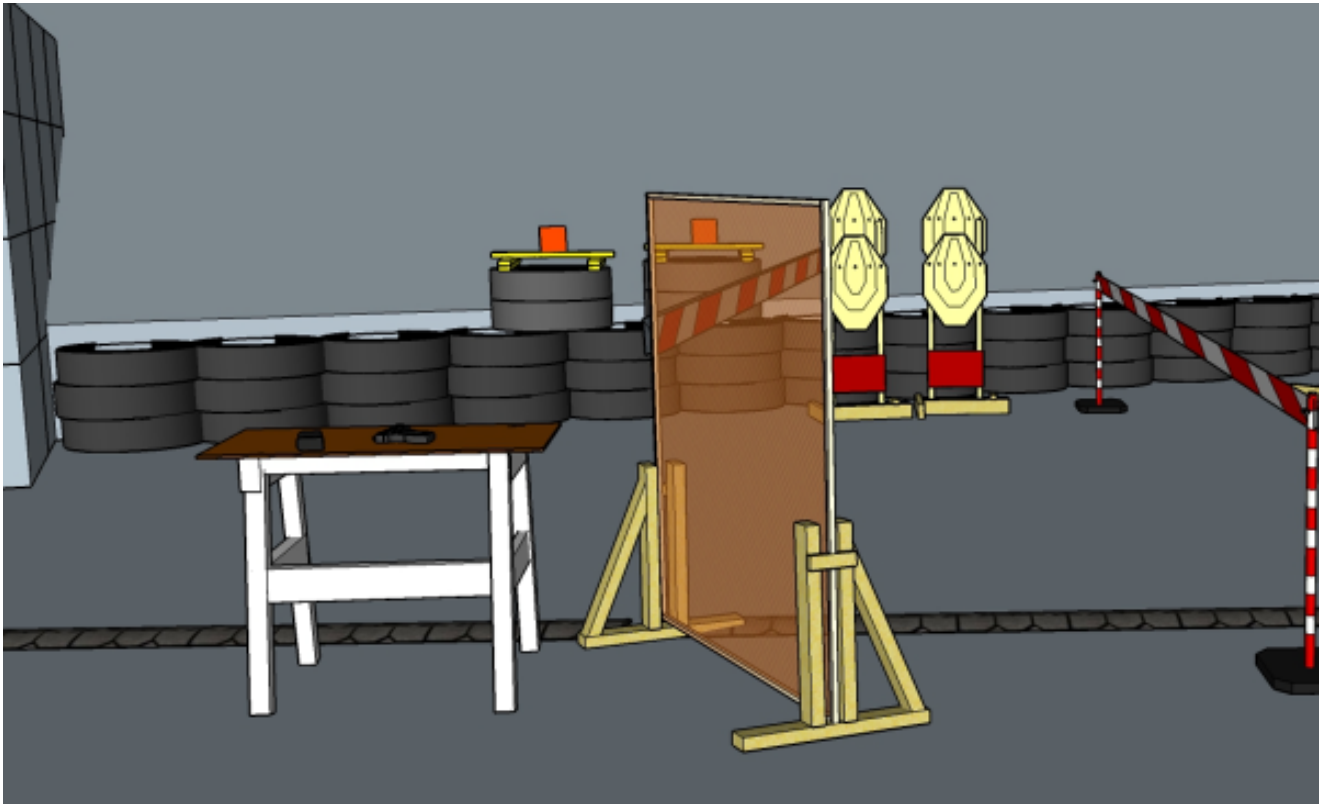


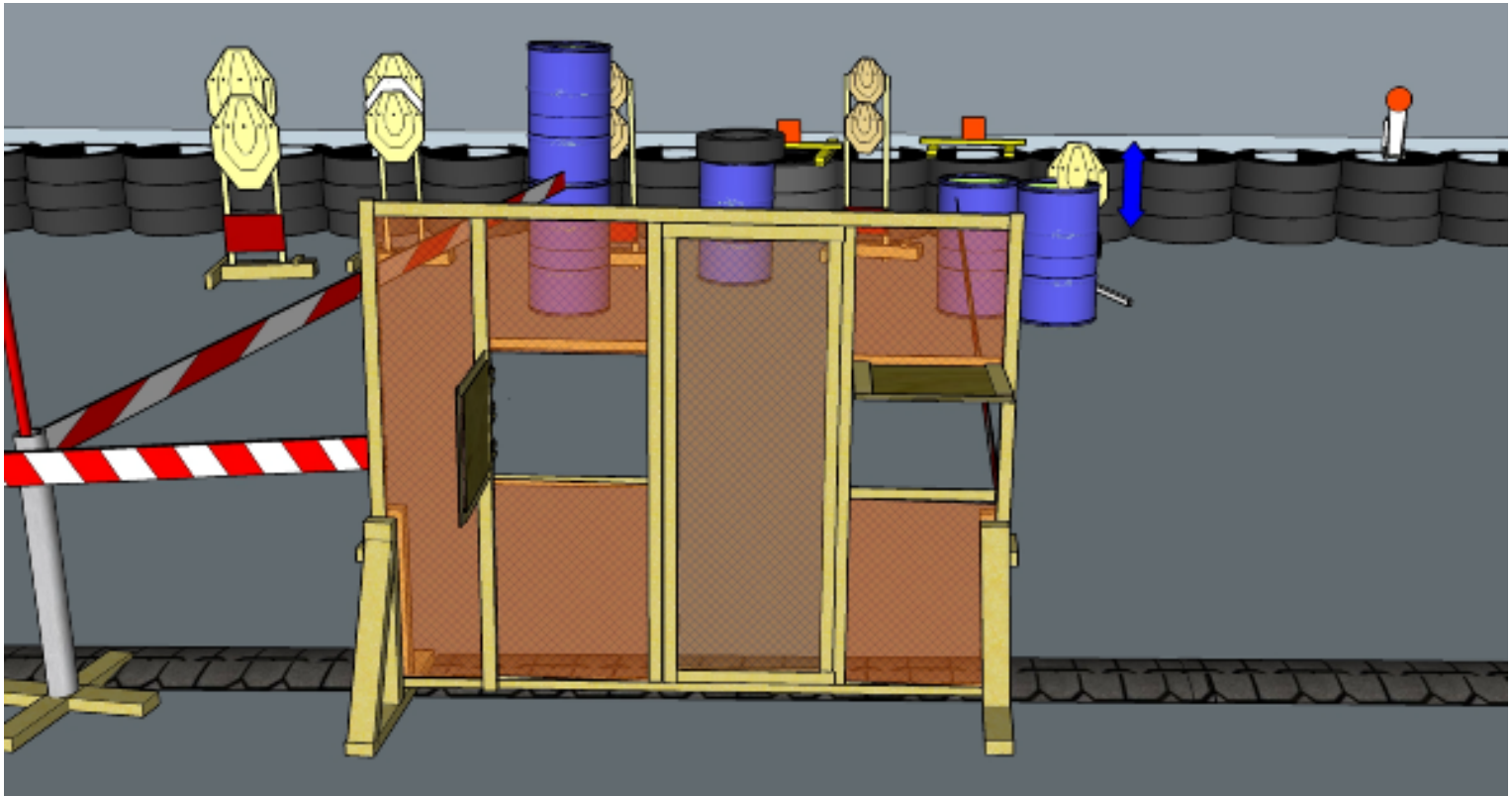
1. Short and sweet



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	8.55%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity		
Starting position	Gun and first mag to be used on table, shooter may start anywhere in		
Firearm ready condition	Empty, slide forward		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading		
Setup notes			

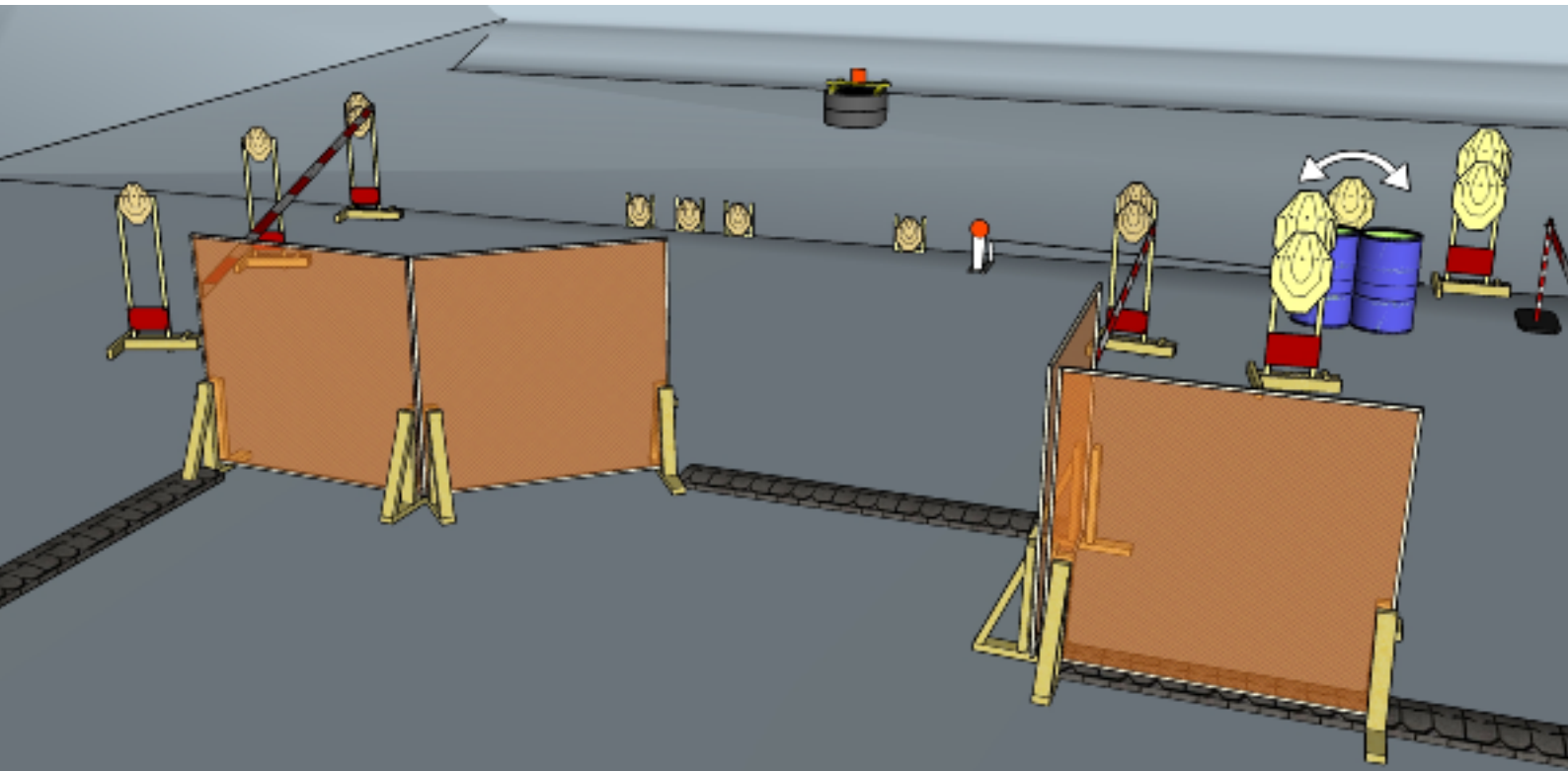
2. Gotta catch 'em all



CoF	Comstock - Medium	Points	105 p
Targets	9 paper, 1 popper, 2 plates, 1 no-shoot, Total 12 targets	Min rounds	21
Firearm	Handgun	Match-%	17.95%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Gun loaded & holstered, 2 hands on red stake left corner
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: color on wall, right: 90deg/wooden box when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

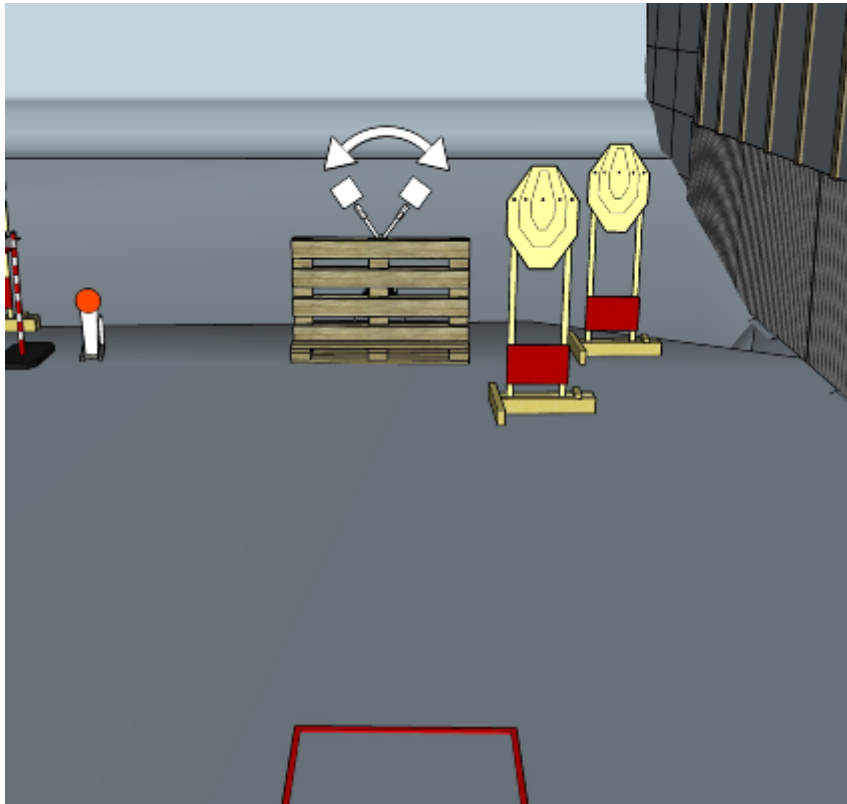
3. Close or precision



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 1 popper, 1 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	27.35%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Gun loaded & holstered anywhere in demarcated area
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Wooden box on ground, Right: Wall when facing berm to end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

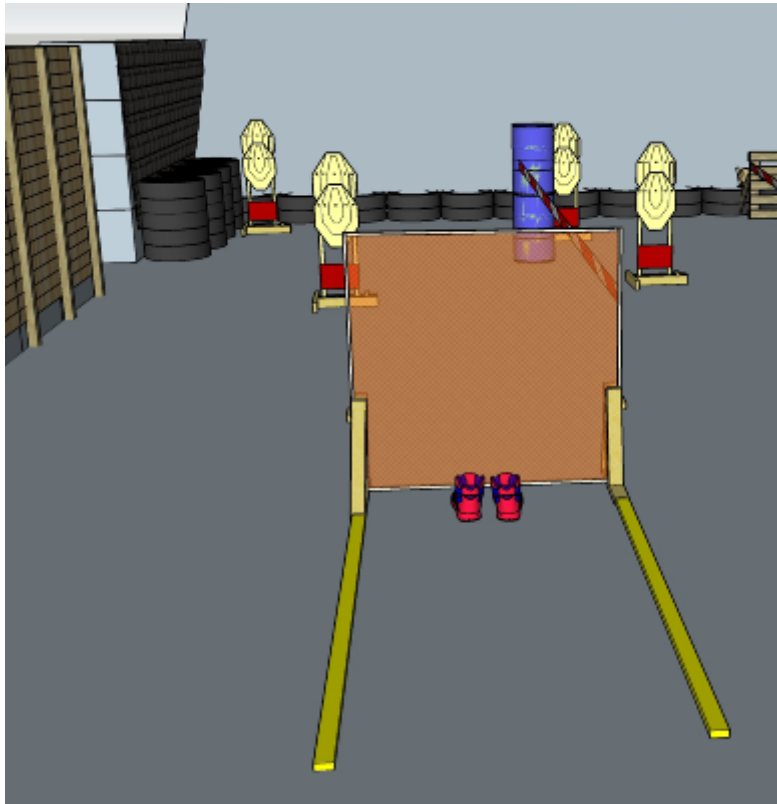
4. Lucky Luke or Unlucky Fluke



CoF	Comstock - Short	Points	35 p
Targets	2 paper, 1 popper, 2 plates, 3 no-shoot, Total 5 targets	Min rounds	7
Firearm	Handgun	Match-%	5.98%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from within box.
Starting position	Gun loaded & holstered, all shots must be fired from within box.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Wooden box on ground, Right: Wall when facing berm to end of wall/road start, vertical: top of berm , but max 20 degrees over horizontal when reloading
Setup notes	

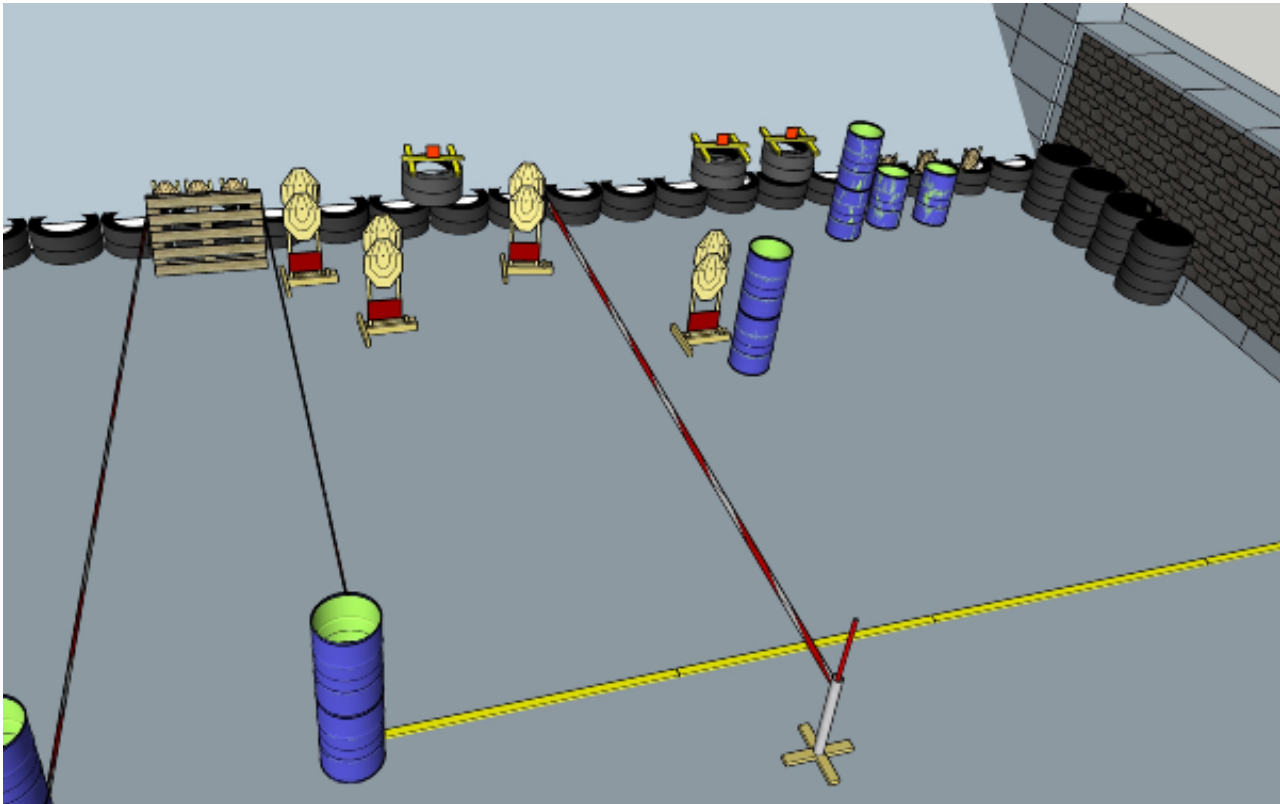
5. Peek-a-boo



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	13.68%

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 facing center of wall		
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, but max 20 degrees over horizontal when reloading		
Setup notes			

6. Run Forrest, run



CoF	Comstock - Long	Points	155 p
Targets	14 paper, 3 plates, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	26.50%

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 demarcated area
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, but max 20 degrees over horizontal when reloading
Setup notes	