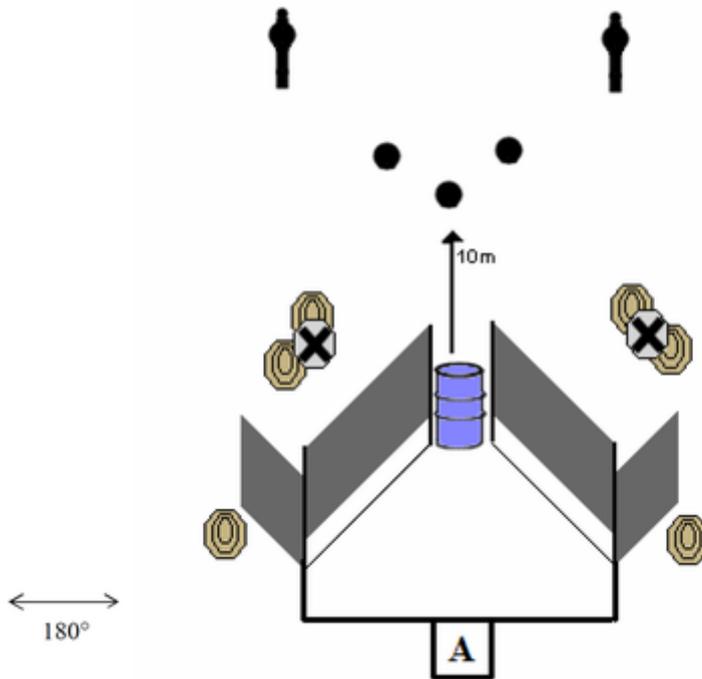


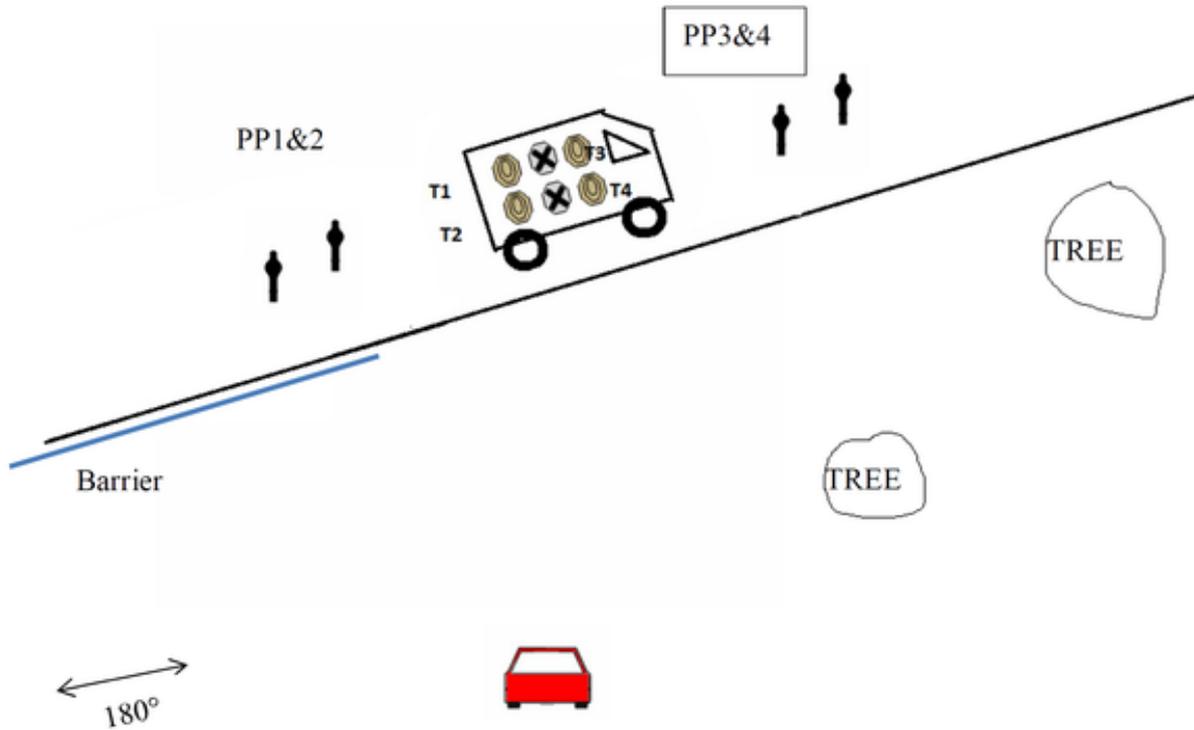
1. Akkedis



CoF	Comstock - Medium	Points	85 p
Targets	6 paper, 5 popper, 2 no-shoot, Total 11 targets	Min rounds	17
Firearm	Handgun	Match-%	27.42%

Procedure	On audible signal engage all targets while remaining within the demarcated zone. • No shooting over tire walls, partitions and barriers allowed.
Starting position	Shooter stands in Box A. Gun unloaded and placed on drum. All magazines on belt.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

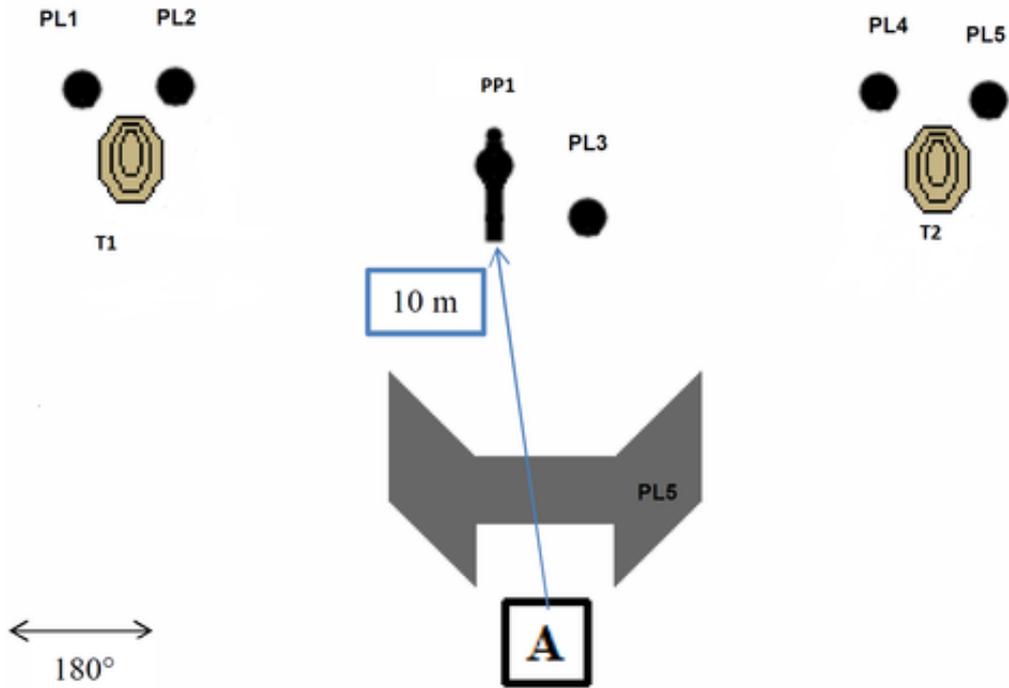
2. I can hear you



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	19.35%

Procedure	On audible signal Press button on table to activate Taxi Runner • Engage all targets while remaining seated in the "vehicle". No shooting over tyre walls, partitions and barriers allowed. T1-T4 stay visible and carry no drop shot penalties
Starting position	Seated in car. Gun is loaded and placed on "passenger seat".
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Steel Hammer



CoF	Comstock - Short	Points	45 p
Targets	2 paper, 1 popper, 4 plates, Total 7 targets	Min rounds	9
Firearm	Handgun	Match-%	14.52%

Procedure	Standing in Box A, engage all Poppers and plates as they become visible.
Starting position	Gun loaded & placed on table
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. House Rules

No image

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 8 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	38.71%

Procedure	Standing in Box A, engage all targets as they become visible.
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	