## 1. Don't be drunk

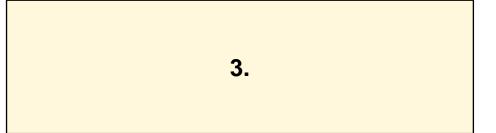
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CoF	Comstock - Short	Points	45 p	
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9	
Firearm	Handgun	Match-%	20.45%	
Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline Gun on left or right barrel and all magasin on other barrel on left or right side			
Starting position	Starting behind center barrel			
Firearm ready condition	Gun unloaded on barrel.			
Start on	Audible signal			
Stop on	Last shot			
Penalties	As per current edition of rules			
Safety angles	L/R			
Setup notes				



## No image

CoF	Comstock - Medium	Points	80 p	
Targets	5 paper, 4 popper, 2 plates, Total 11 targets	Min rounds	16	
Firearm	Handgun	Match-%	36.36%	
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	Front of wall			
Firearm ready condition	Gun Loaded & holstered			
Start on	Audible signal			
Stop on	Last shot			
Penalties	As per current edition of rules			
Safety angles	L/R 90 and top om berm			
Setup notes				



## No image

CoF	Comstock - Medium	Points	95 p	
Targets	6 paper, 3 popper, 4 plates, 3 no-shoot, Total 13 targets	Min rounds	19	
Firearm	Handgun	Match-%	43.18%	
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	Demostrated 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	L/R			
Setup notes				