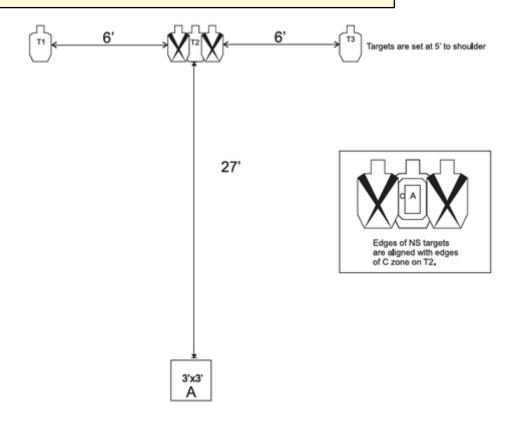
1. Portification

CoF	Comstock - Long	Points	150 p
Targets	15 paper, 1 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	24.39%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. CM 13-04 The Roscoe Rattle



CoF	Virginia count - Long	Points	90 p
Targets	3 paper, 2 no-shoot, Total 3 targets	Min rounds	18
Firearm	Handgun	Match-%	14.63%

Procedure	Standing in Area A, facing uprange, fingers touching head above ears. Gun loaded and holstered.
Starting position	String 1: On signal, turn and engage T2 with 6 rounds only, from within area A. String 2: On signal,
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Edges of no-shoot targets are aligned with edges of C zone on T2. All targets are set at 5 feet at shoulders. Spacing is 6 feet, edge to edge.

3. Wet feet

CoF	Comstock - Long	Points	110 p
Targets	8 paper, 6 popper, 1 no-shoot, Total 14 targets	Min rounds	22
Firearm	Handgun	Match-%	17.89%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. What a mess

CoF	Comstock - Long	Points	155 p
Targets	8 paper, 15 popper, 1 no-shoot, Total 23 targets	Min rounds	31
Firearm	Handgun	Match-%	25.20%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Boardwalk

CoF	Comstock - Long	Points	110 p
Targets	8 paper, 6 popper, 1 no-shoot, Total 14 targets	Min rounds	22
Firearm	Handgun	Match-%	17.89%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	