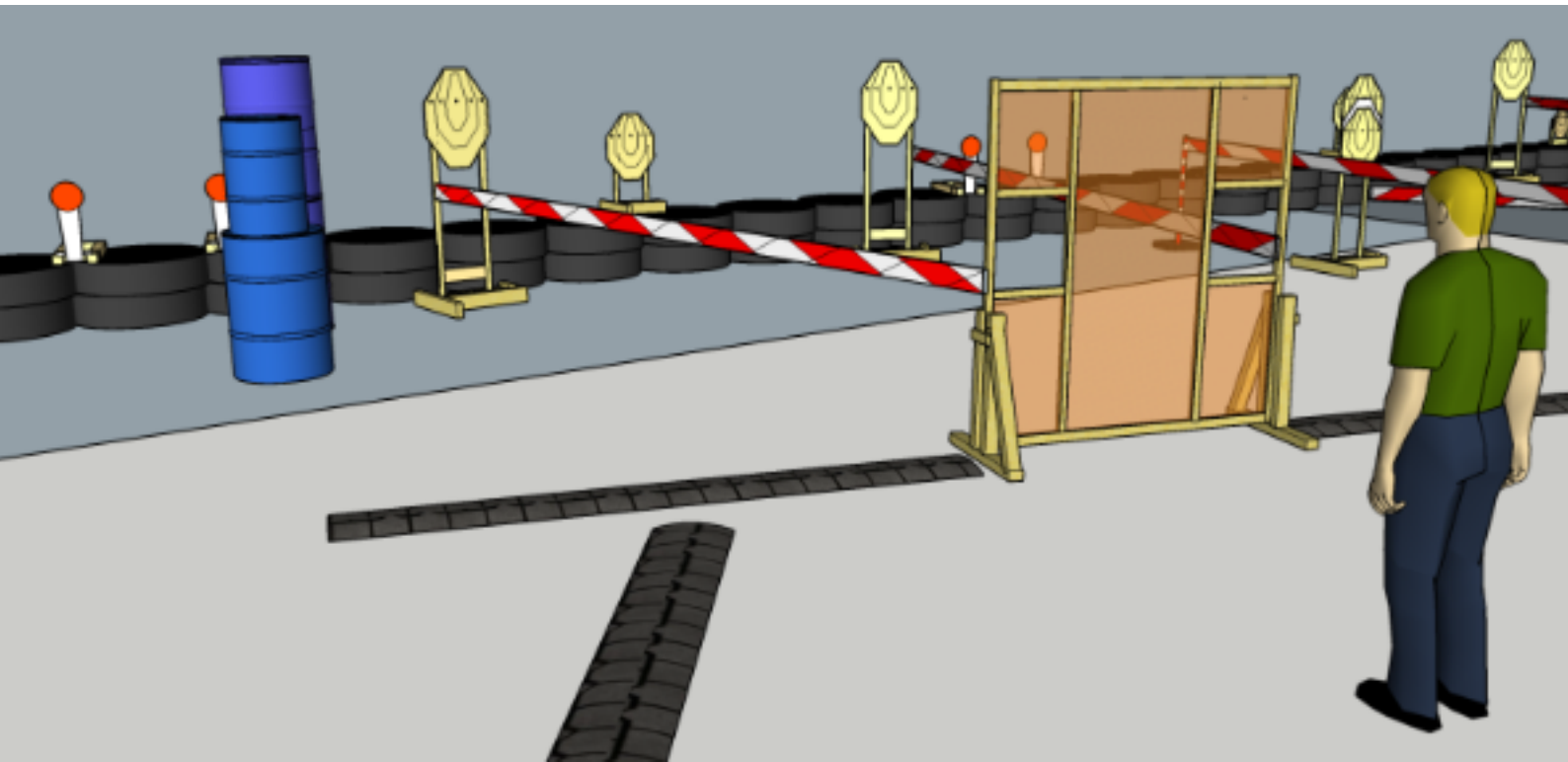


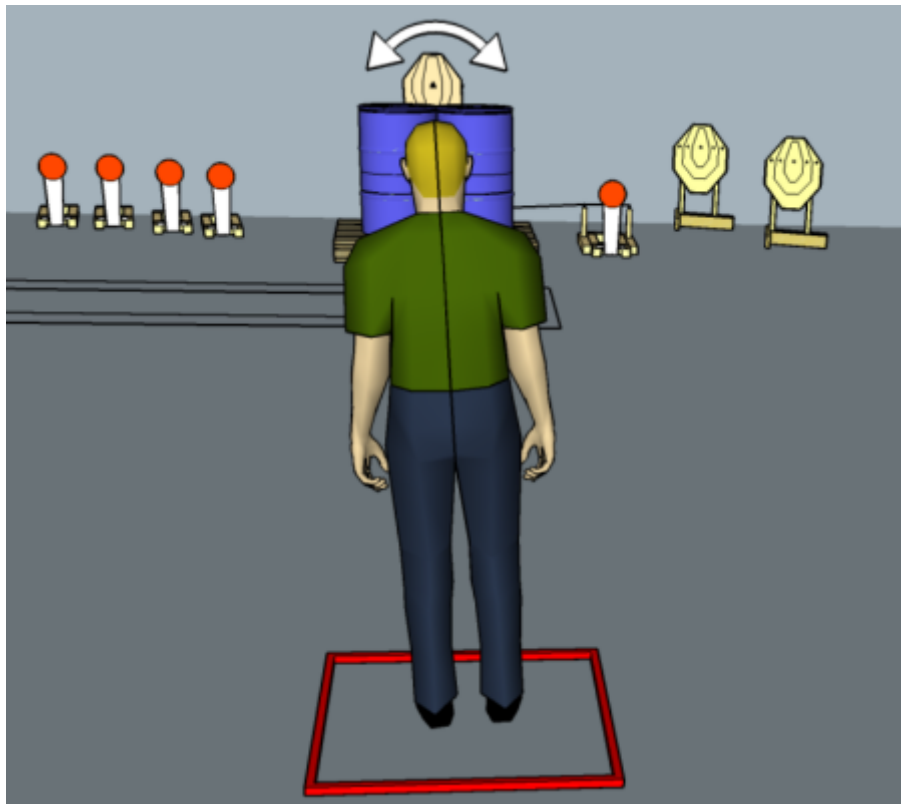
# 1. Yeehaaw



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 popper, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	25.64%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Standing relaxed facing downrange middle of wall, 4 meters behind, RO demonstrates.
Firearm ready condition	1, gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: mark, end of building, right: pallet on ground/90deg when facing berm, vertical: top of berm, horizontal when reloading
Setup notes	

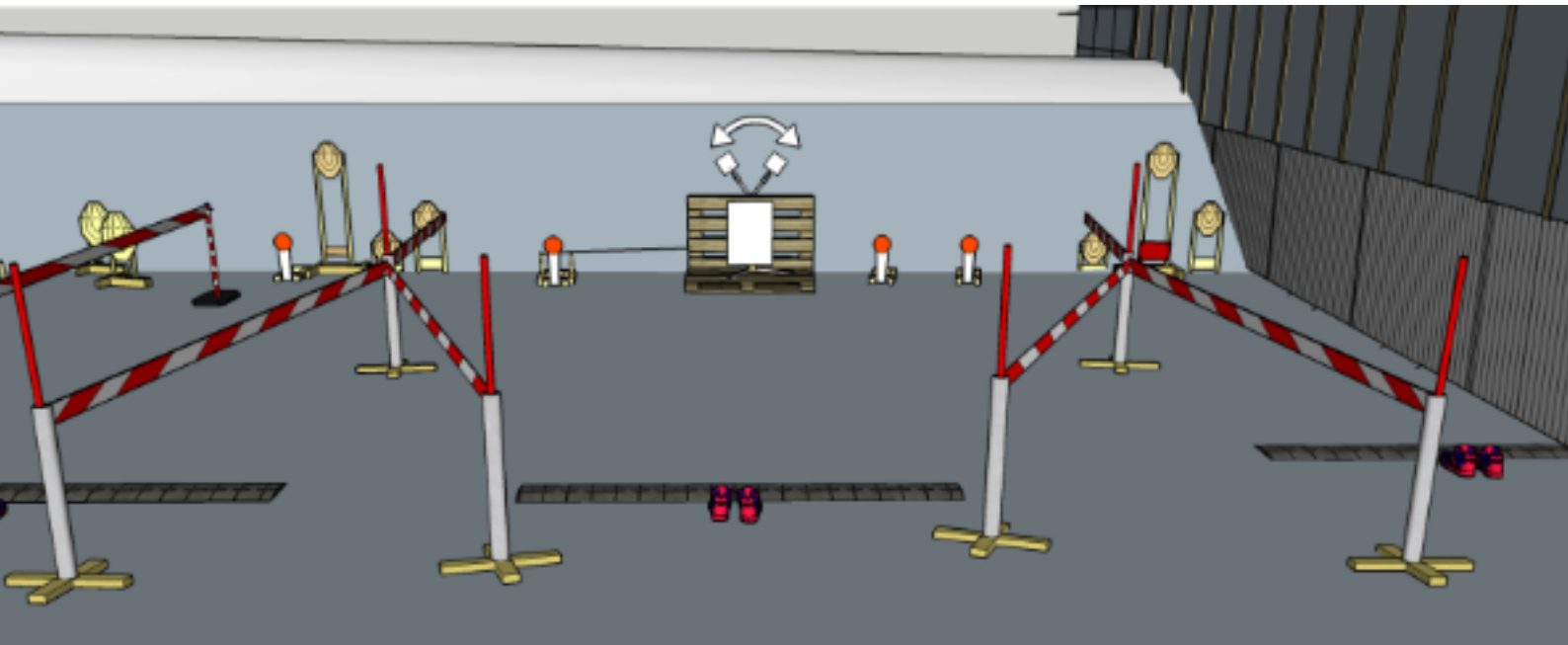
## 2. Singles and doubles



CoF	Comstock - Short	Points	55 p
Targets	3 paper, 5 popper, Total 8 targets	Min rounds	11
Firearm	Handgun	Match-%	28.21%

Procedure	On start signal engage all targets as they become visible from within box A
Starting position	Standing relaxed facing downrange
Firearm ready condition	1, gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: pallet on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	

### 3. Highs and lows



CoF	Comstock - Medium	Points	90 p
Targets	6 paper, 4 popper, 2 plates, Total 12 targets	Min rounds	18
Firearm	Handgun	Match-%	46.15%

Procedure	On start signal engage all targets within the demarcated area. Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity
Starting position	Toes touching faultline at position A, B or C
Firearm ready condition	1, gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: pallet on ground, right: mark on wall, vertical: top of berm (logs), horizontal when reloading
Setup notes	