

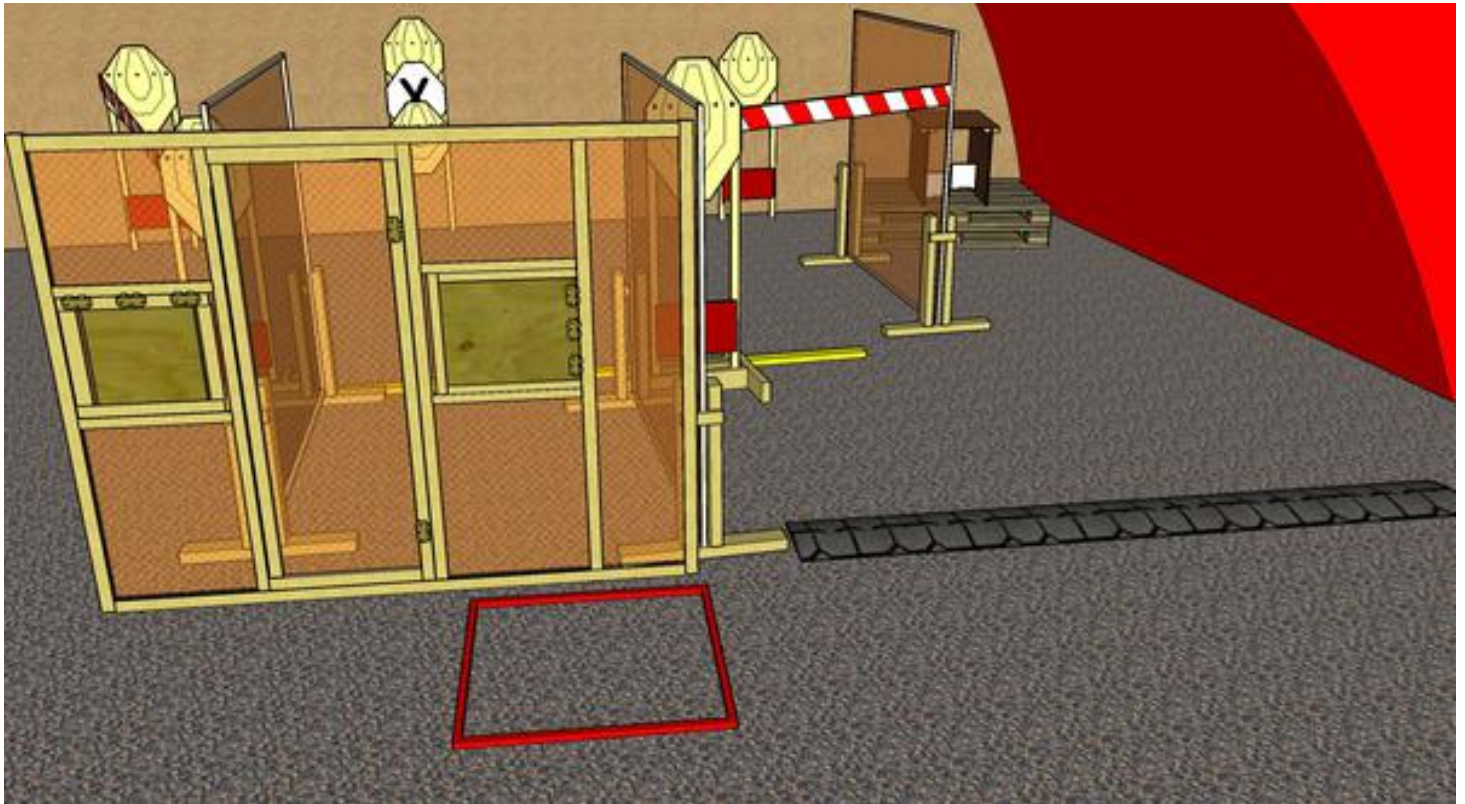
1. Can you see it



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 plates, 1 no-shoot, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	11.76%

Procedure	On start signal engage all targets as they become visible within the demarcated area Red/white tape = walls extending up/down to infinity Steel must be shot through barrel and must fall to score
Starting position	Gun loaded & holstered. Standing relaxed in BOX A facing downrange
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	

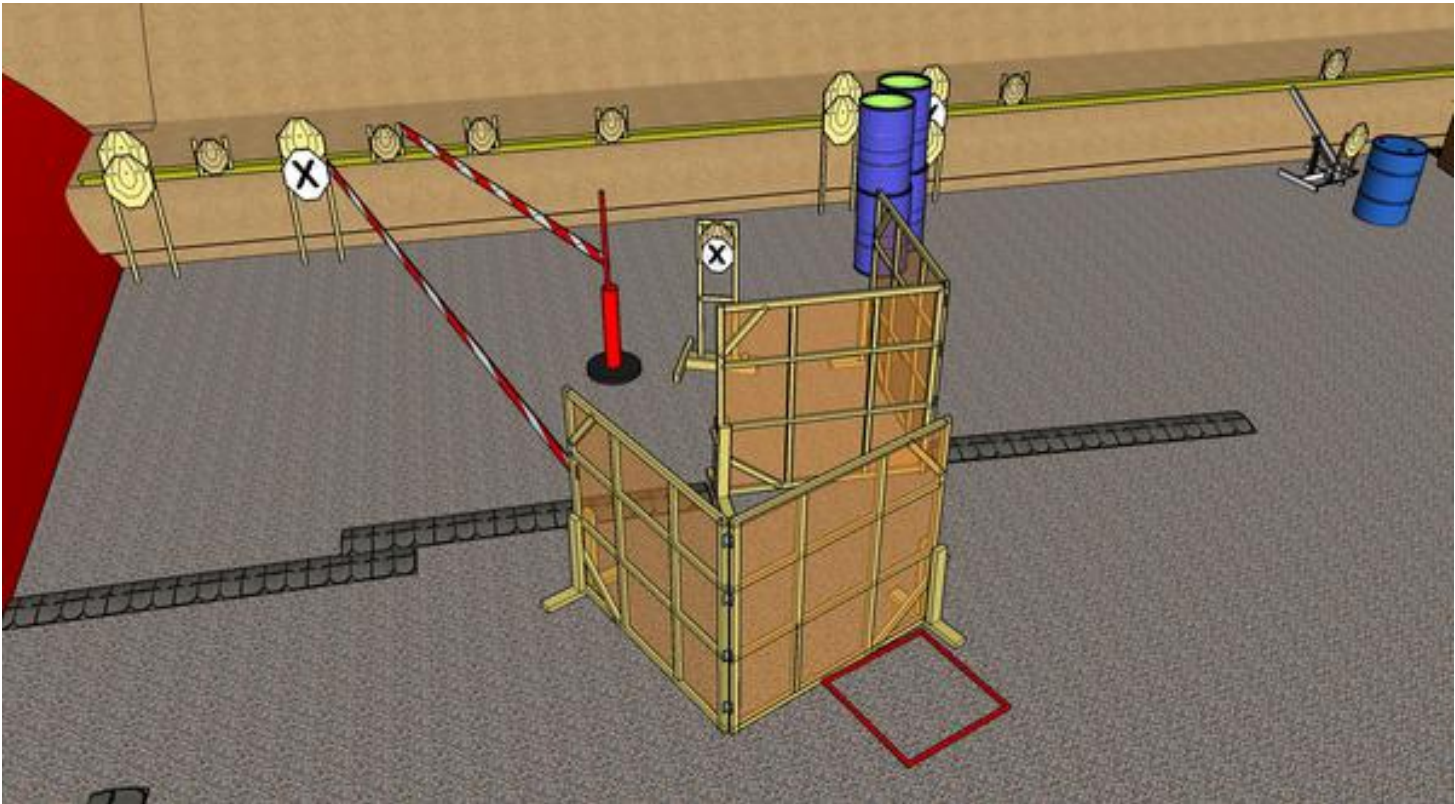
2. Open, shut, run and gun



CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 plates, 1 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	20.59%

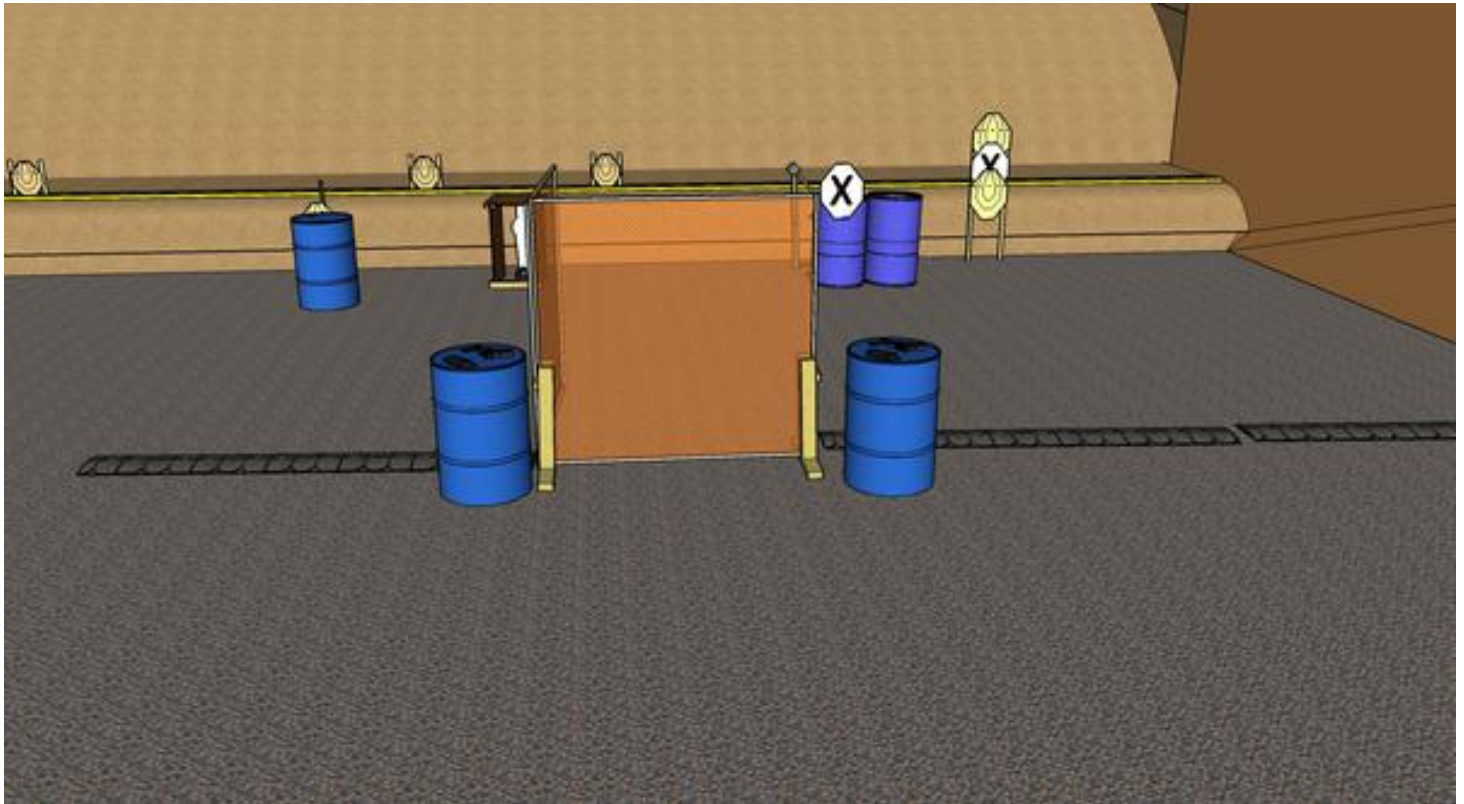
Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline. Red/white tape = walls extending up/down to infinity Steel must fall to score
Starting position	Gun loaded & holstered. Standing relaxed in BOX A facing downrange
Firearm 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. Zigge-Zigg-Ahhh



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 3 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	38.24%
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. Standing relaxed in BOX A facing downrange		
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			

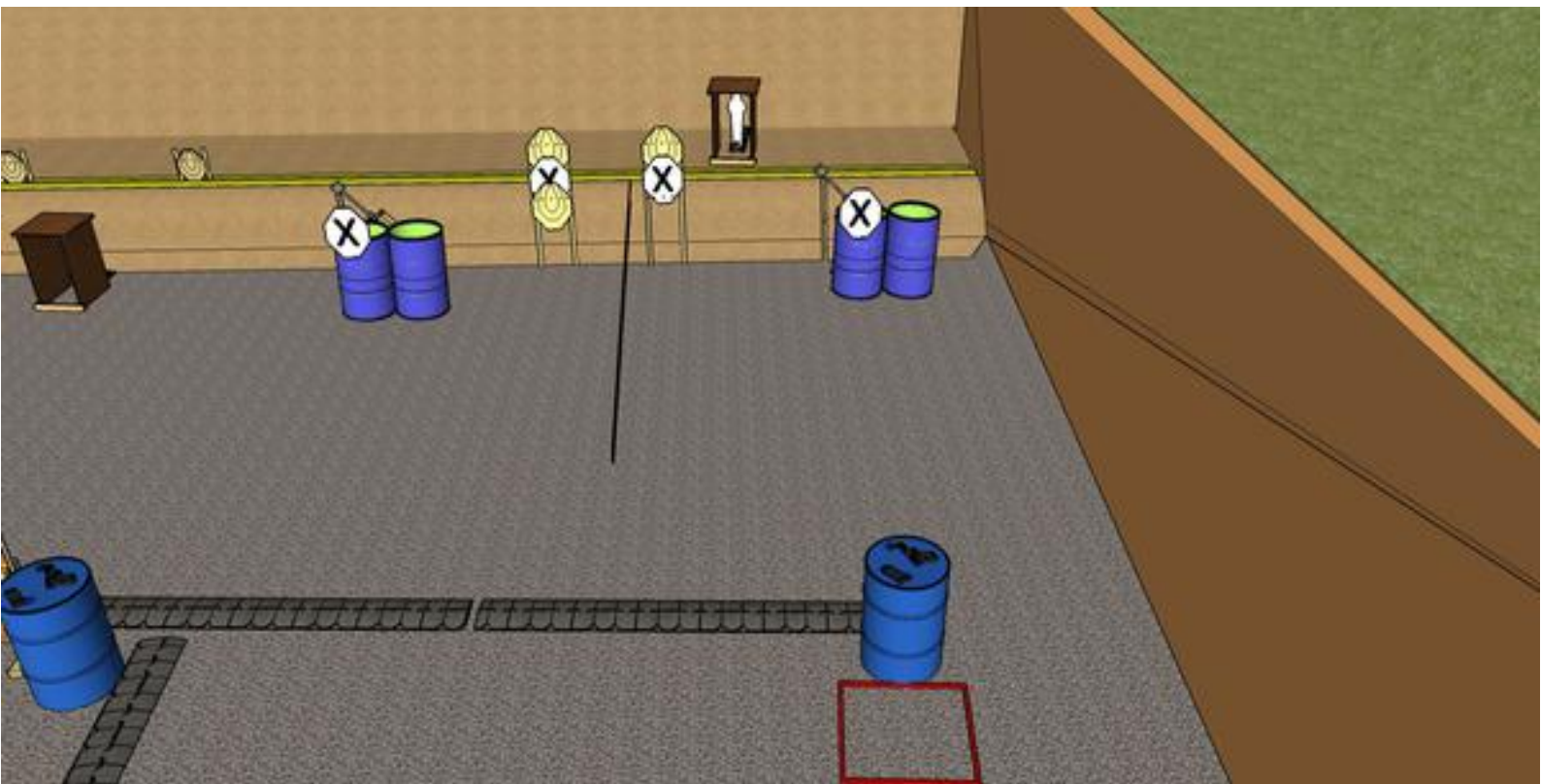
4. Like the skaters do



CoF	Comstock - Medium	Points	75 p
Targets	6 paper, 1 disappearing/bonus, 1 popper, 2 no-shoot, Total 8 targets	Min rounds	13
Firearm	Handgun	Match-%	22.06%

Procedure	On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline. Steel must fall to score As per rules, disappearing target is NOT counted as miss (if applicable)
Starting position	Gun on barrel, first magazine to be used on opposite barrel. Standing relaxed in BOX A facing DR
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	

5. Diligentia, Celeritas, focus



CoF	Comstock - Short	Points	25 p
Targets	2 paper, 1 popper, 2 no-shoot, Total 3 targets	Min rounds	5
Firearm	Handgun	Match-%	7.35%

Procedure	On start signal engage all targets from within box A as they become visible
Starting position	Gun and all magazines to be used on barrel, standing relaxed in BOX A facing downrange
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	