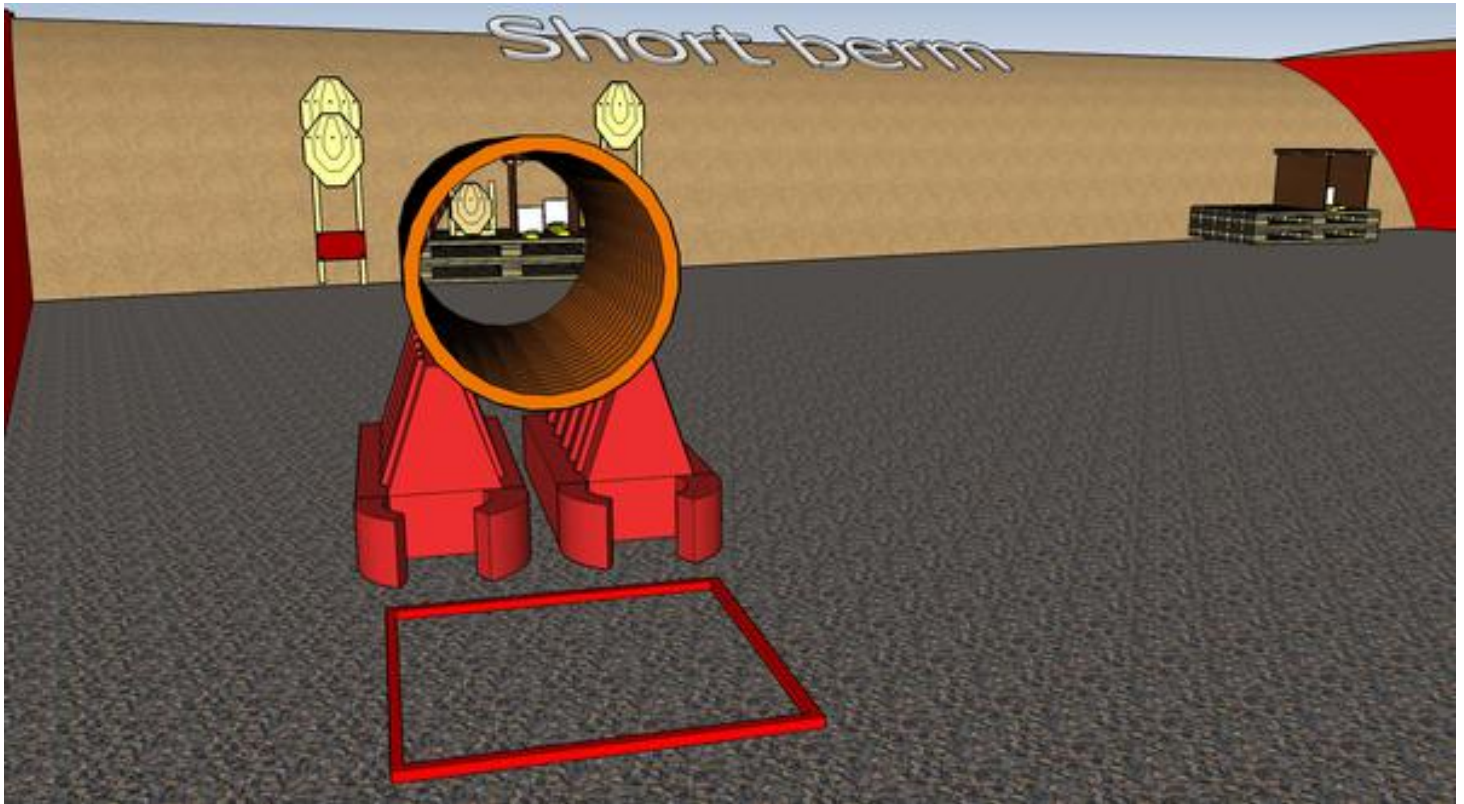


1. Two, one, go



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	15.15%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity
Starting position	Gun loaded & holstered, facing downrange, all shots from PLATFORM
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm
Setup notes	

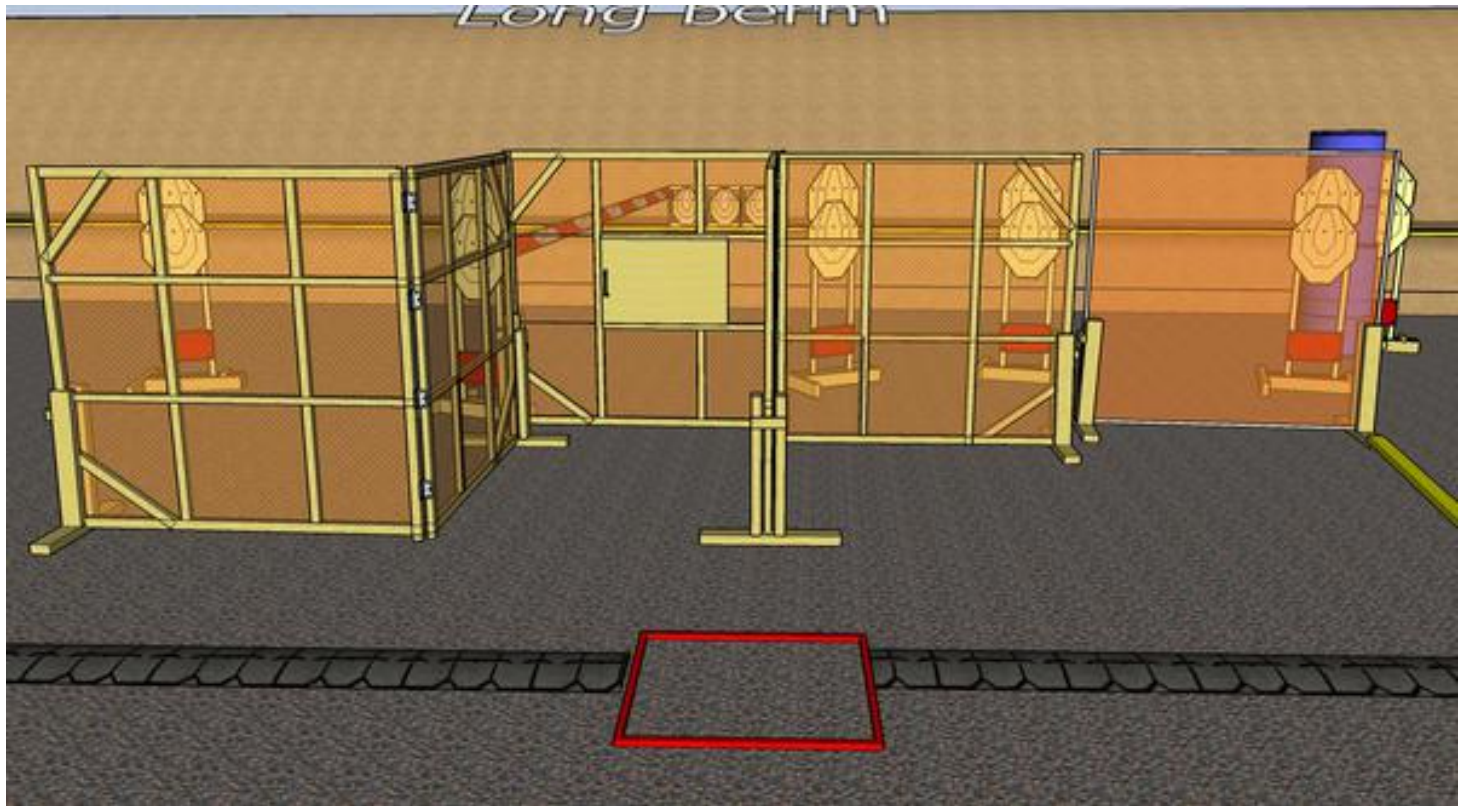
2. Left foot in, right foot out



CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 plates, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	30.30%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity
Starting position	Gun loaded & holstered, heels touching 2 tirethreads in angle (as demonstrated)
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: tape, end of building, right: 90deg when facing berm, vertical: top of berm
Setup notes	

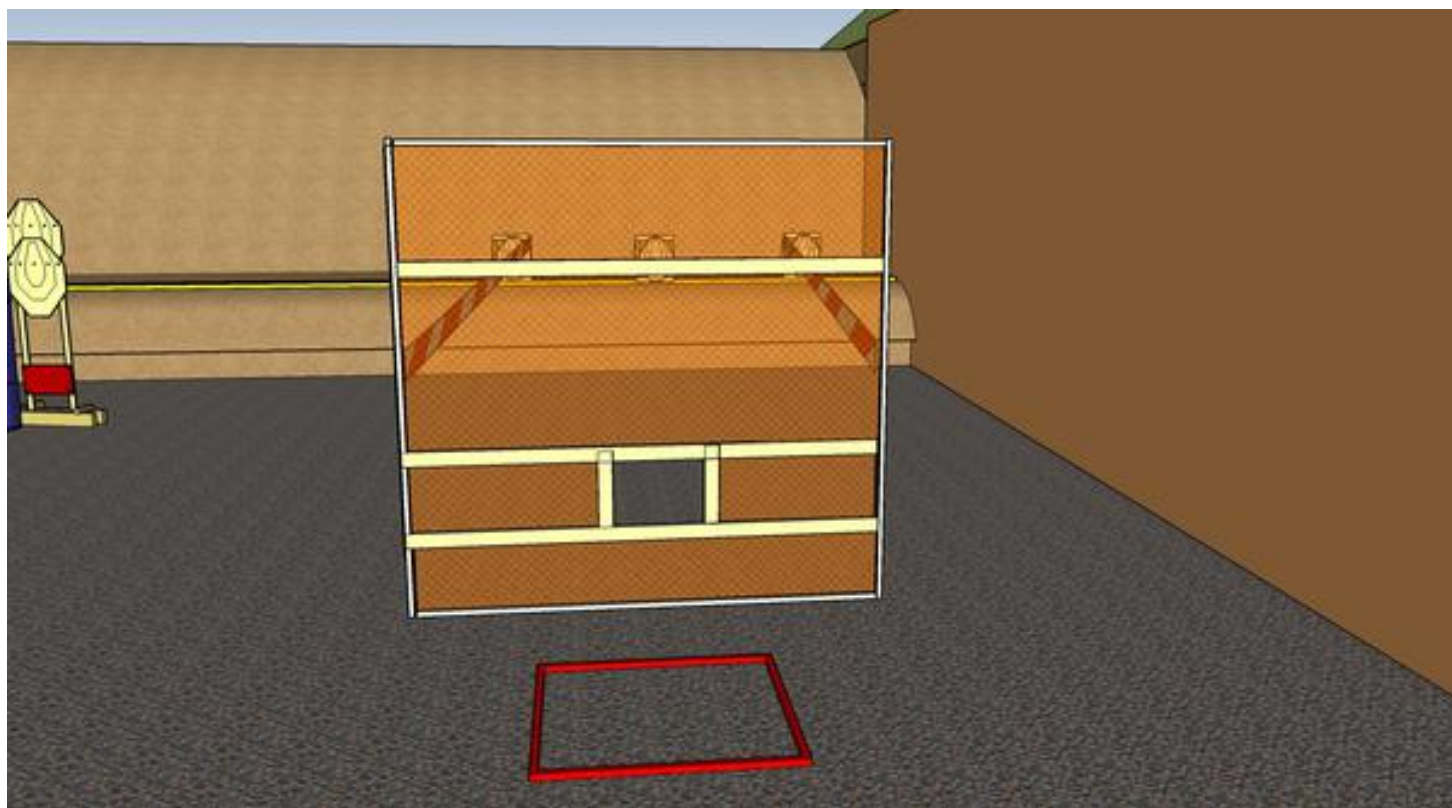
3. New sliding door



CoF	Comstock - Long	Points	150 p
Targets	15 paper, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	45.45%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline Red/white tape = walls extending up/down to infinity
Starting position	Gun loaded & holstered, facing downrange in BOX A
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs)
Setup notes	

4. Side to side, get down today



CoF	Comstock - Short	Points	30 p
Targets	3 paper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	9.09%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity
Starting position	Gun loaded & holstered, facing downrange in BOX A
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left/right: 90deg when facing berm, vertical: top of berm (logs)
Setup notes	