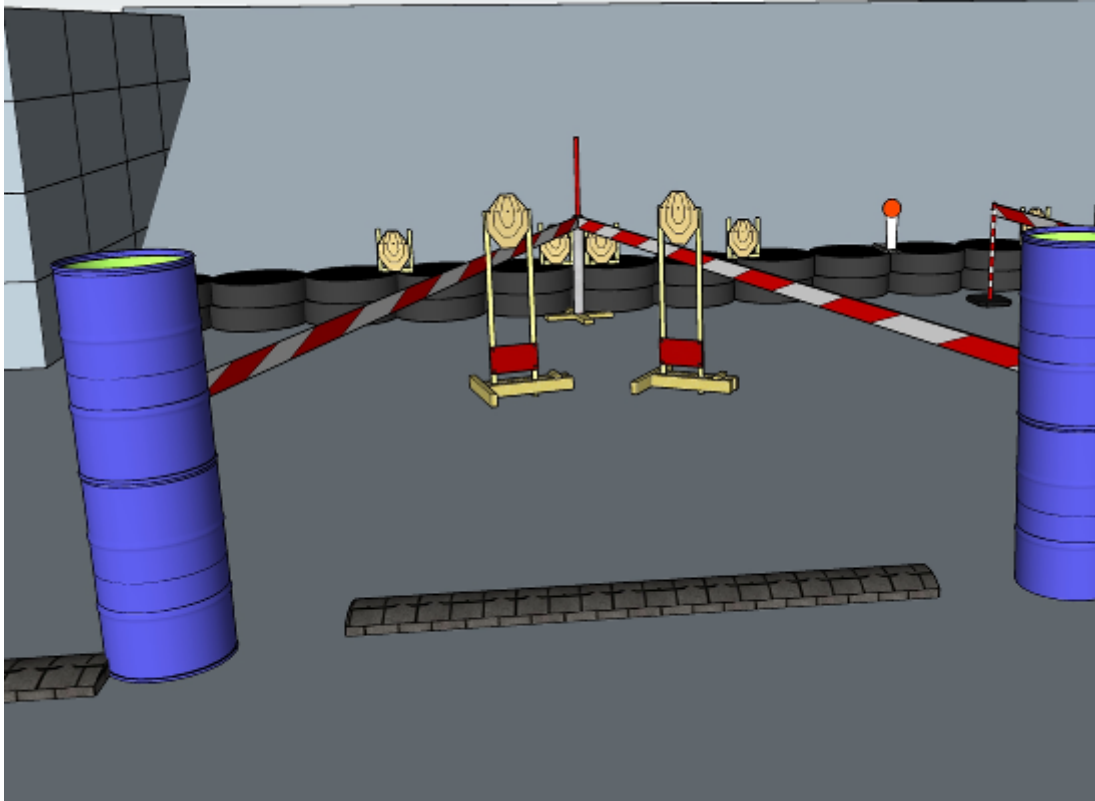


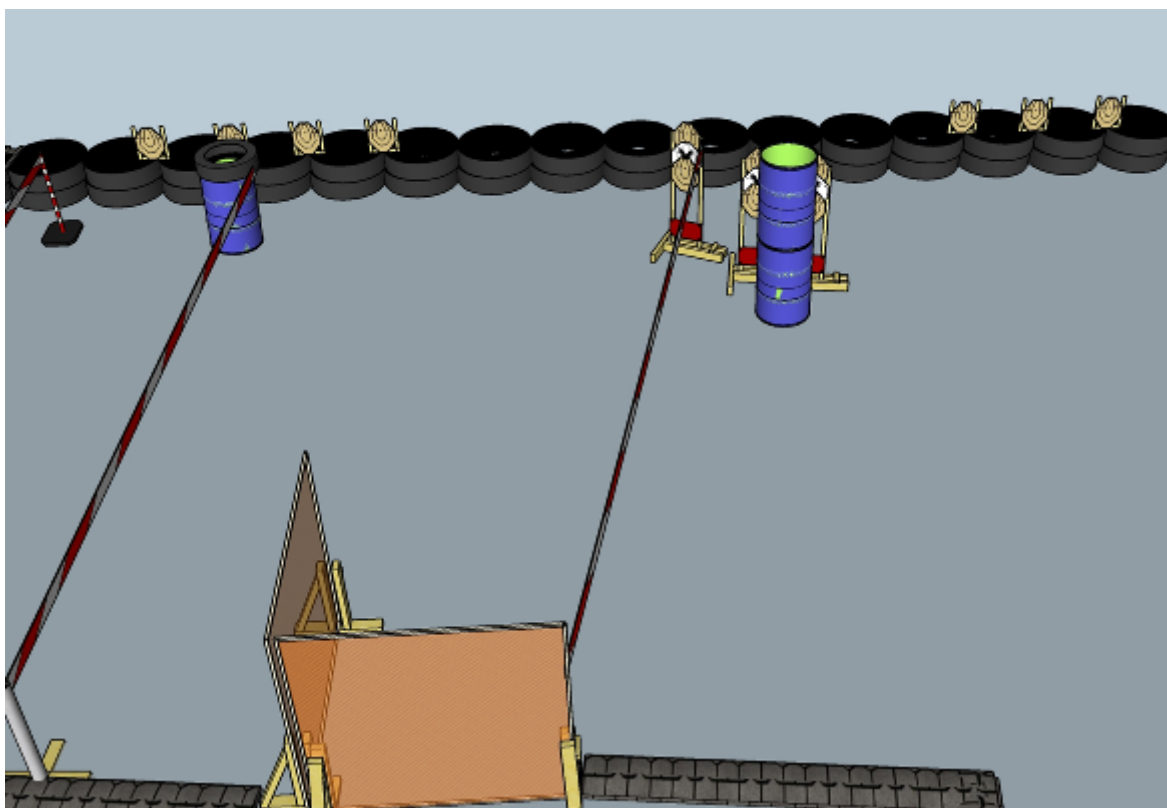
# 1. Reverse V



|         |                                    |            |        |
|---------|------------------------------------|------------|--------|
| CoF     | Comstock - Medium                  | Points     | 65 p   |
| Targets | 6 paper, 1 popper, Total 7 targets | Min rounds | 13     |
| Firearm | Handgun                            | Match-%    | 11.02% |

|                         |   |  |  |
|-------------------------|---|--|--|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline |  |  |
| Starting position       | Anywhere  |  |  |
| Firearm ready condition | 1, 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  |  |  |
| Setup notes             |   |  |  |

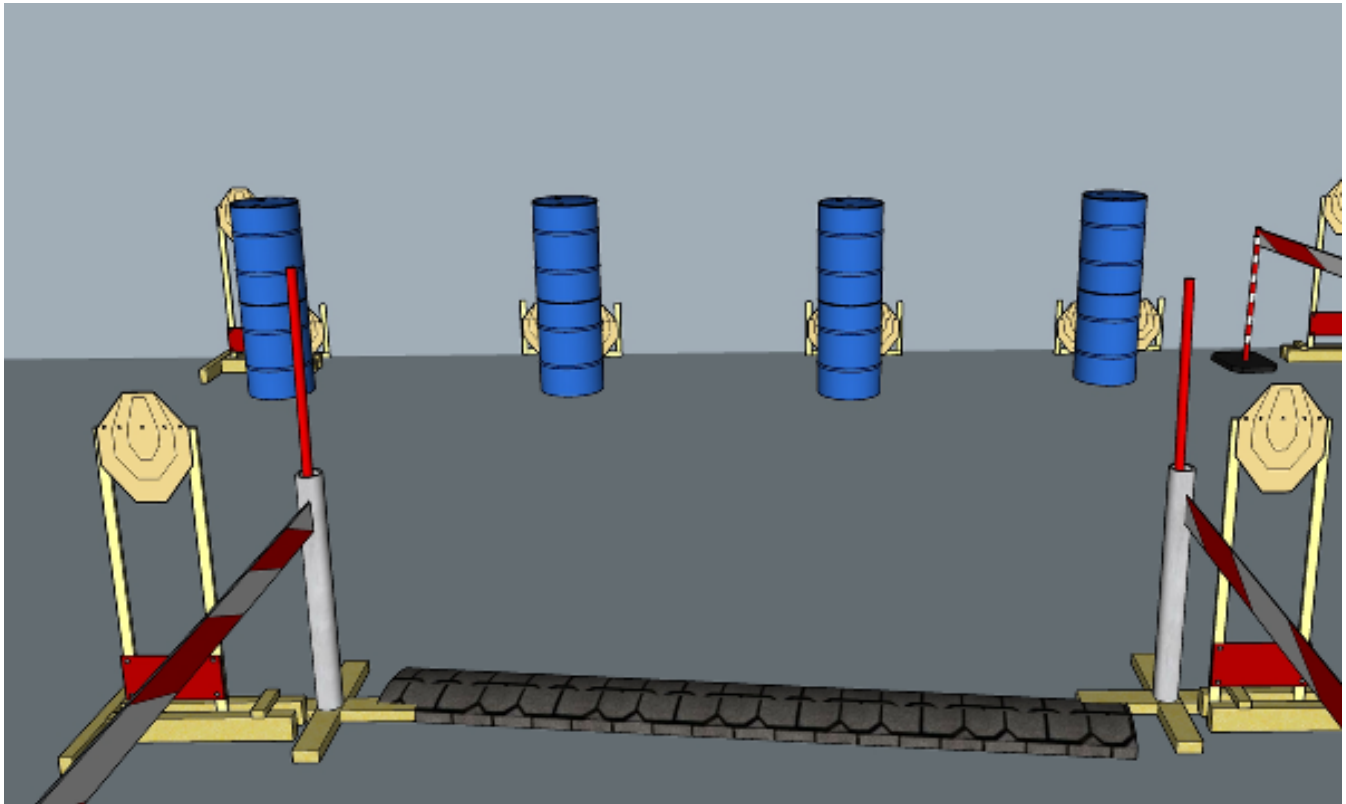
## 2. Gotta get 'em all



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                        | Points     | 130 p  |
| Targets | 13 paper, 3 no-shoot, Total 13 targets | Min rounds | 26     |
| Firearm | Handgun                                | Match-%    | 22.03% |

|                         |   |
|-------------------------|---|
| 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  |
| Firearm ready condition | 1, 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  |
| Setup notes             |   |

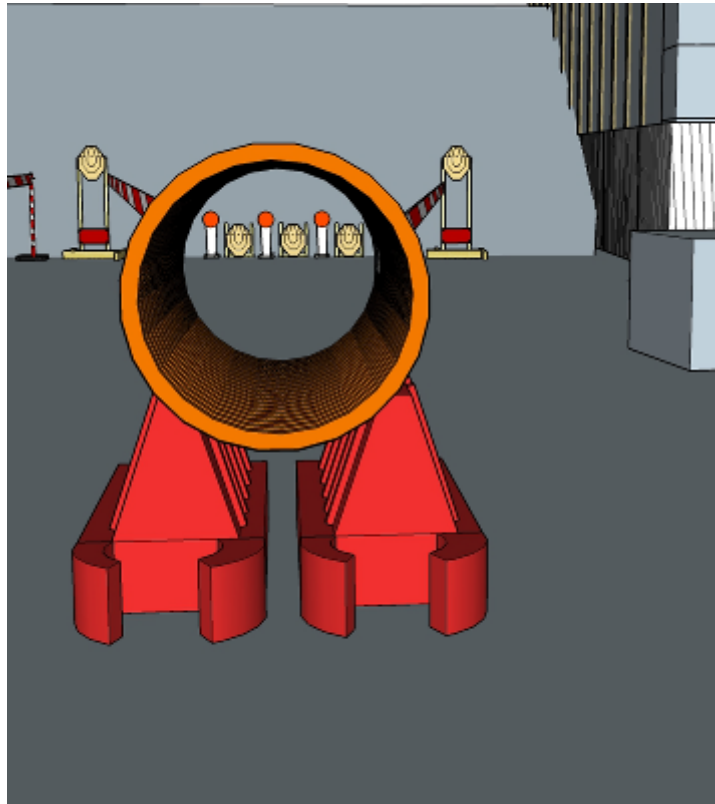
### 3. The Inbetween



|         |                            |            |        |
|---------|----------------------------|------------|--------|
| CoF     | Comstock - Medium          | Points     | 100 p  |
| Targets | 10 paper, Total 10 targets | Min rounds | 20     |
| Firearm | Handgun                    | Match-%    | 16.95% |

|                         |   |  |  |
|-------------------------|---|--|--|
| 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  |  |  |
| Firearm ready condition | 1, 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   |  |  |
| Setup notes             |   |  |  |

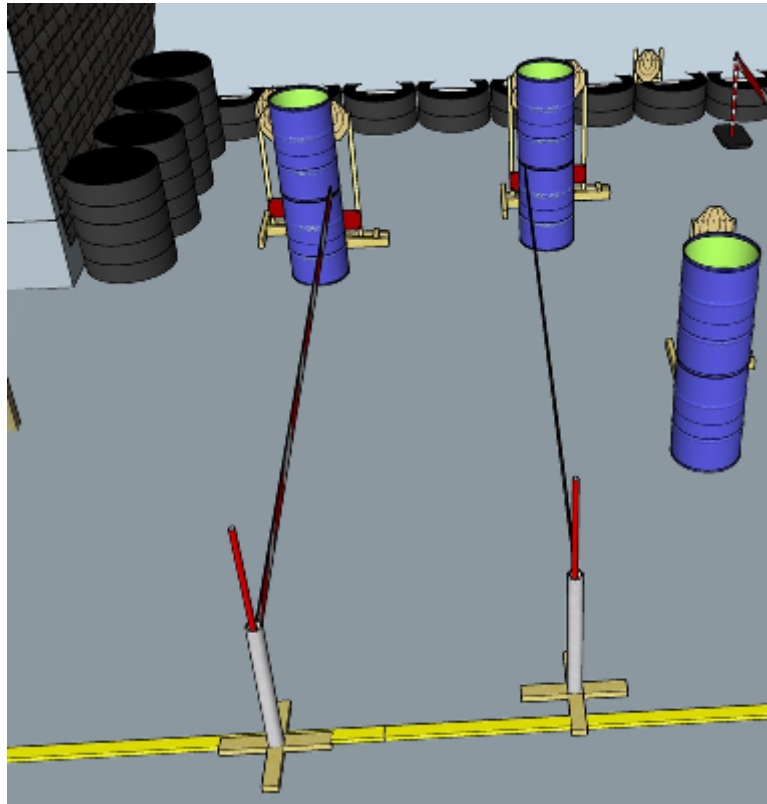
## 4. Barrel through



|         |                                    |            |        |
|---------|------------------------------------|------------|--------|
| CoF     | Comstock - Medium                  | Points     | 65 p   |
| Targets | 5 paper, 3 popper, Total 8 targets | Min rounds | 13     |
| Firearm | Handgun                            | Match-%    | 11.02% |

|                         |  |  |  |
|-------------------------|--|--|--|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. Low targets/poppers MUST be shot through barrel |  |  |
| Starting position       | Anywhere   |  |  |
| Firearm ready condition | 1, 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  |  |  |
| Setup notes             |  |  |  |

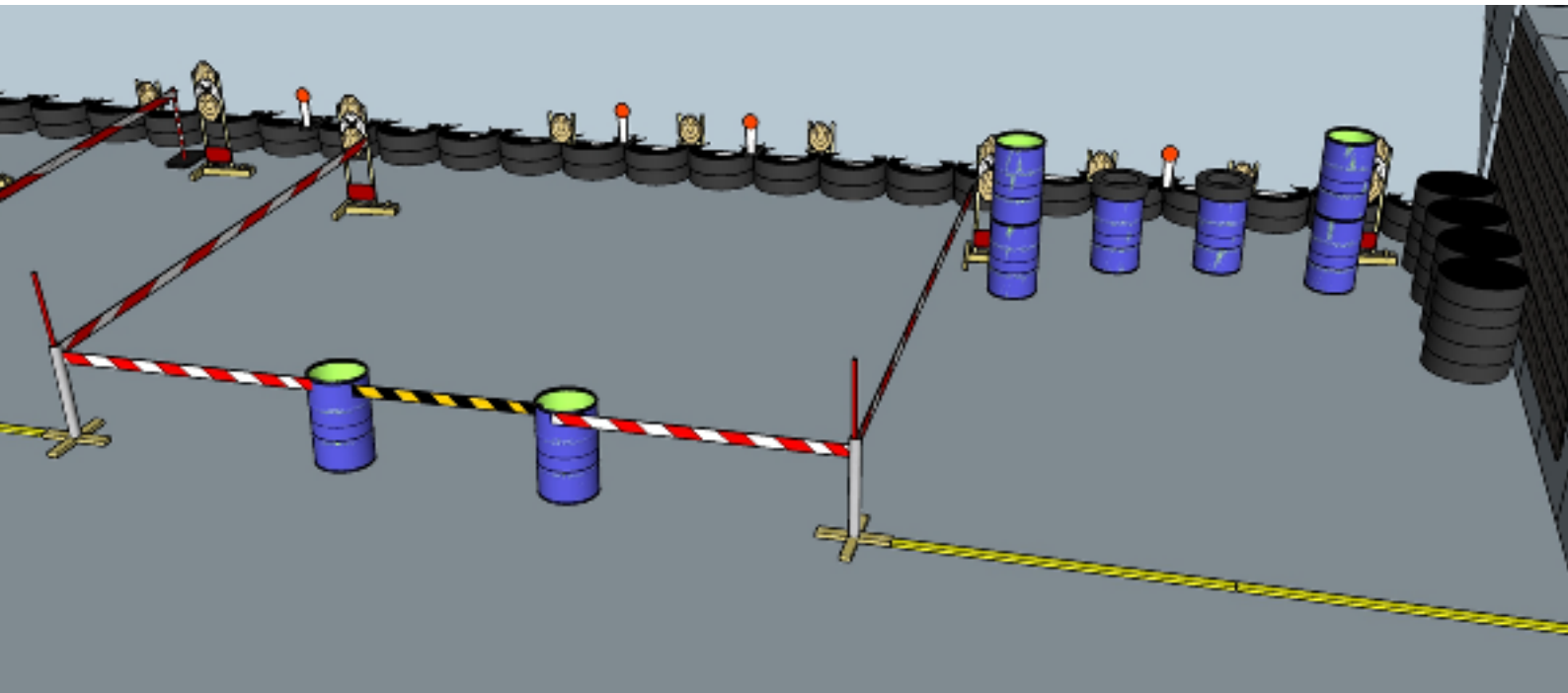
## 5. Two and One and One



|         |                          |            |        |
|---------|--------------------------|------------|--------|
| CoF     | Comstock - Medium        | Points     | 80 p   |
| Targets | 8 paper, Total 8 targets | Min rounds | 16     |
| Firearm | Handgun                  | Match-%    | 13.56% |

|                         |   |  |  |
|-------------------------|---|--|--|
| 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  |  |  |
| Firearm ready condition | 1, 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  |  |  |
| Setup notes             |   |  |  |

## 6. Be the square



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                  | Points     | 150 p  |
| Targets | 13 paper, 4 popper, 4 no-shoot, Total 17 targets | Min rounds | 30     |
| Firearm | Handgun  | Match-%    | 25.42% |

|                         |   |  |  |
|-------------------------|---|--|--|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Yellow/black tape = Shooting allowed UNDER tape |  |  |
| Starting position       | Anywhere  |  |  |
| Firearm ready condition | 1, 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  |  |  |
| Setup notes             |   |  |  |