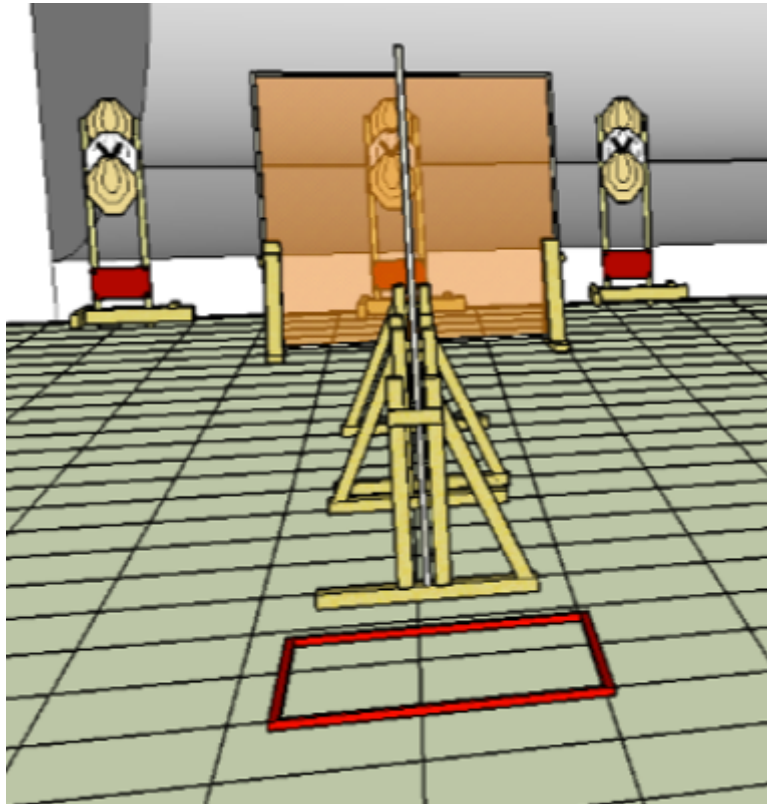


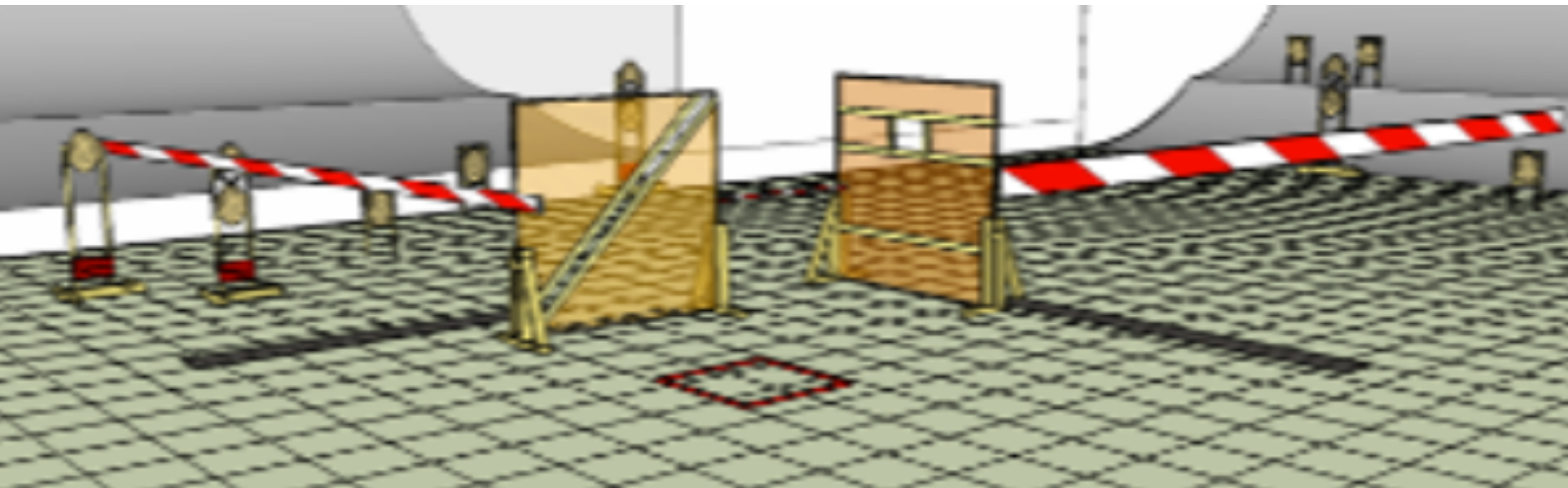
# 1. Don't forget me



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	13.04%

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. Yellow/black tape = Shooting allowed UNDER tape
Starting position	Standing relaxed in BOX facing downrange
Firearm ready condition	Gun empty and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Concrete blocks, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

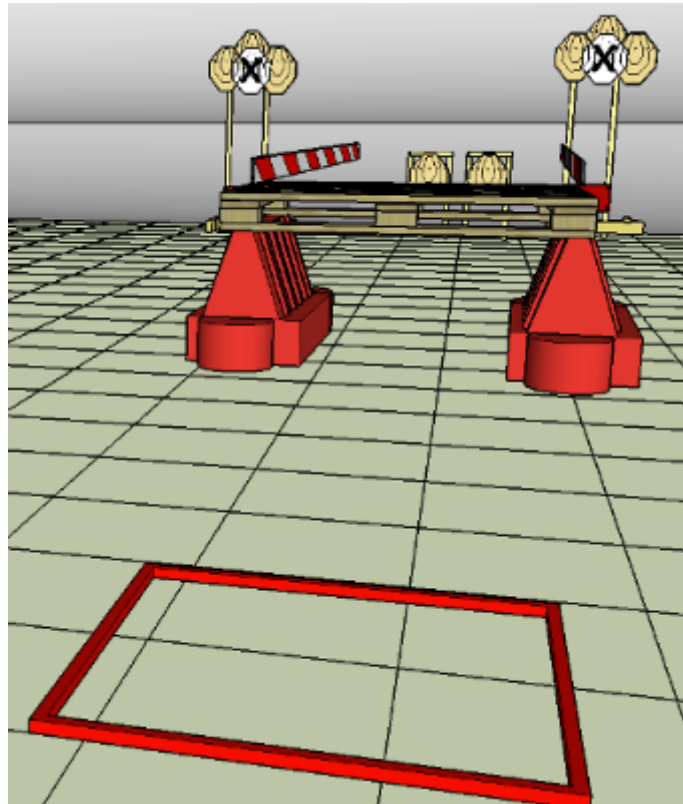
## 2. Remember them all



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 5 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	34.78%

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	Standing relaxed in BOX facing downrange
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Concrete blocks, right: 90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

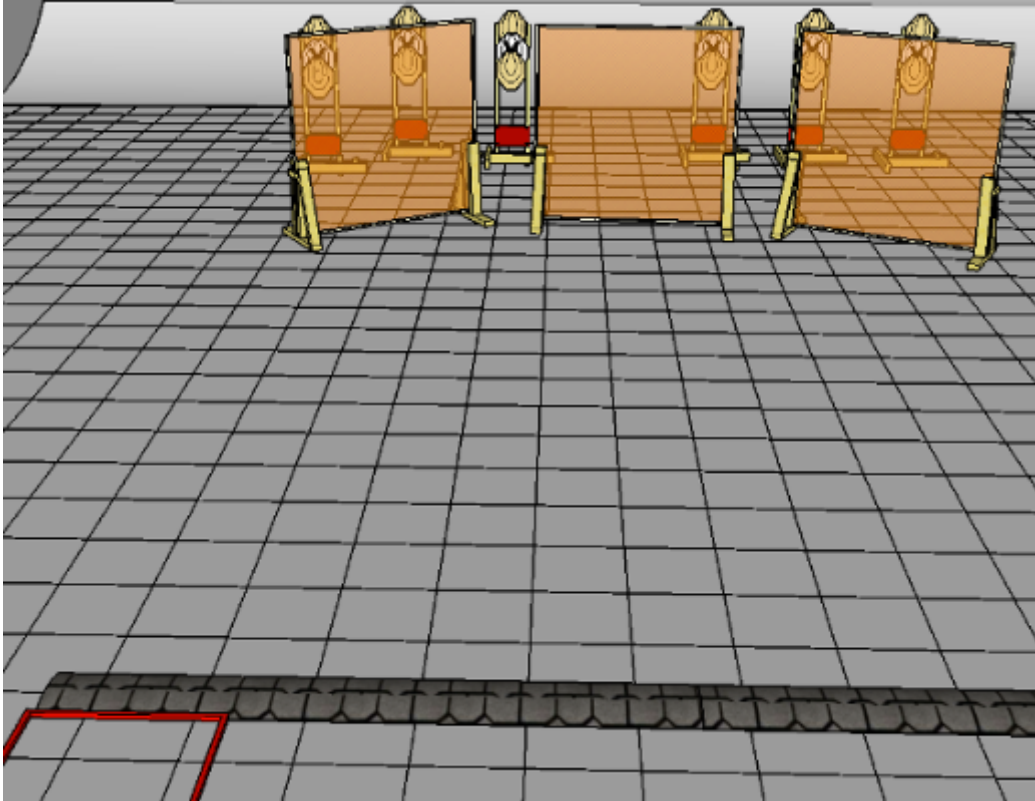
### 3. Get down



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 2 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	17.39%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Center targets to be engaged under pallet. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline.
Starting position	Standing relaxed in BOX facing downrange
Firearm ready condition	Gun loaded & holstered
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	

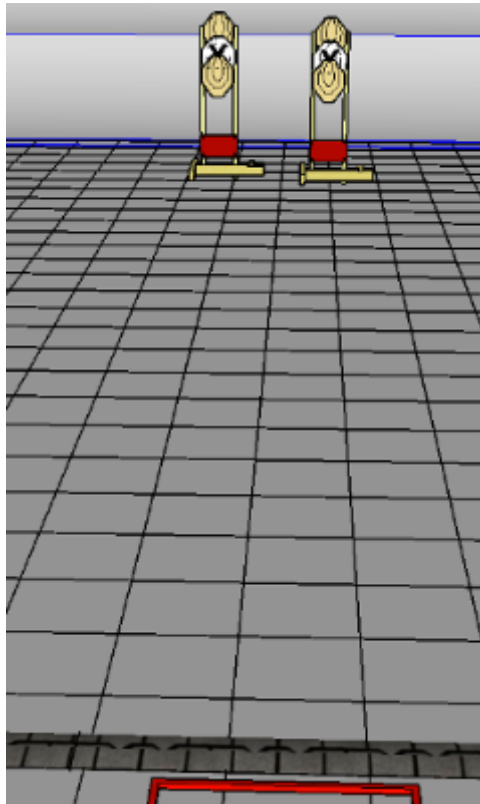
## 4. Can you see me now



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 6 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	26.09%

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	Standing relaxed in BOX facing downrange
Firearm ready condition	Gun loaded & holstered
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	

## 5. One hand only



CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	8.70%

Procedure	On start signal engage all targets as they become visible within the demarcated area using one hand only standing in box. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline.
Starting position	Standing relaxed in BOX facing downrange
Firearm ready condition	Gun loaded & holstered
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	