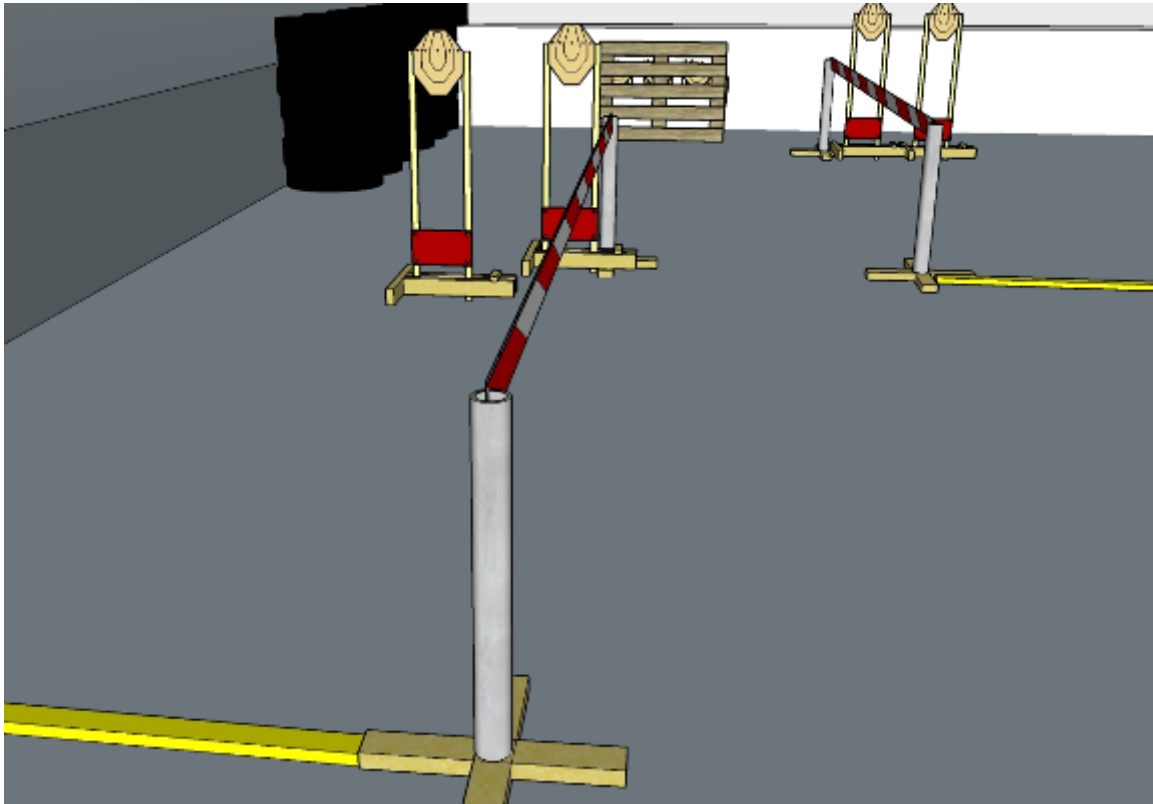
5. Pop and bob



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

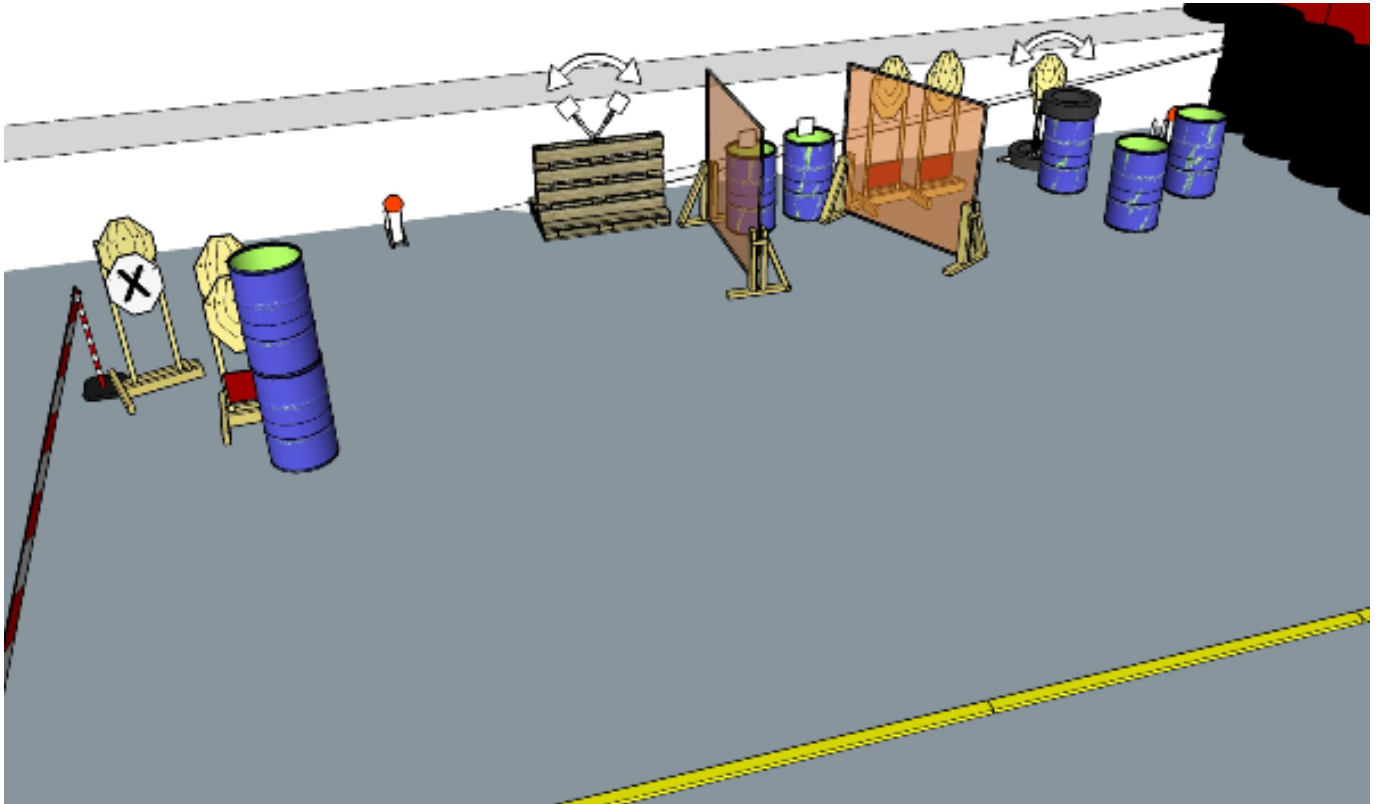
6. All the way in the front



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