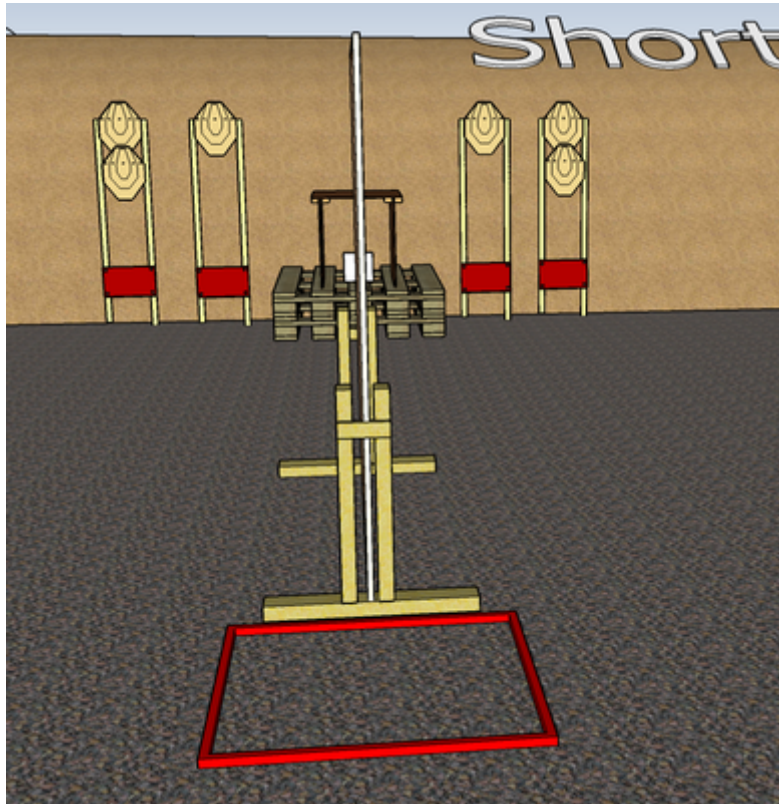


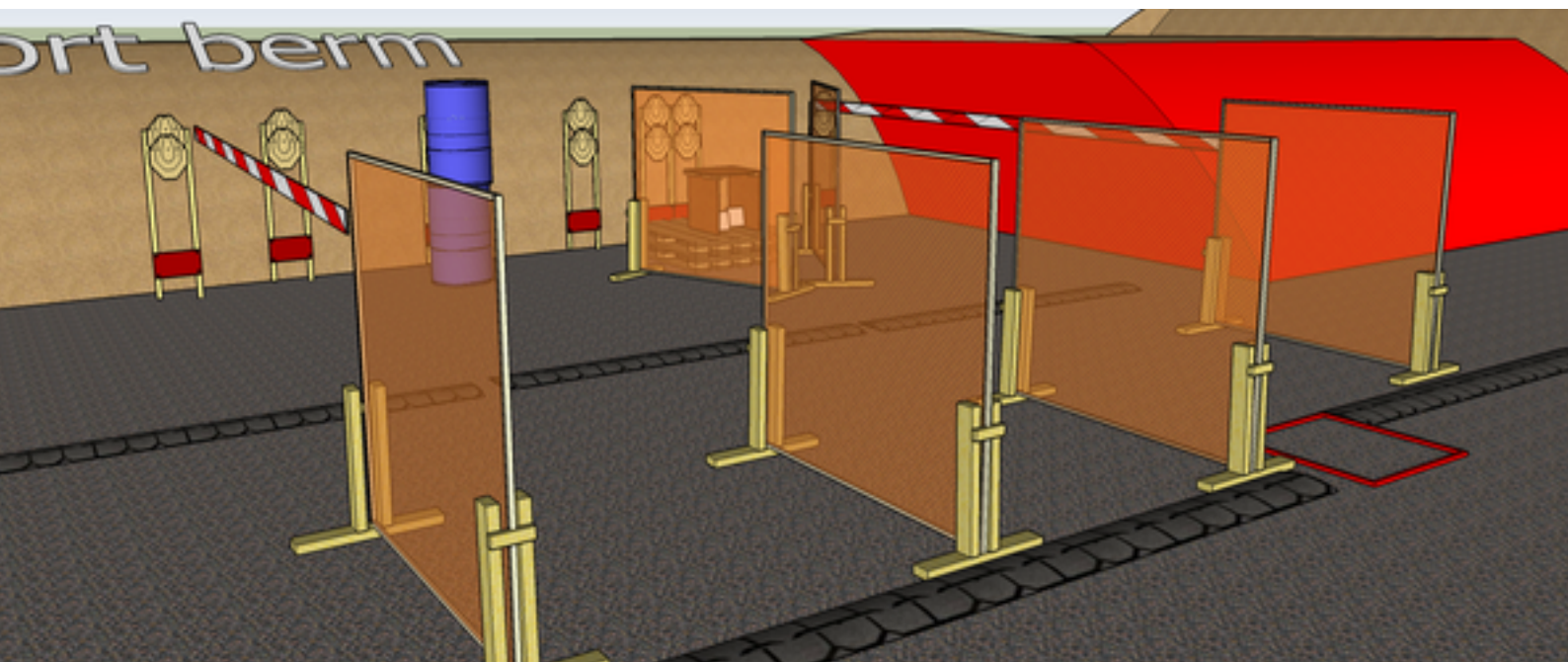
# 1. Badabing



|         |                                    |            |        |
|---------|------------------------------------|------------|--------|
| CoF     | Comstock - Medium                  | Points     | 65 p   |
| Targets | 6 paper, 1 plates, Total 7 targets | Min rounds | 13     |
| Firearm | Handgun                            | Match-%    | 16.46% |

|                         |   |
|-------------------------|---|
| Procedure               | On start signal engage all targets as they become visible from within BOX A       |
| Starting position       | Gun loaded & holstered, standing relaxed in BOX A                                 |
| 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             |   |

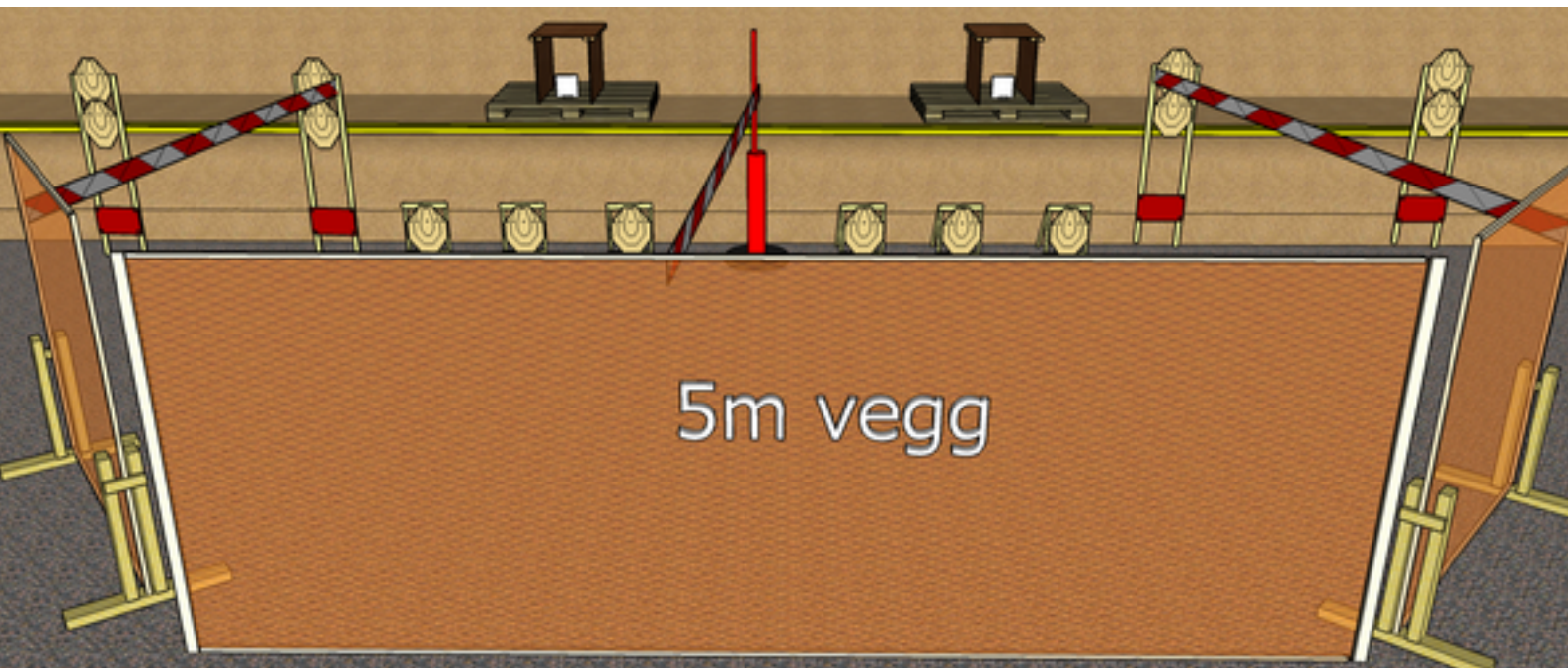
## 2. Badabang



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Long                      | Points     | 150 p  |
| Targets | 14 paper, 2 plates, Total 16 targets | Min rounds | 30     |
| Firearm | Handgun                              | Match-%    | 37.97% |

|                         |  |
|-------------------------|--|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area Shots on plates MUST BE FIRED FROM WITHIN BOX A (safety !) Red/white tape = walls extending up/down to infinity Tirethreads on ground = faultline |
| Starting position       | Gun loaded & holstered, standing relaxed in BOX A  |
| 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. Hey, I'm running over here

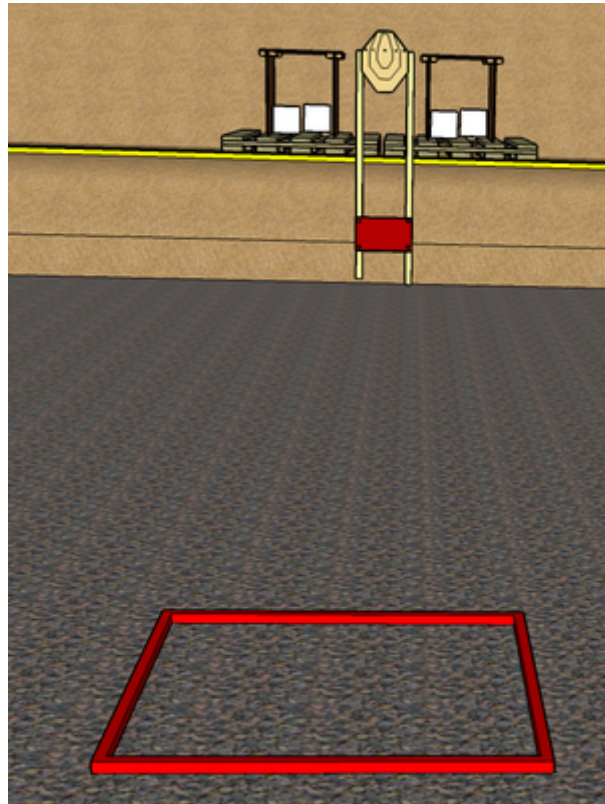


|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Long                      | Points     | 150 p  |
| Targets | 14 paper, 2 plates, Total 16 targets | Min rounds | 30     |
| Firearm | Handgun                              | Match-%    | 37.97% |

|                         |   |
|-------------------------|---|
| 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, standing relaxed in approximate center of long wall   |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | Left/right: appr. 90deg when facing berm, vertical: top of berm (logs)  |
| Setup notes             |   |



## 4. Cling-ga-ling



|         |                                    |            |       |
|---------|------------------------------------|------------|-------|
| CoF     | Comstock - Short                   | Points     | 30 p  |
| Targets | 1 paper, 4 plates, Total 5 targets | Min rounds | 6     |
| Firearm | Handgun                            | Match-%    | 7.59% |

|                         |  |
|-------------------------|--|
| Procedure               | On start signal engage all targets as they become visible. All shots must be fired from within BOX A |
| Starting position       | Gun loaded & holstered. Standing relaxed 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: appr. 90deg when facing berm, vertical: top of berm                                      |
| Setup notes             |  |