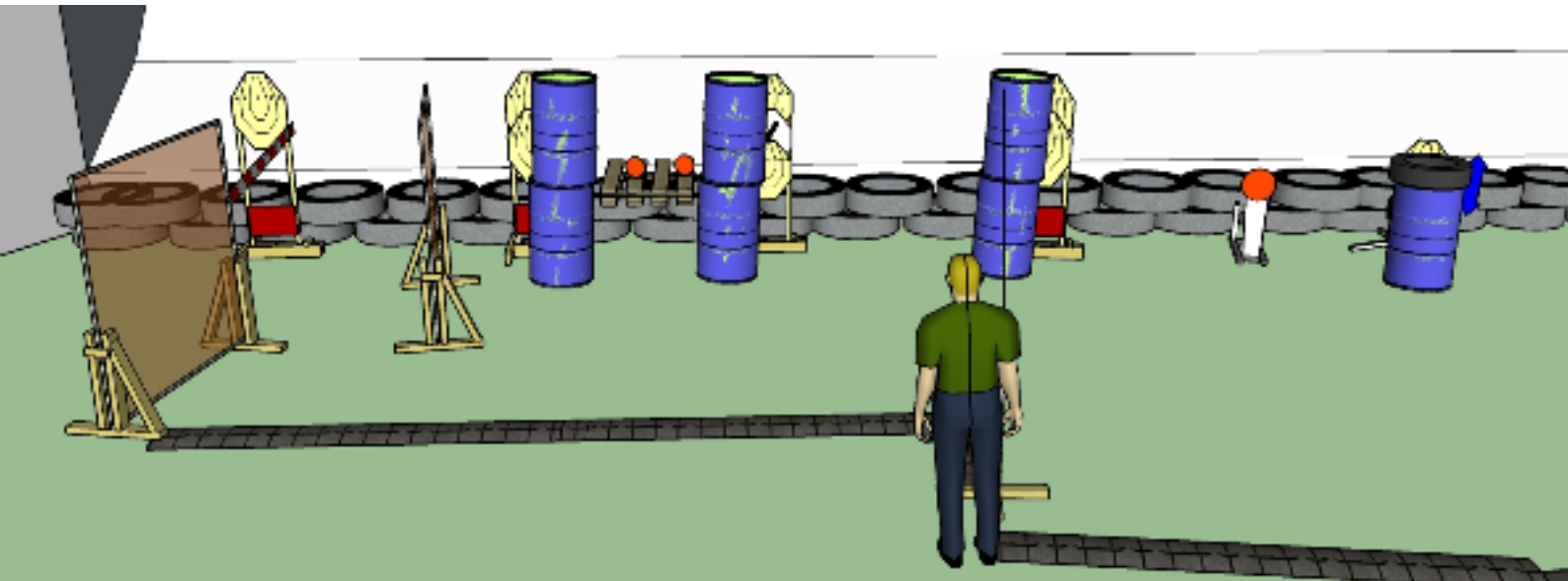


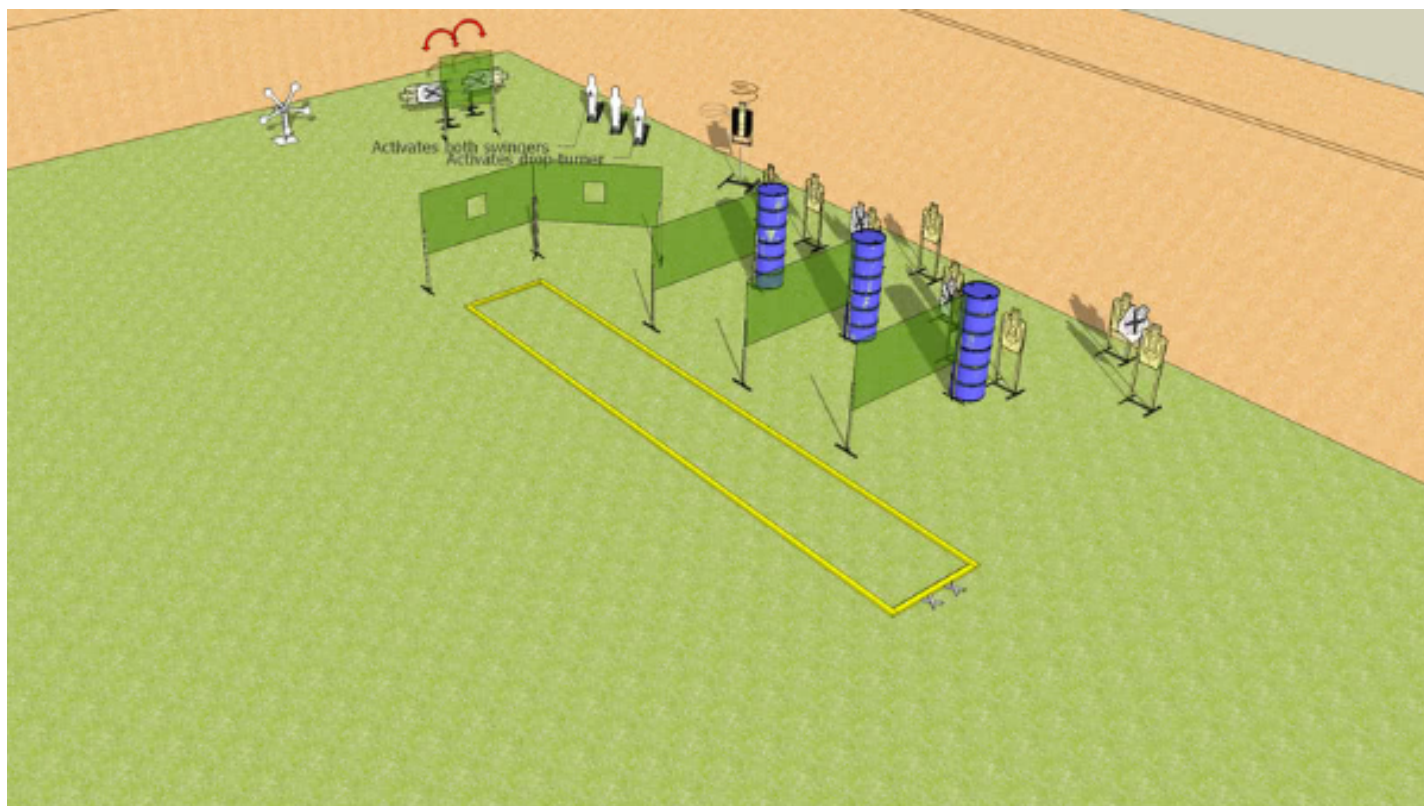
# 1. Goldfinger



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

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	As demonstrated by RO
Firearm ready condition	Gun unloaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red mark on building, right: red stick, vertical: top of berm, horizontal when reloading
Setup notes	

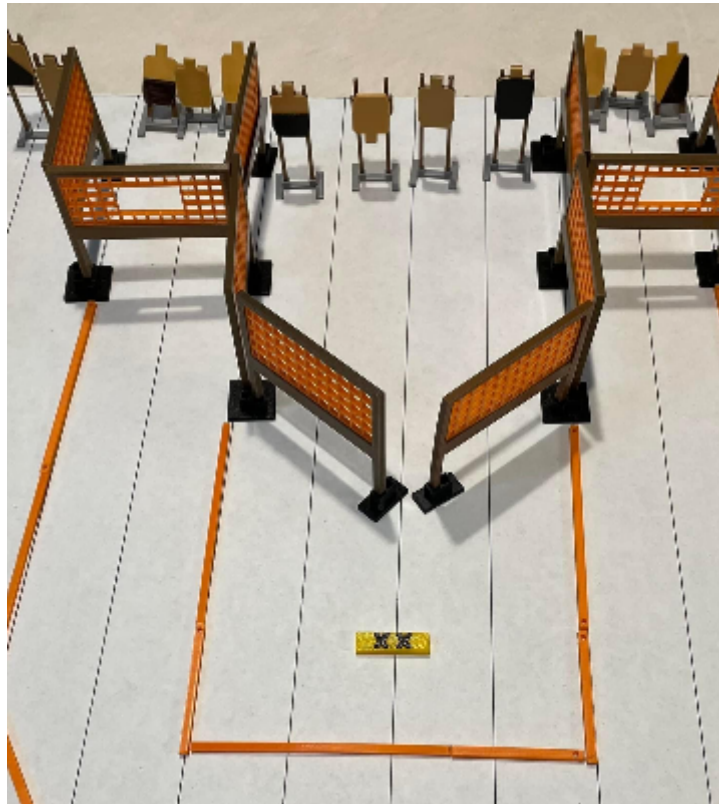
## 2. Dr. No



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

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	As demonstrated by RO
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red mark on building, right red stick , vertical: top of berm (logs), horizontal when reloading
Setup notes	

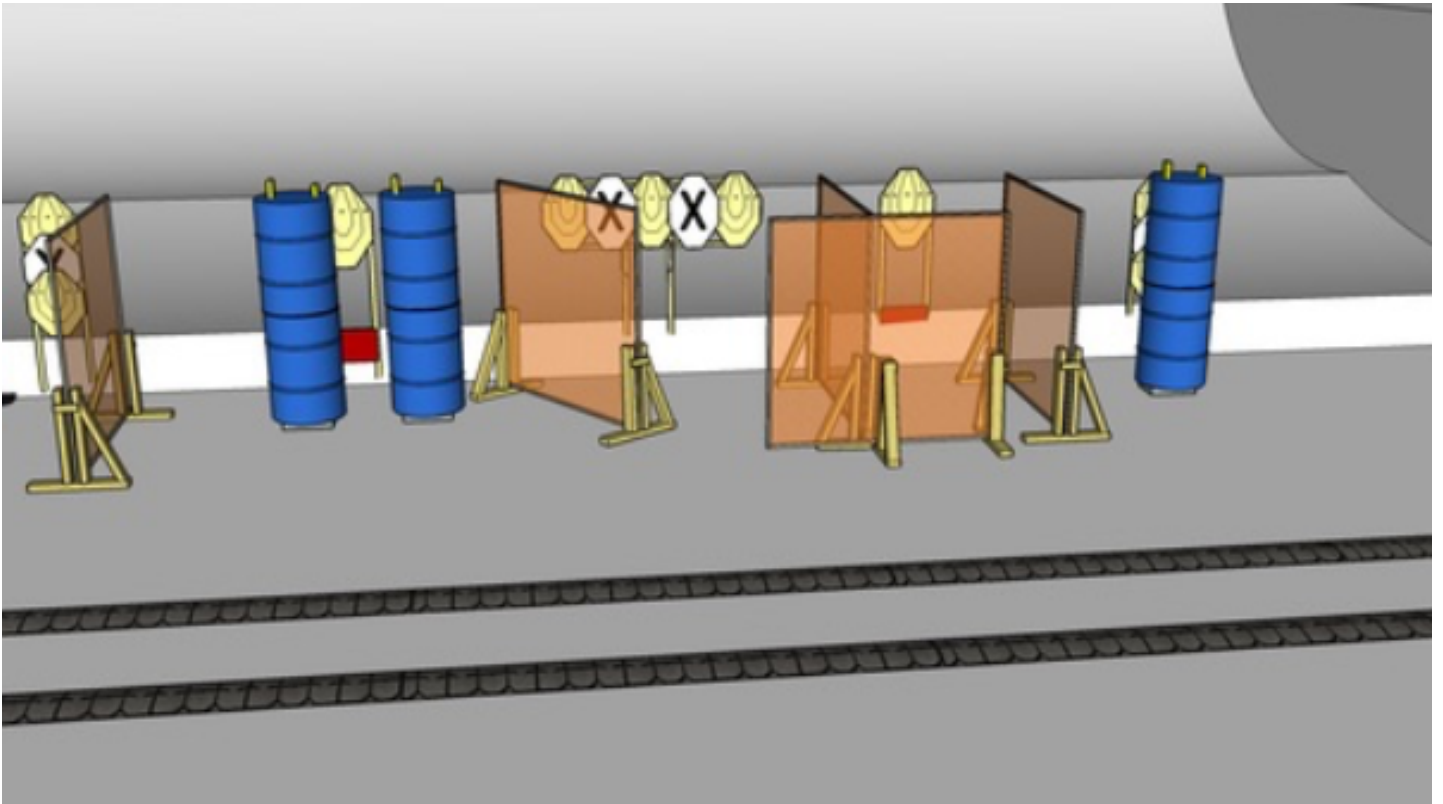
### 3. From Russia whit love



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

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	As demonstrated by RO
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red stick. Right: red mark on wall
Setup notes	

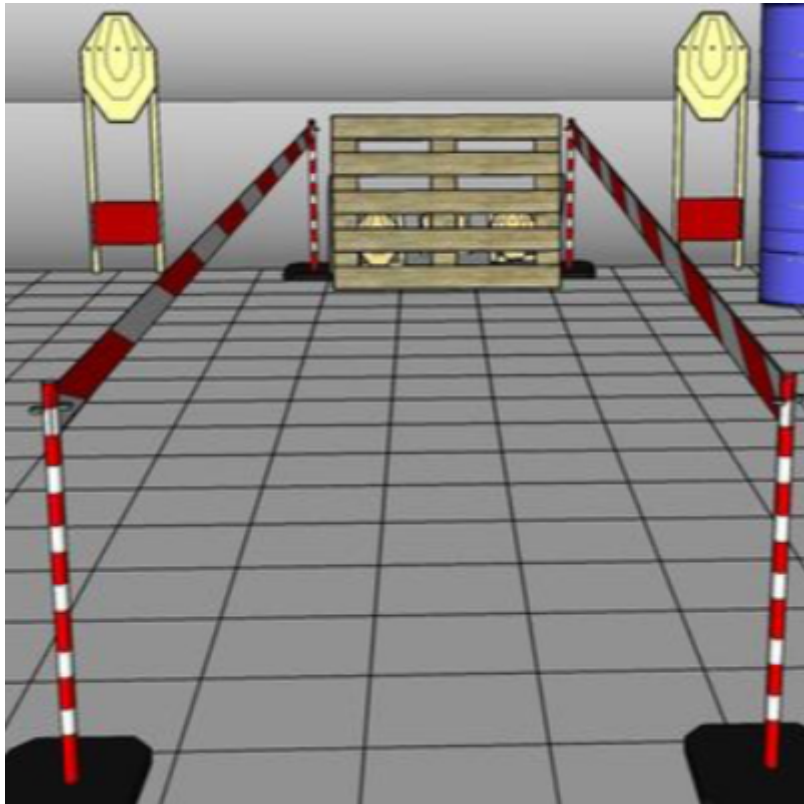
## 4. Thunderball



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Strong hand only.
Starting position	Hands on top on wall Shown by RO
Firearm ready condition	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: red stick. Right: red mark on wall
Setup notes	

## 5. Live and Let Die

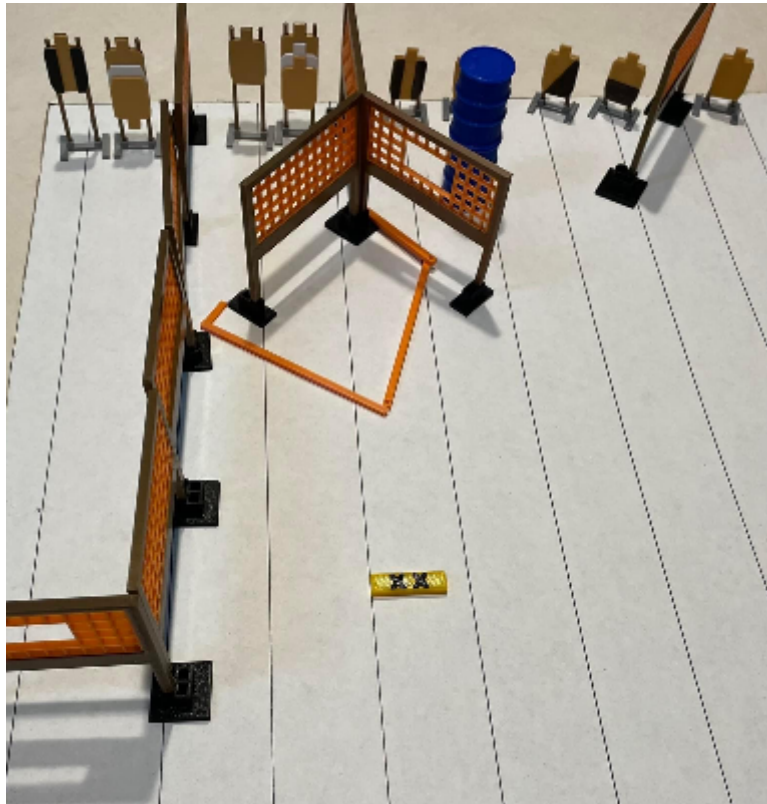


CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Weak hand only.
Starting position	Shown by RO
Firearm ready condition	Loaded on table.
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 Man with the Golden Gun



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 1 popper, 3 plates, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	27.59%

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	As demonstrated by RO
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	