# 1. Lucky eight

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	11.59%

Procedure	On signal engage all targets as they become visible within the demarcated area.
Starting position	Anywhere within the 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
Setup notes	Open hatch.

#### 2. Down the hatch

CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 3 popper, 1 no-shoot, Total 9 targets	Min rounds	15
Firearm	Handgun	Match-%	21.74%

Procedure	On signal engage all targets as they become visible within the demarcated area.
Starting position	Anywhere within the demarcated area.
Firearm ready condition	Gun loaded lying centered on table, muzzle parallell with arrow.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Closed hatch, cover clamshell

#### 3. Around the town

CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	21.74%

Procedure	On signal engage all targets as they become visible within the demarcated area.
Starting position	Anywhere within the demarcated area.
Firearm ready condition	Gun loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Open hatch

# 4. Clam me up

CoF	Comstock - Long	Points	155 p
Targets	14 paper, 3 popper, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	44.93%

Procedure	On signal engage all targets as they become visible within the demarcated area. Popper 1 or popper 2 will release clam shell. Clam shell target will be visible at rest. Clam shell must be released prior to engagement.
Starting position	Anywhere within the demarcated area.
Firearm ready condition	Gun loaded and holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Ribbons on left and right hand sides, then 90 degrees L/R following shooter
Setup notes	