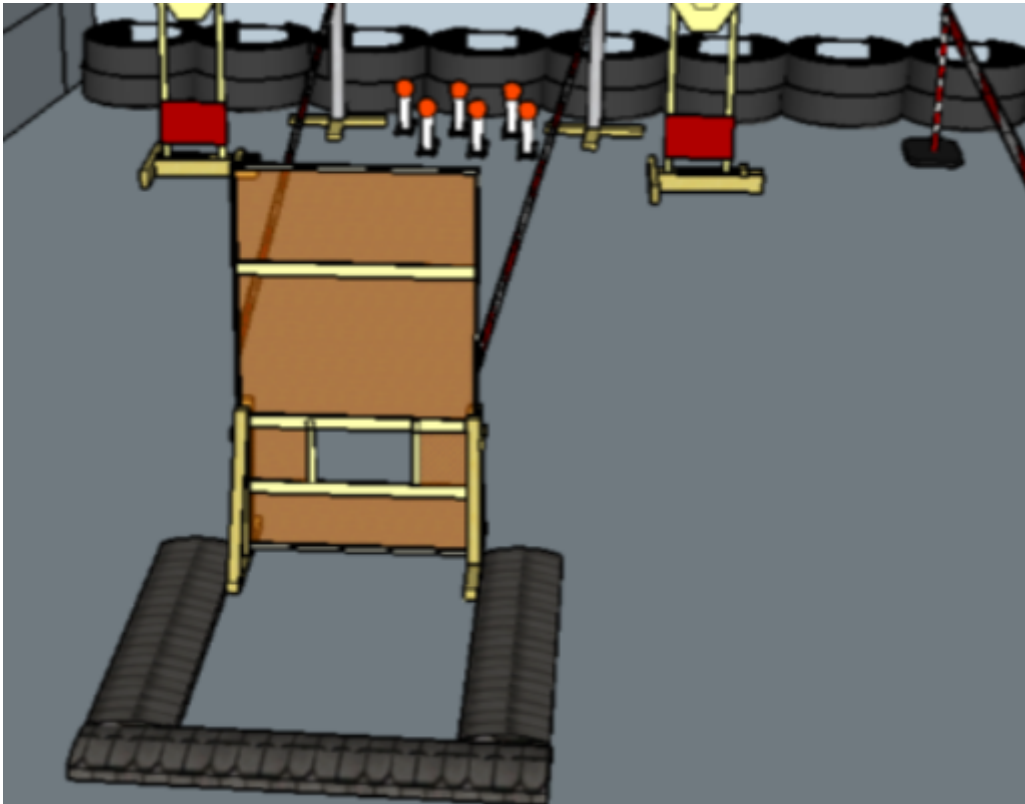


1.



CoF	Comstock - Short	Points	50 p
Targets	2 paper, 6 popper, Total 8 targets	Min rounds	10
Firearm	Handgun	Match-%	12.35%

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	Anyware		
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		
Setup notes			

2.

No image

CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 popper, 2 no-shoot, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	19.75%

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	Anyware
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
Setup notes	

3.

No image

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	39.51%

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	Anyware
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
Setup notes	

4.

No image

CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 3 popper, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	28.40%

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 or wood on ground = faultline.
Starting position	Anyware
Firearm ready condition	Unloaded on table. First magasin on table.
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	