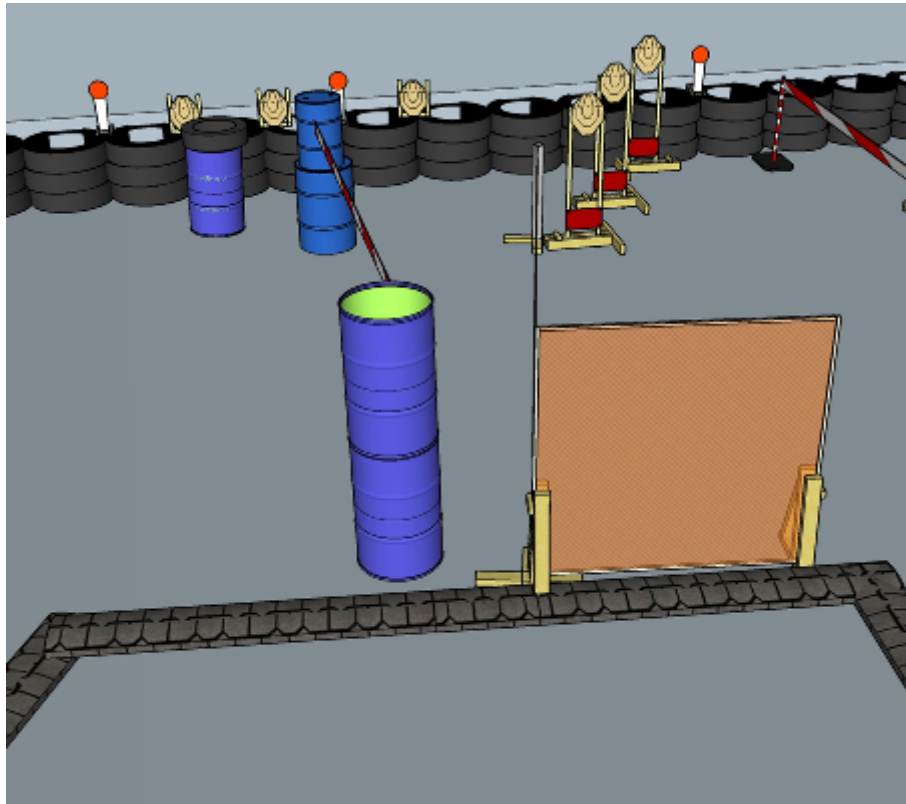


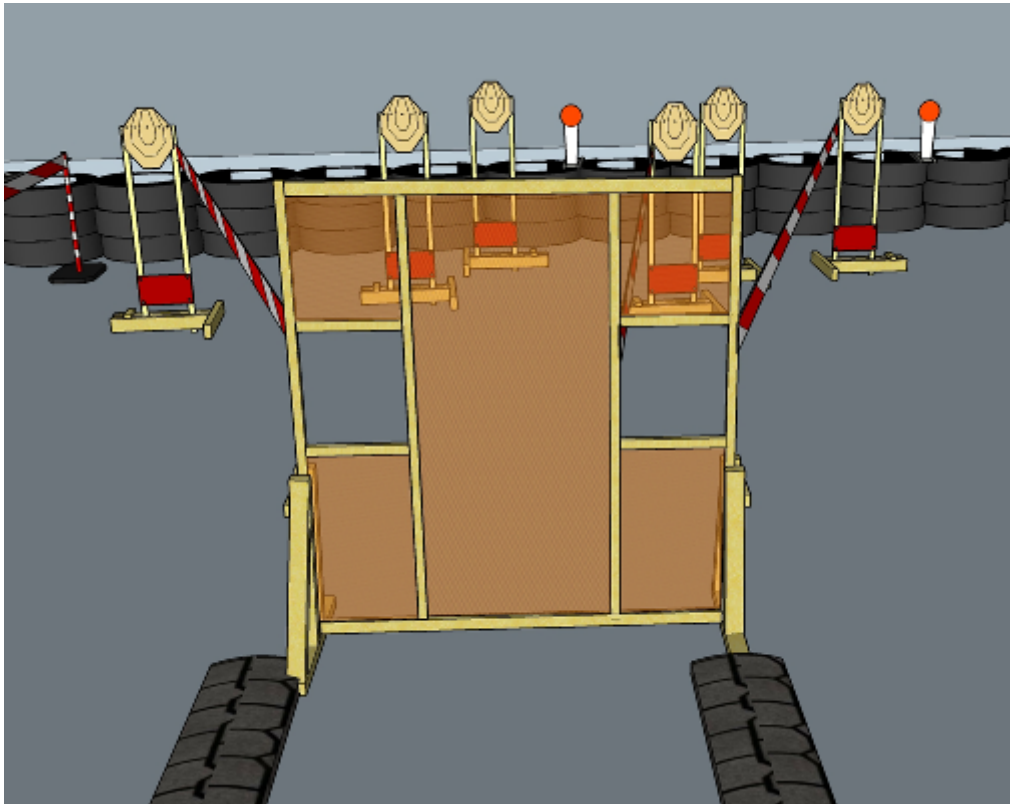
# 1. Low and high



CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 3 popper, Total 9 targets	Min rounds	15
Firearm	Handgun	Match-%	17.24%

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	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, revolvers with cylinder out can be pointed skyward (90 deg)
Setup notes	

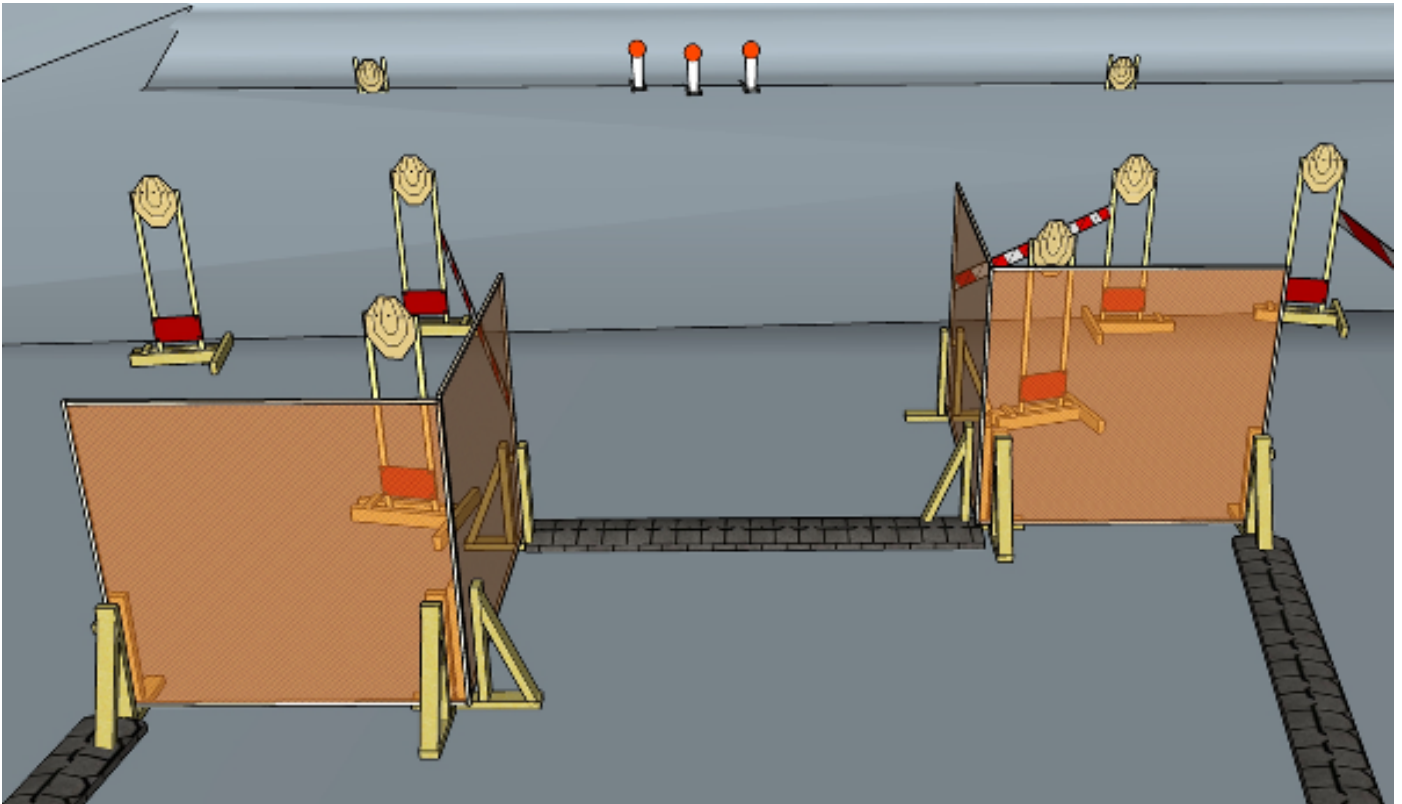
## 2. Windows and angles



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	16.09%

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	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, revolvers with cylinder out can be pointed skyward (90 deg)
Setup notes	

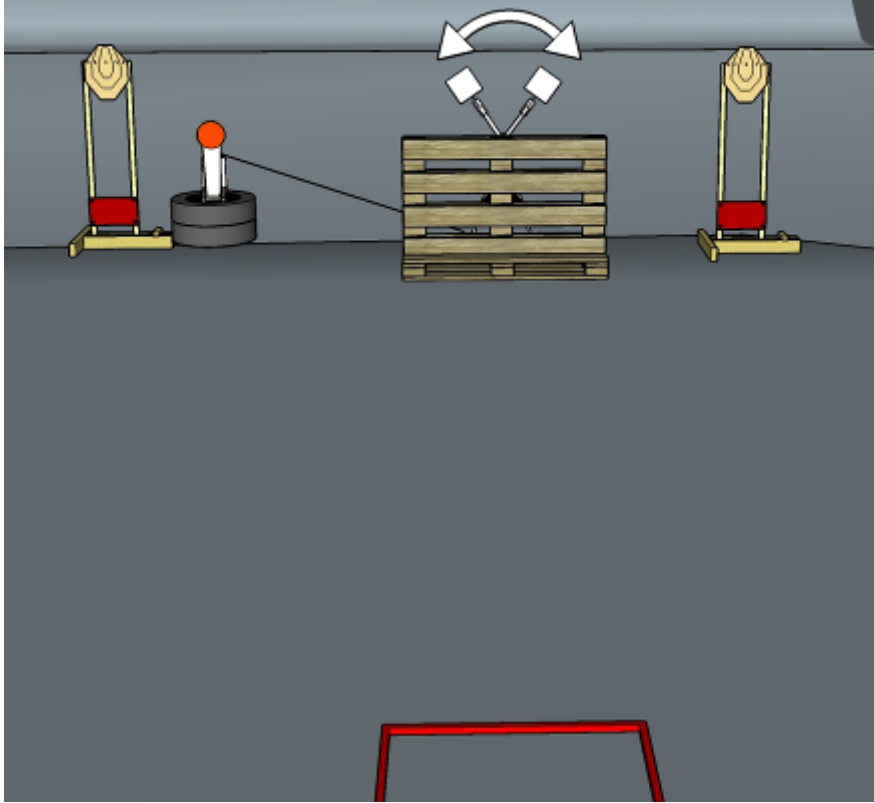
### 3. Zig Xag



CoF	Comstock - Medium	Points	95 p
Targets	8 paper, 3 popper, Total 11 targets	Min rounds	19
Firearm	Handgun	Match-%	21.84%

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	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, revolvers with cylinder out can be pointed skyward (90 deg)
Setup notes	

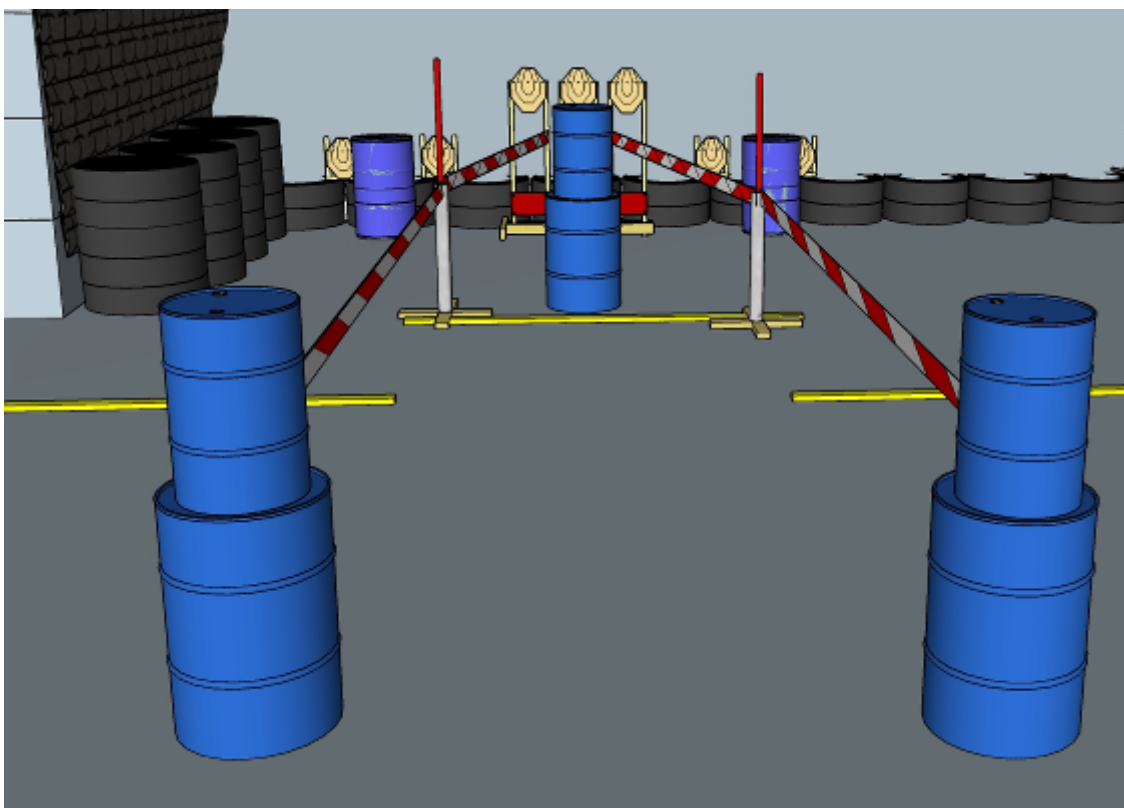
## 4. Heavy Metal Speedrun



CoF	Comstock - Short	Points	35 p
Targets	2 paper, 1 popper, 2 plates, Total 5 targets	Min rounds	7
Firearm	Handgun	Match-%	8.05%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shots must be fired from box.
Starting position	Standing in box
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Wooden box on ground, R: Wall when facing berm to end of wall/road start, V: Top of berm, revolvers with cylinder out can be pointed skyward (90 deg)
Setup notes	

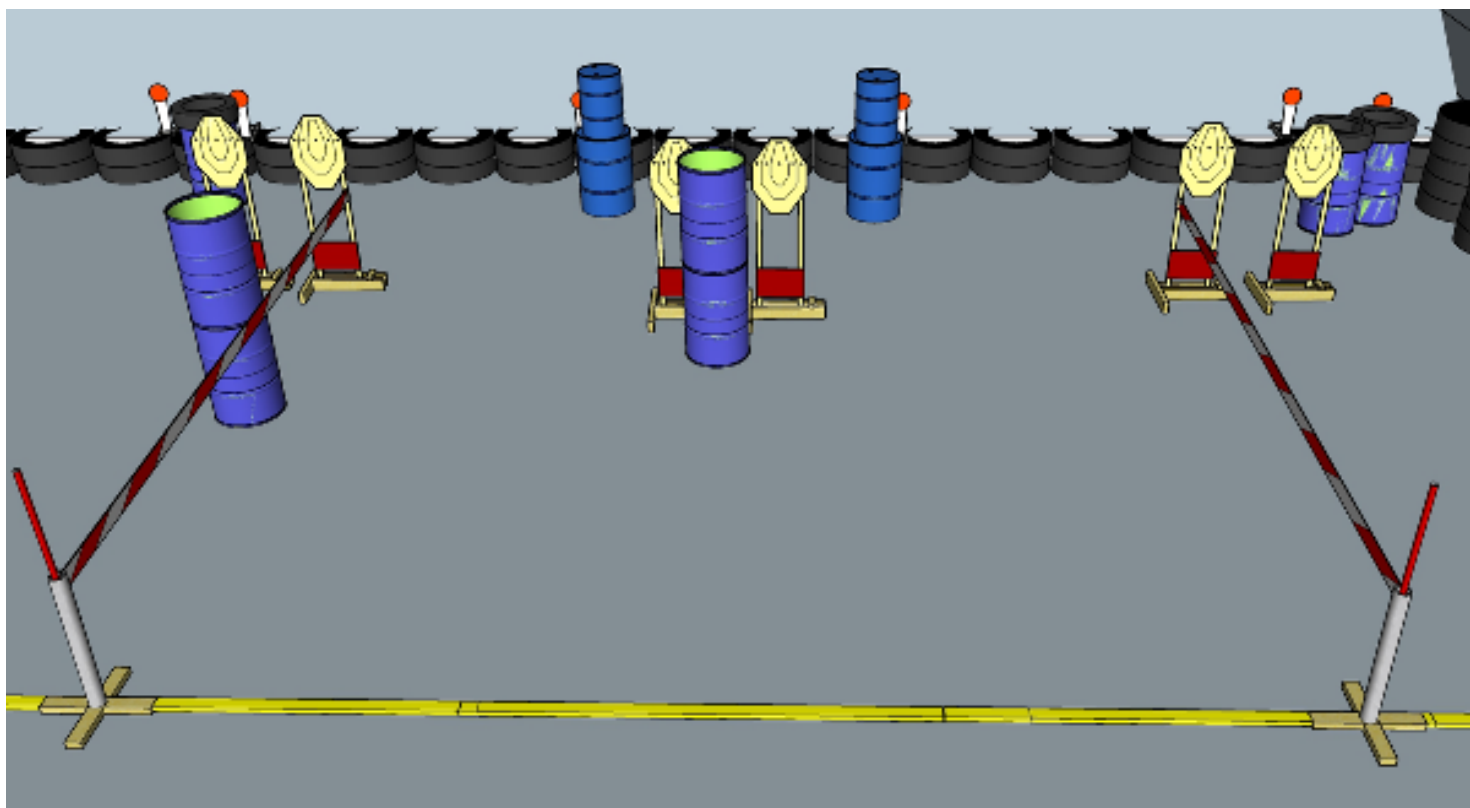
## 5. Near or far



CoF	Comstock - Medium	Points	70 p
Targets	7 paper, Total 7 targets	Min rounds	14
Firearm	Handgun	Match-%	16.09%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, revolvers with cylinder out can be pointed skyward (90 deg)
Setup notes	

## 6. It's a trap



CoF	Comstock - Medium	Points	90 p
Targets	6 paper, 6 popper, Total 12 targets	Min rounds	18
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
Starting position	Anywhere in demarcated area
Firearm ready condition	Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, revolvers with cylinder out can be pointed skyward (90 deg)
Setup notes	