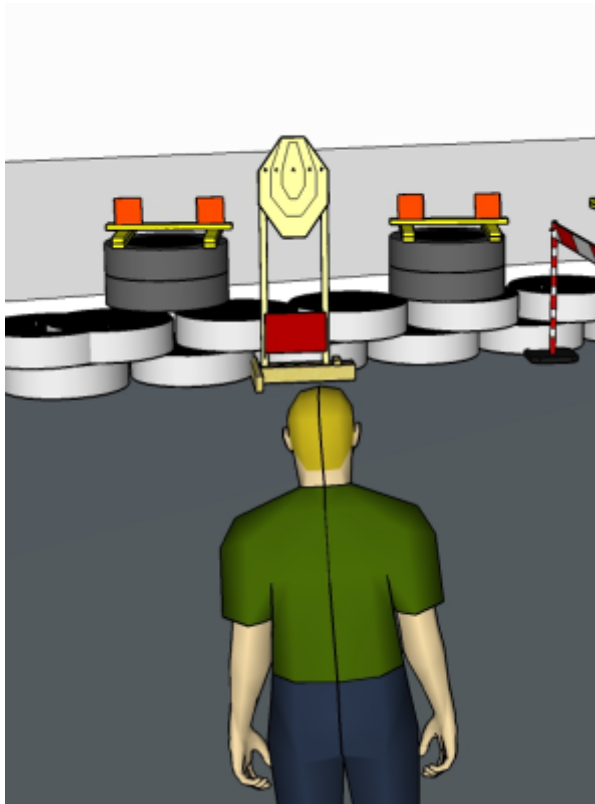


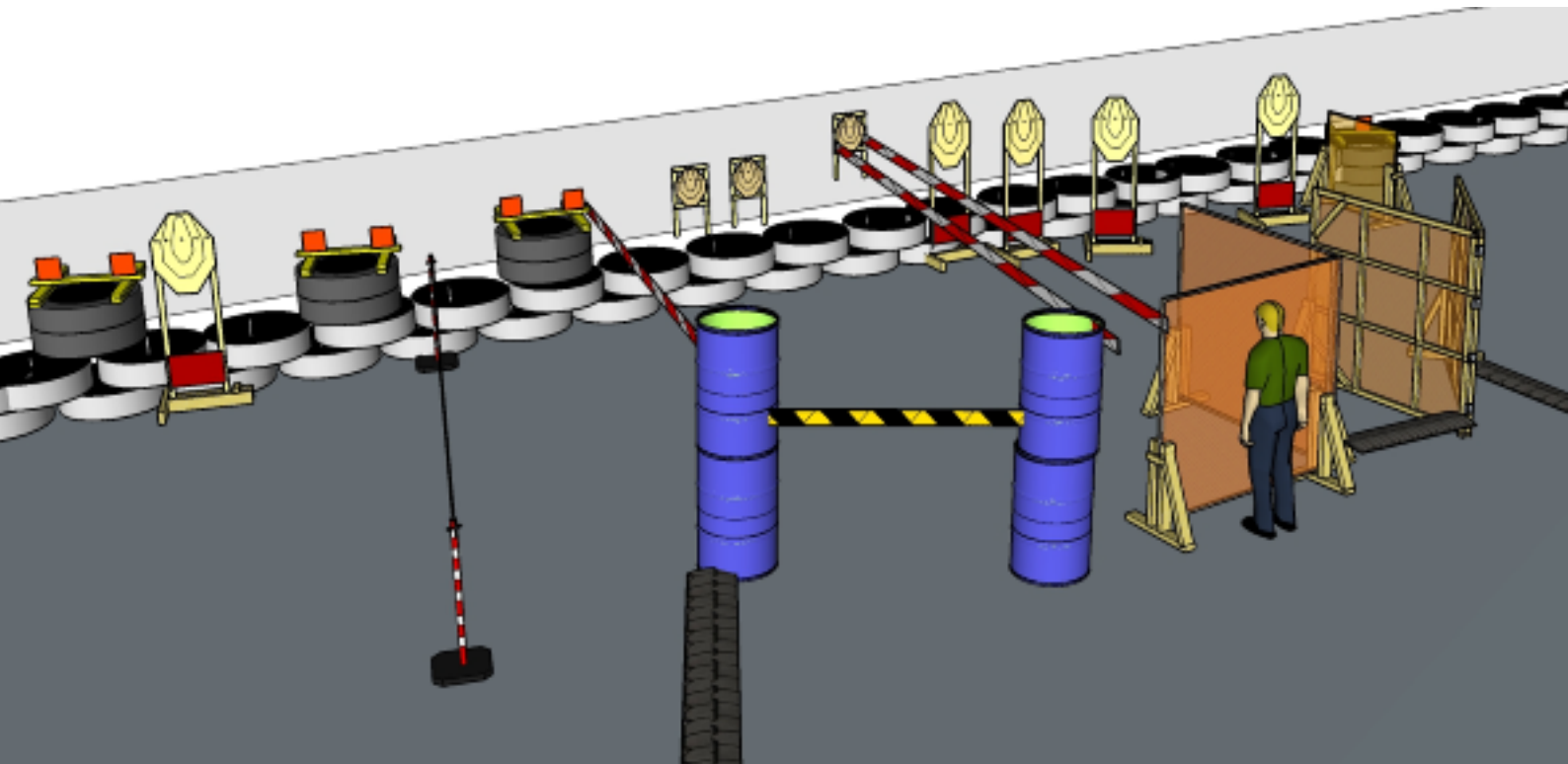
1. Gotta go fast



CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 plates, Total 5 targets	Min rounds	6
Firearm	Handgun	Match-%	6.82%

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		
Starting position	Gun loaded & holstered, all shots must be fired from within box		
Firearm ready condition	1		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading		
Setup notes			

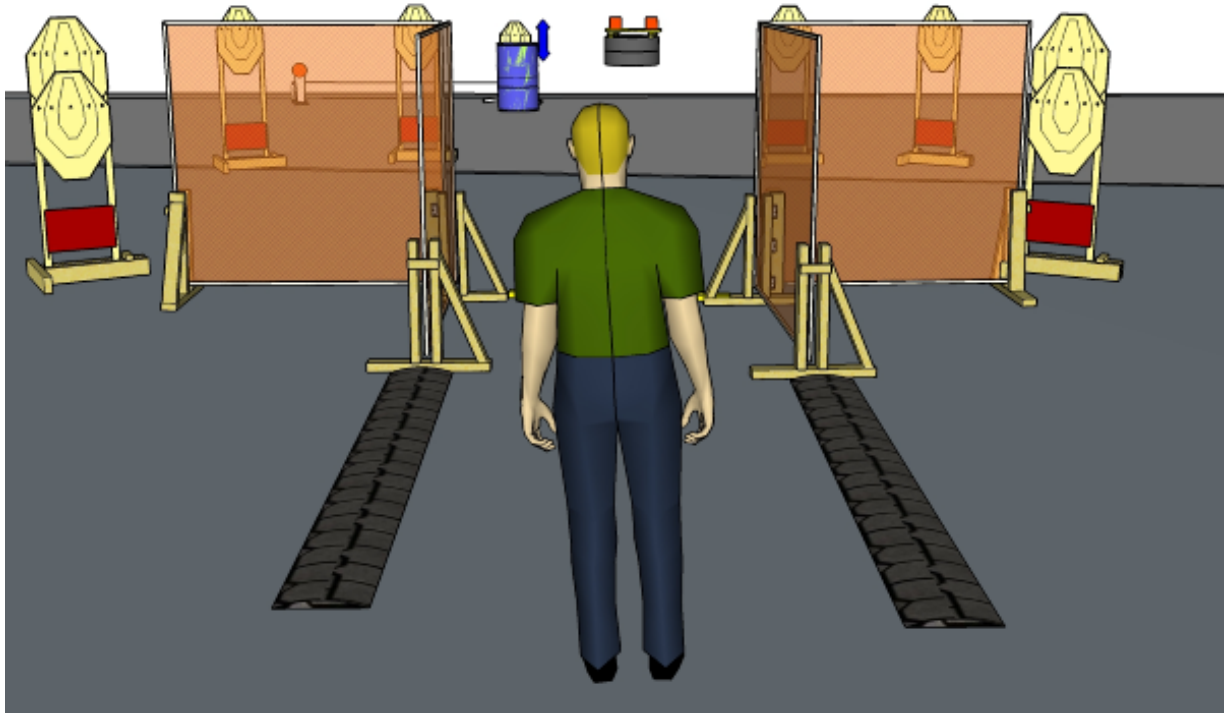
2. Memory is a nice car



CoF	Comstock - Medium	Points	85 p
Targets	7 paper, 3 plates, Total 10 targets	Min rounds	17
Firearm	Handgun	Match-%	19.32%

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 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: mark, end of building, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

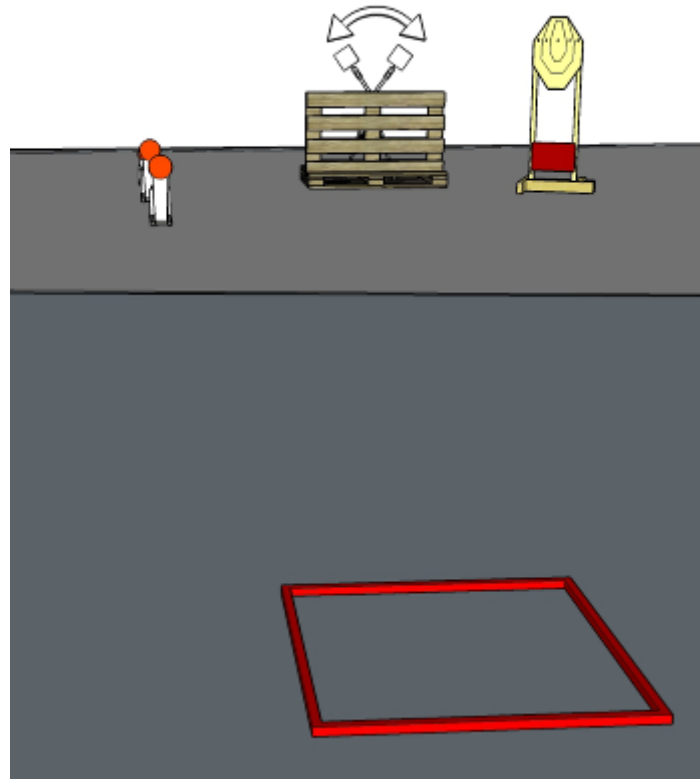
3. Side to side, step to the front



CoF	Comstock - Medium	Points	105 p
Targets	9 paper, 1 popper, 2 plates, Total 12 targets	Min rounds	21
Firearm	Handgun	Match-%	23.86%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline		
Starting position	Gun loaded & holstered as demonstrated by RO (end of faultline)		
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), horizontal when reloading		
Setup notes			

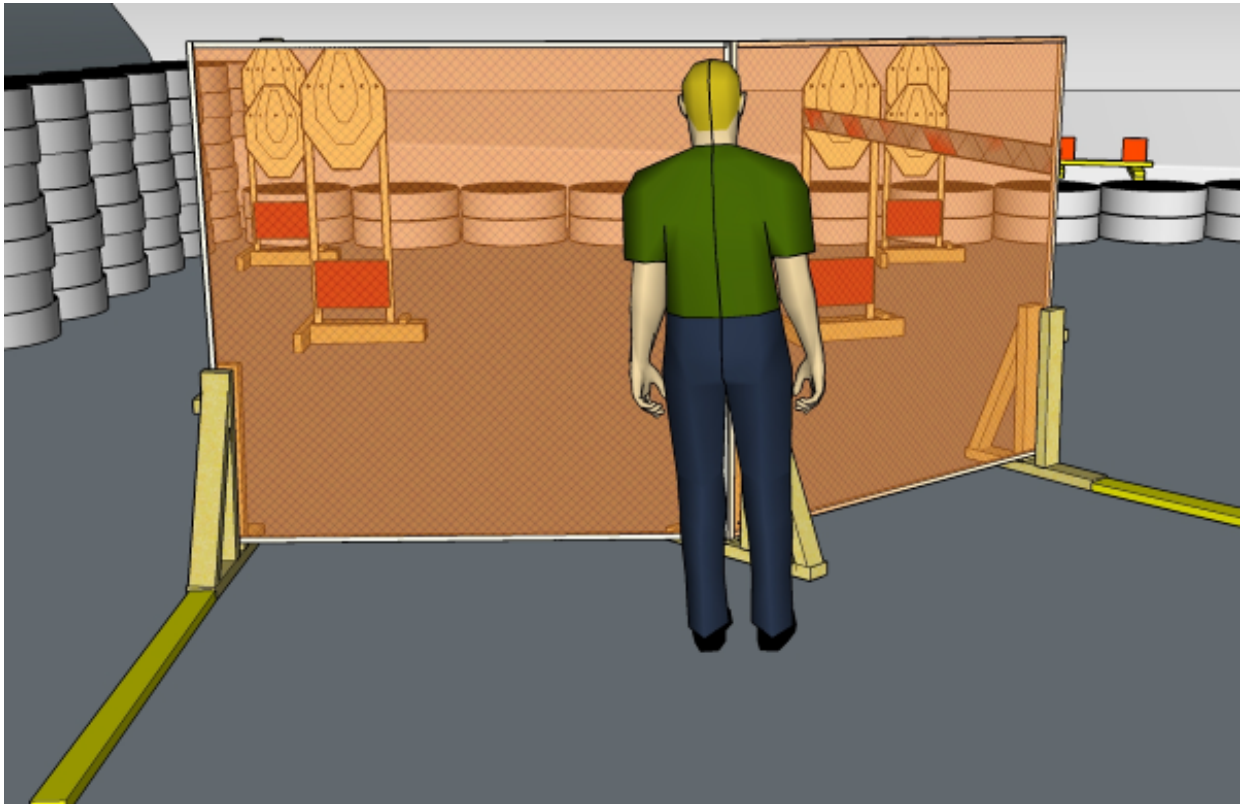
4. Stage of Steel



CoF	Comstock - Short	Points	35 p
Targets	1 paper, 3 popper, 2 plates, Total 6 targets	Min rounds	7
Firearm	Handgun	Match-%	7.95%

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. All shots must be fired from within box		
Starting position	Gun loaded & holstered, standing inside box		
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), horizontal when reloading		
Setup notes			

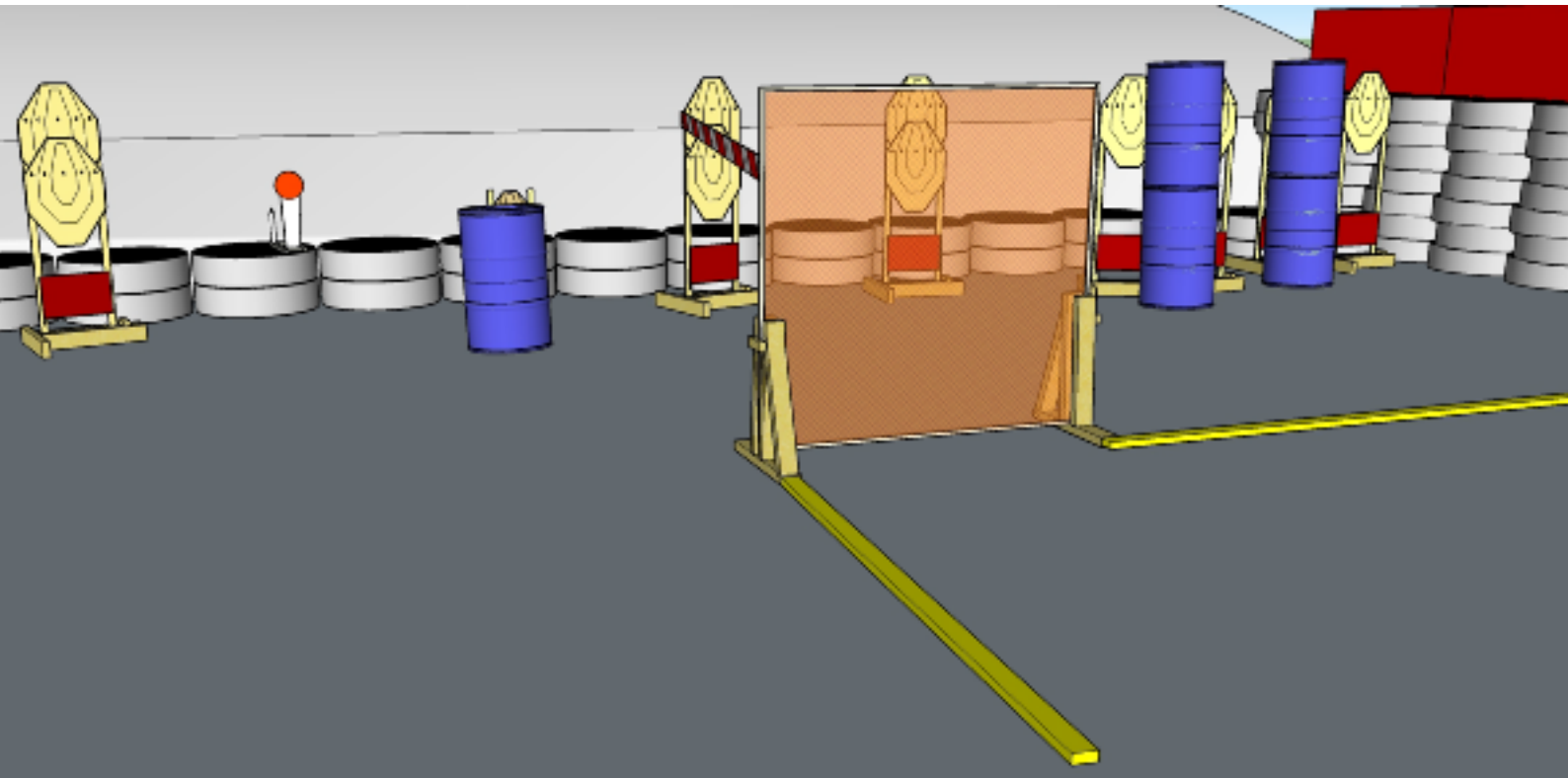
5. Peek-a-boo



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 plates, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	15.91%

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 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, horizontal when reloading		
Setup notes			

6. The Final Countdown



CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	26.14%

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 anywhere in demarkated 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, horizontal when reloading
Setup notes	