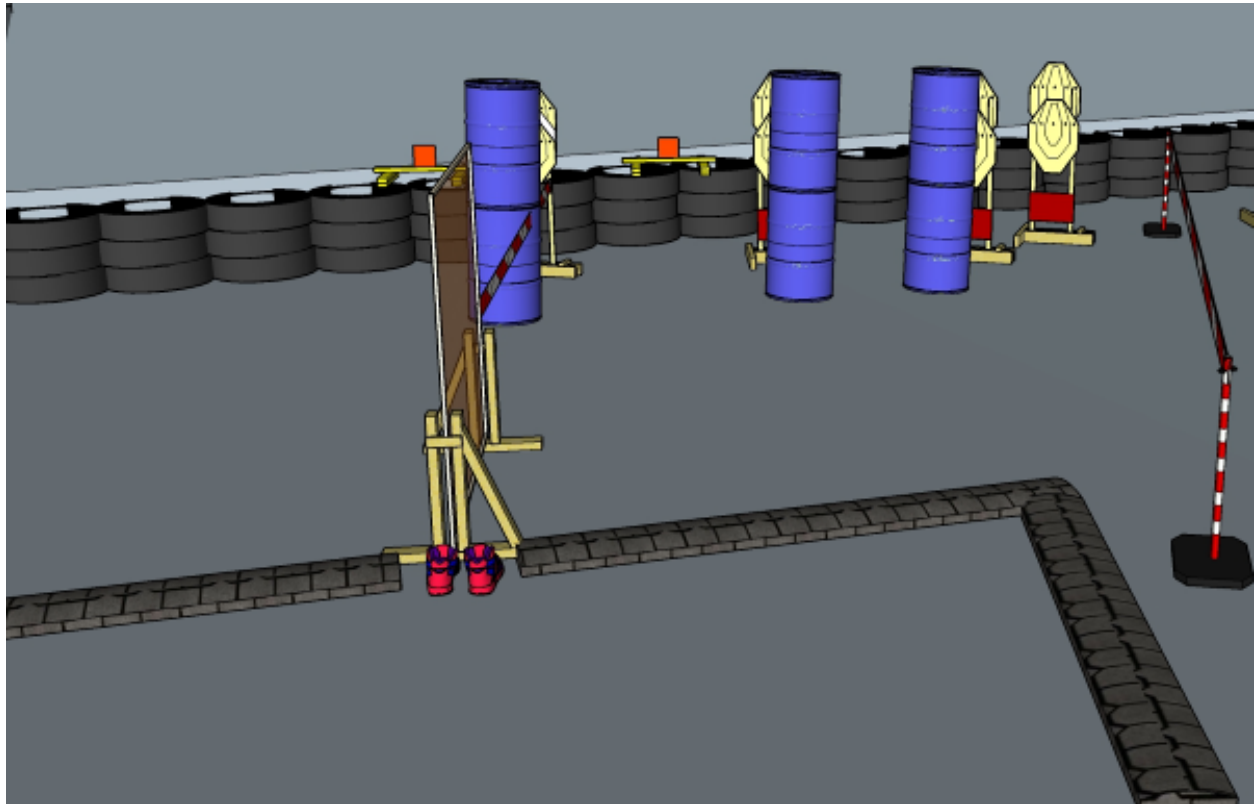


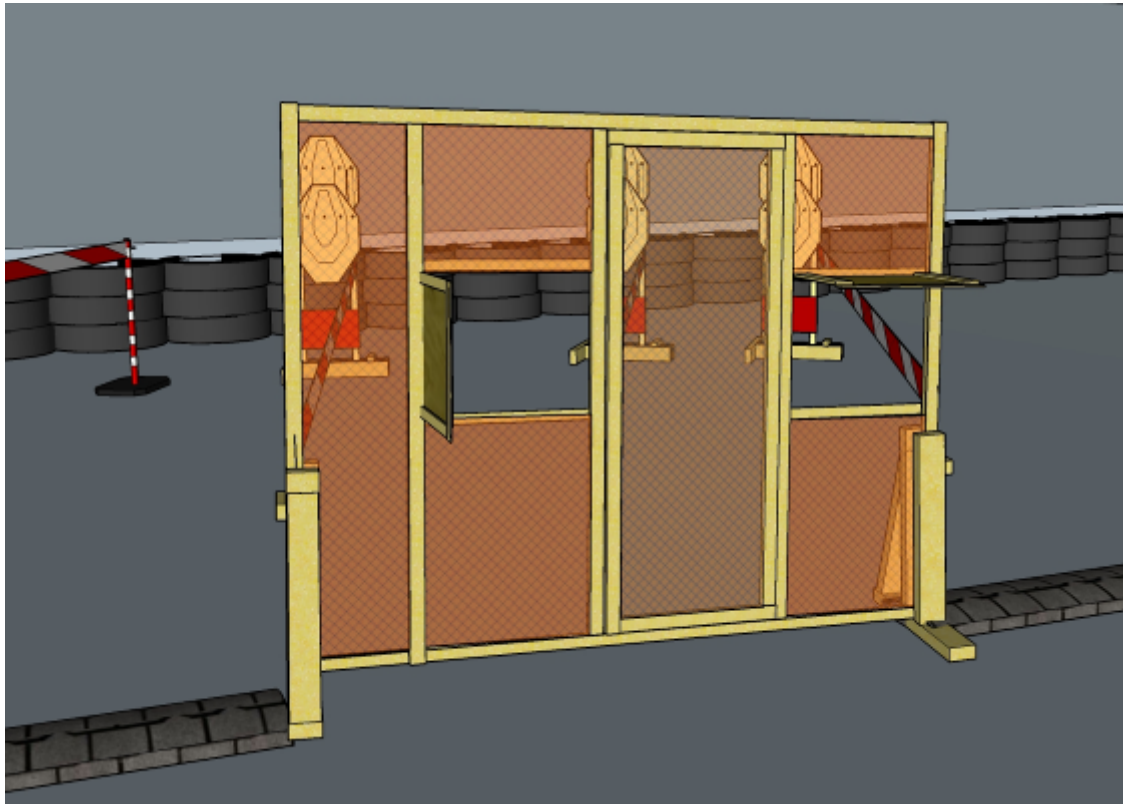
1. Three Lead Dollars



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, 1 no-shoot, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	19.15%

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
Firearm ready condition	1
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, over horizontal when reloading allowed when cylinder is out
Setup notes	

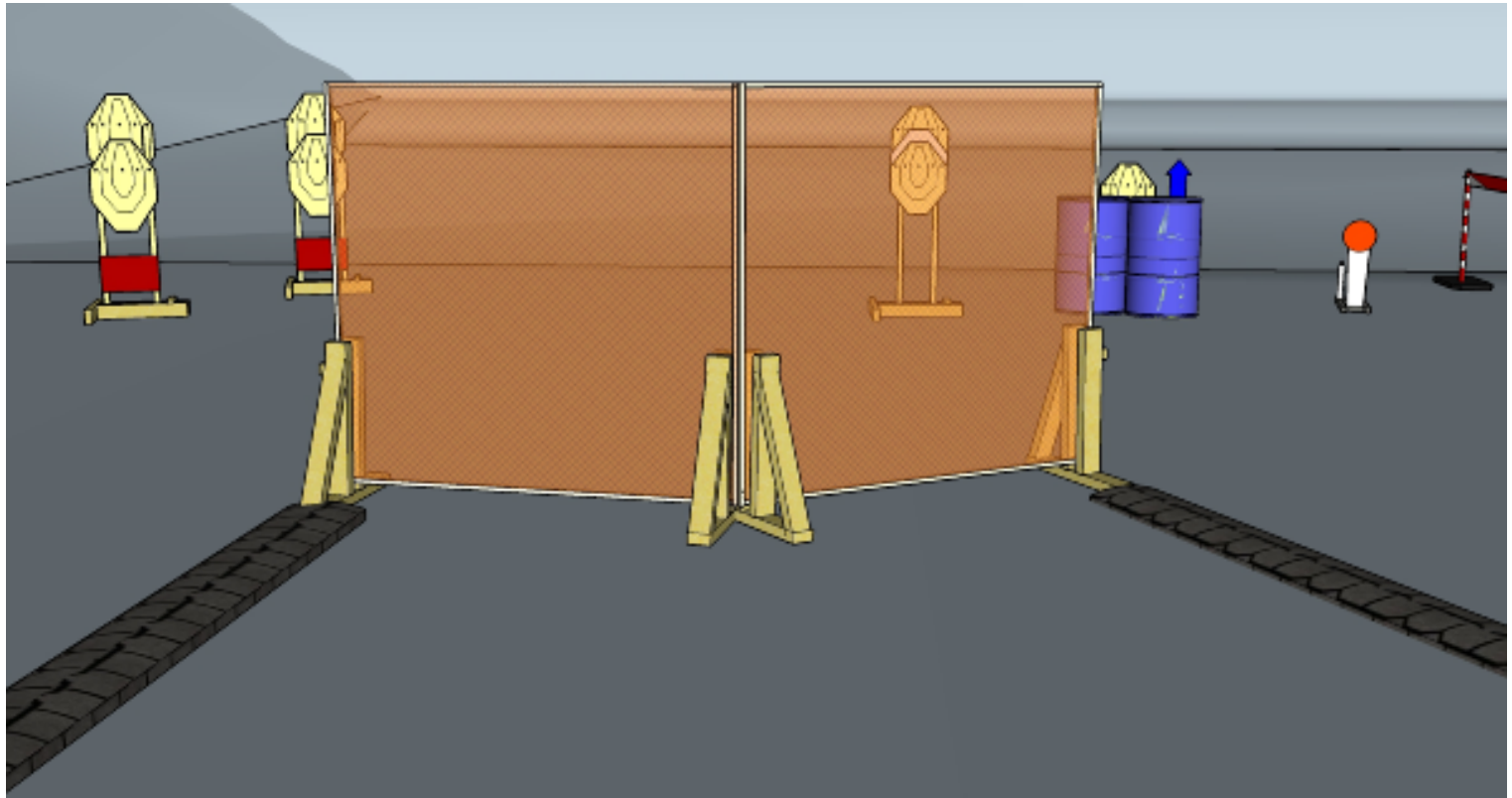
2. Duck, You Sucker



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.77%

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	1		
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 over horizontal when cylinder is out		
Setup notes			

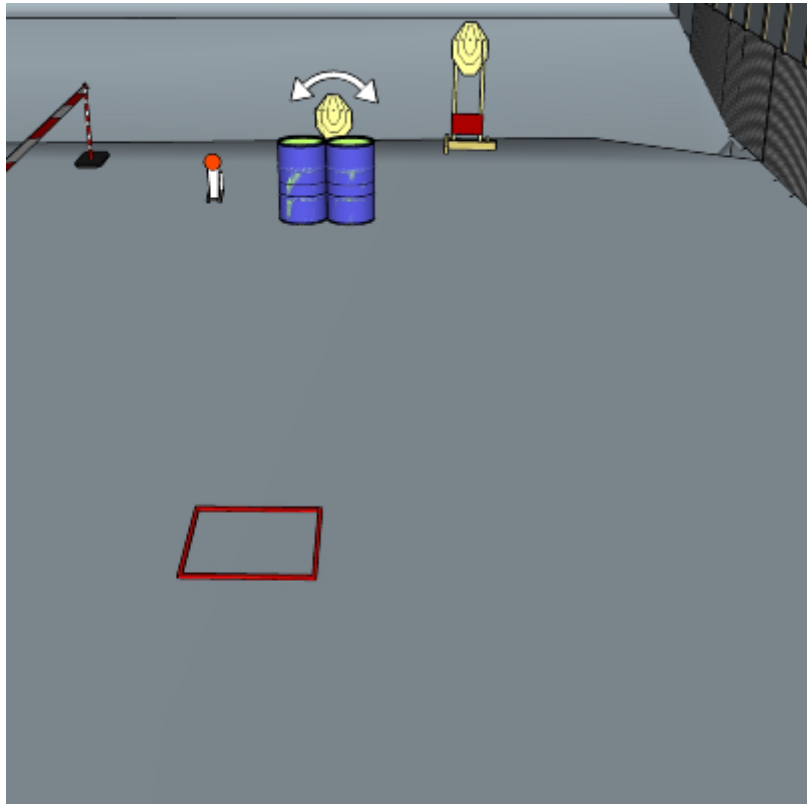
3. For a Few Dollars More



CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, 1 no-shoot, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	15.96%

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	1
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 over horizontal when cylinder is out
Setup notes	

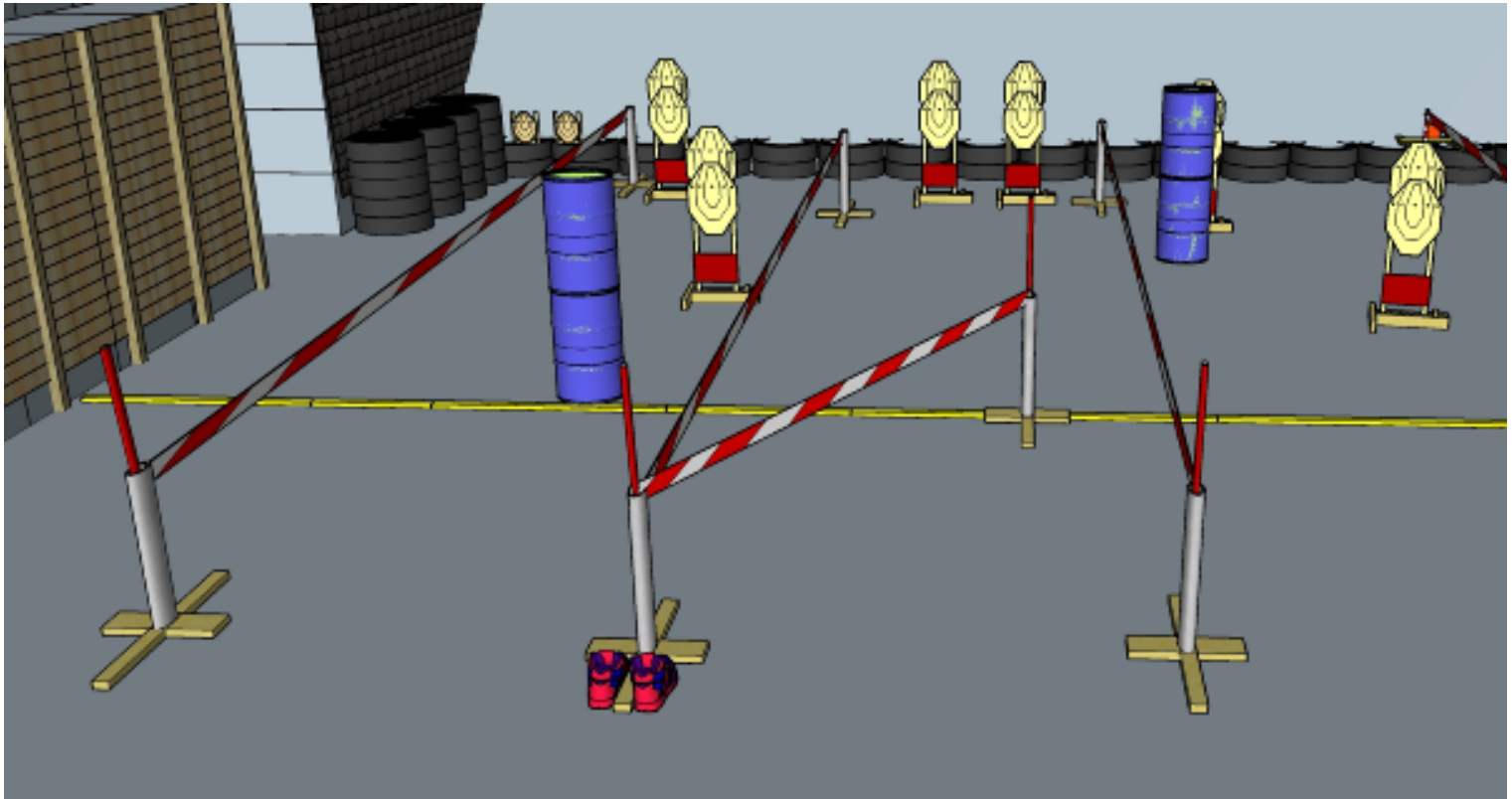
4. Once Upon a Time in the West



CoF	Comstock - Short	Points	25 p
Targets	2 paper, 1 popper, Total 3 targets	Min rounds	5
Firearm	Handgun	Match-%	5.32%

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, standing in box		
Firearm ready condition	1		
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			

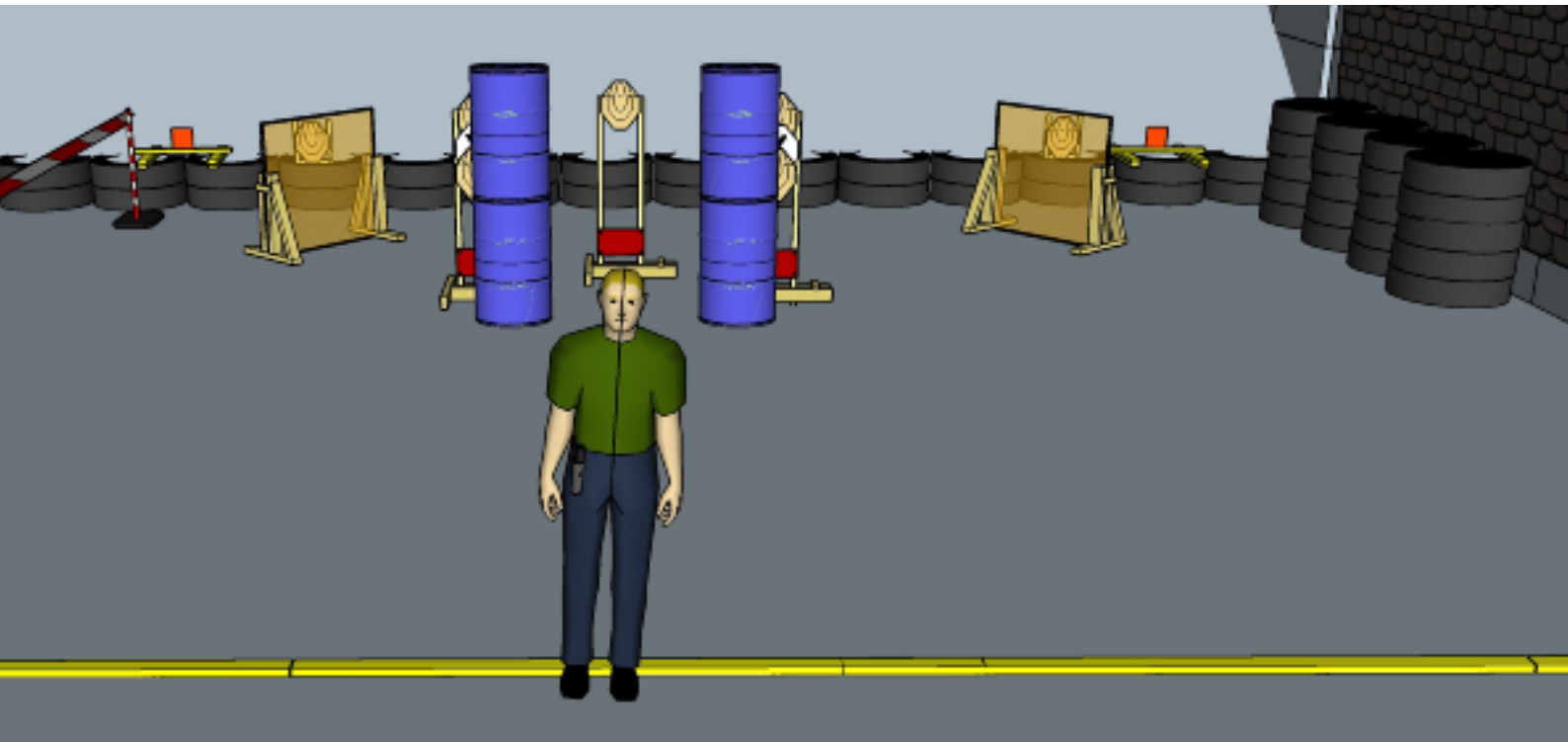
5. The Good, the Bad and the Ugly



CoF	Comstock - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	29.79%

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 EMPTY & holstered, toes touching center divider
Firearm ready condition	3
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 horizontal when cylinder is out
Setup notes	

6. A Fistful of Dollars



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	17.02%

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 in center, facing uprange
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, but max 20 degrees over horizontal when reloading
Setup notes	