

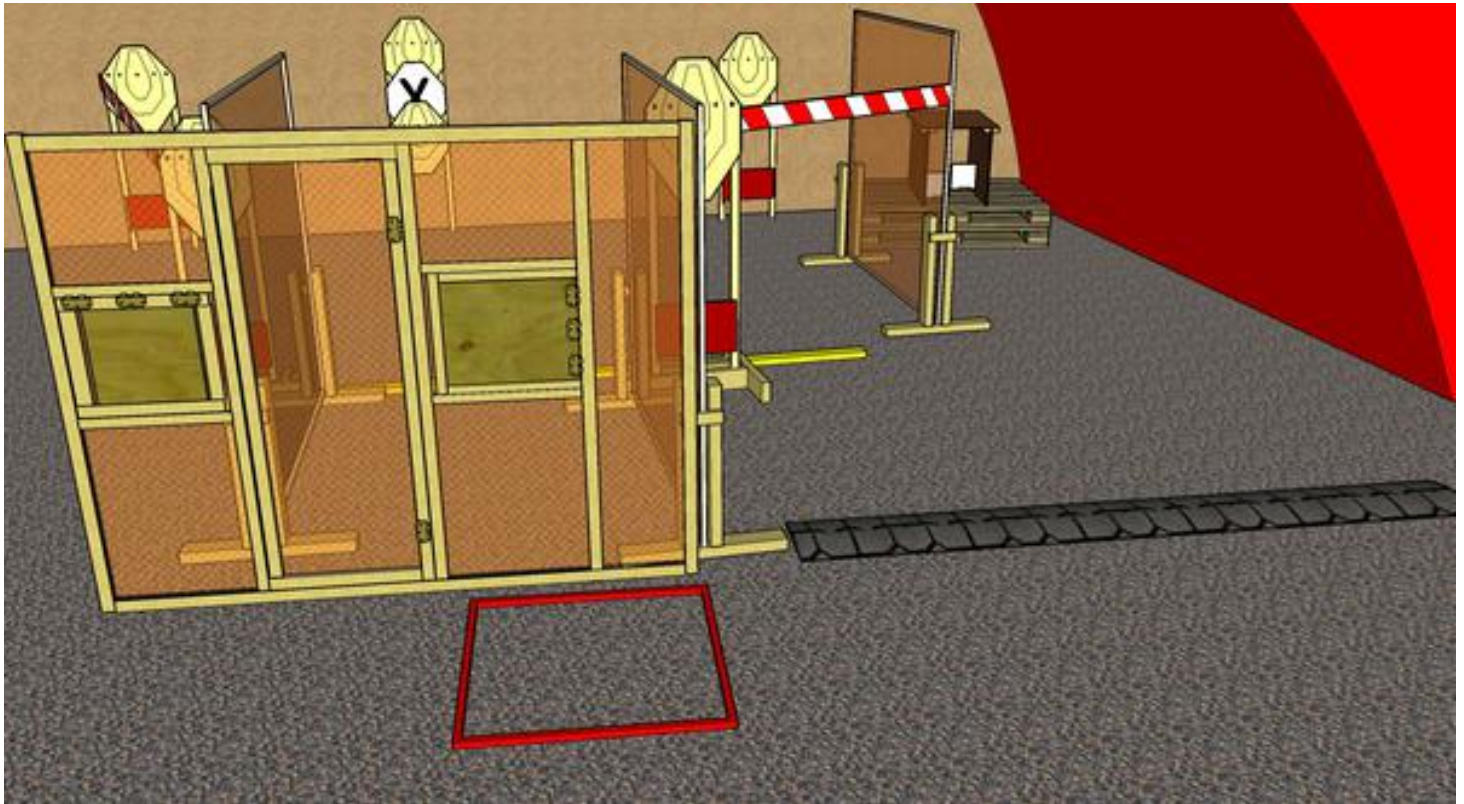
# 1. Can you see it



|         |  |            |        |
|---------|--|------------|--------|
| 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             |  |

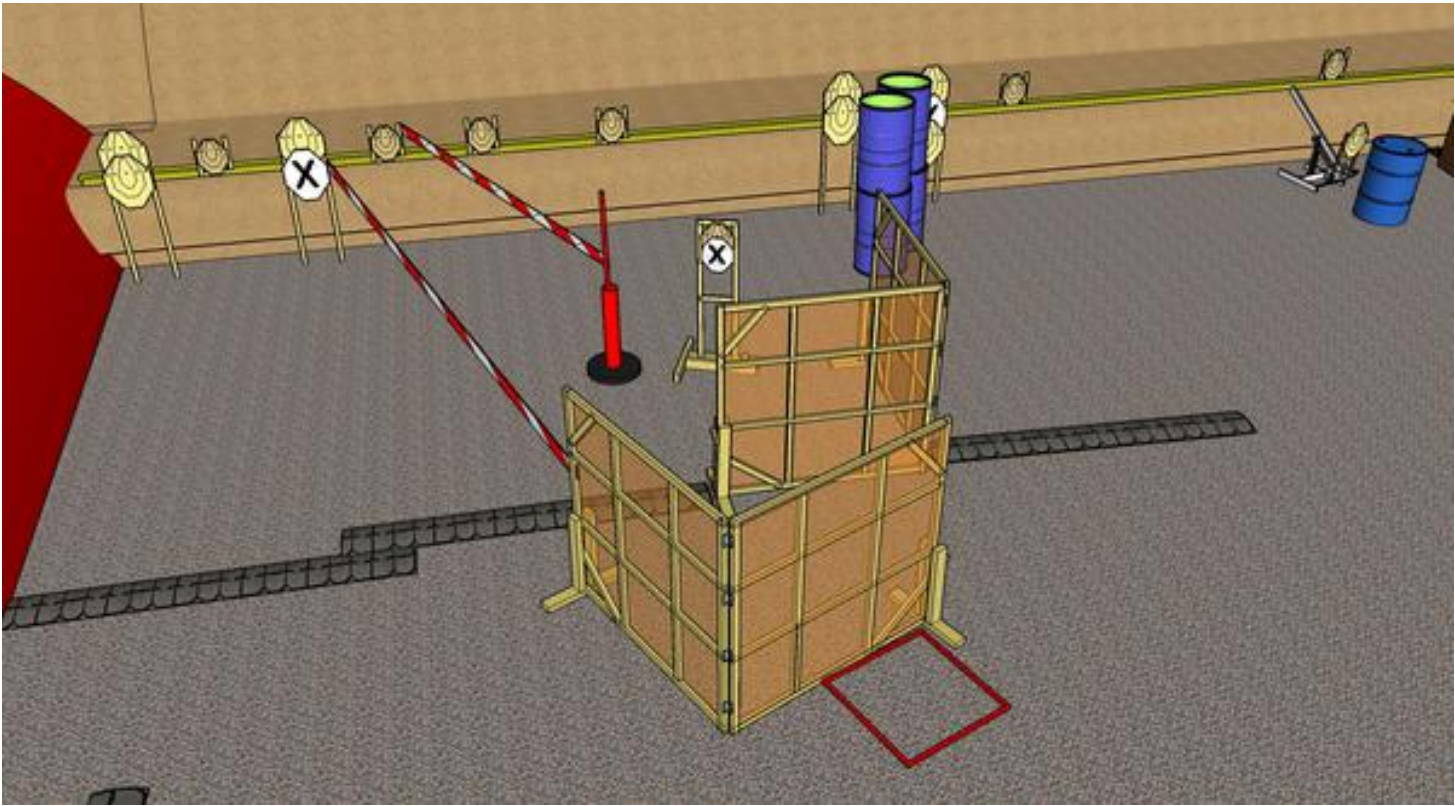
## 2. Open, shut, run and gun



|         |  |            |        |
|---------|--|------------|--------|
| 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% |

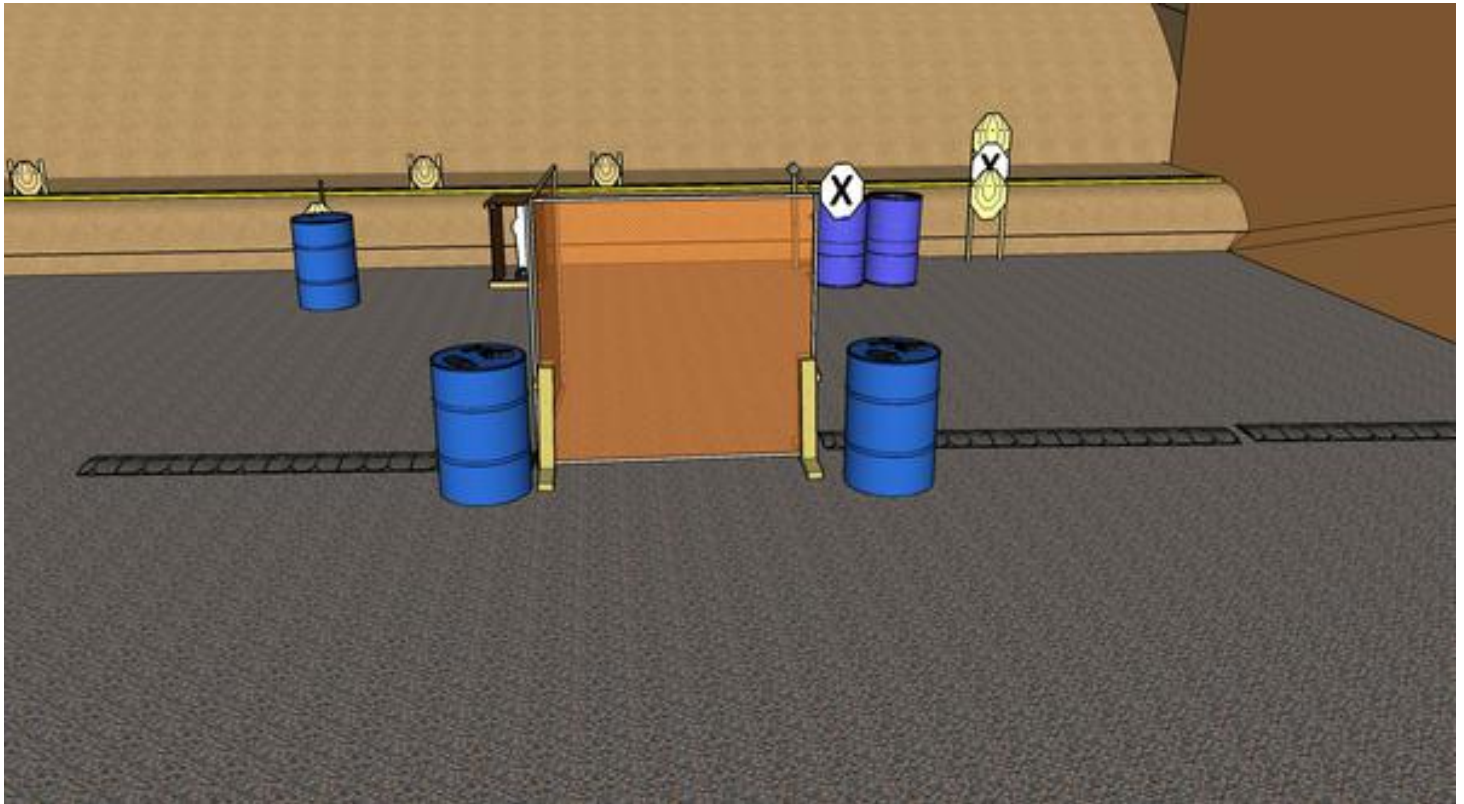
|                         |  |
|-------------------------|--|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area Tirethreads on ground = faultline.<br>Red/white tape = walls extending up/down to infinity Steel must fall to score |
| Starting 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<br>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             |  |            |        |

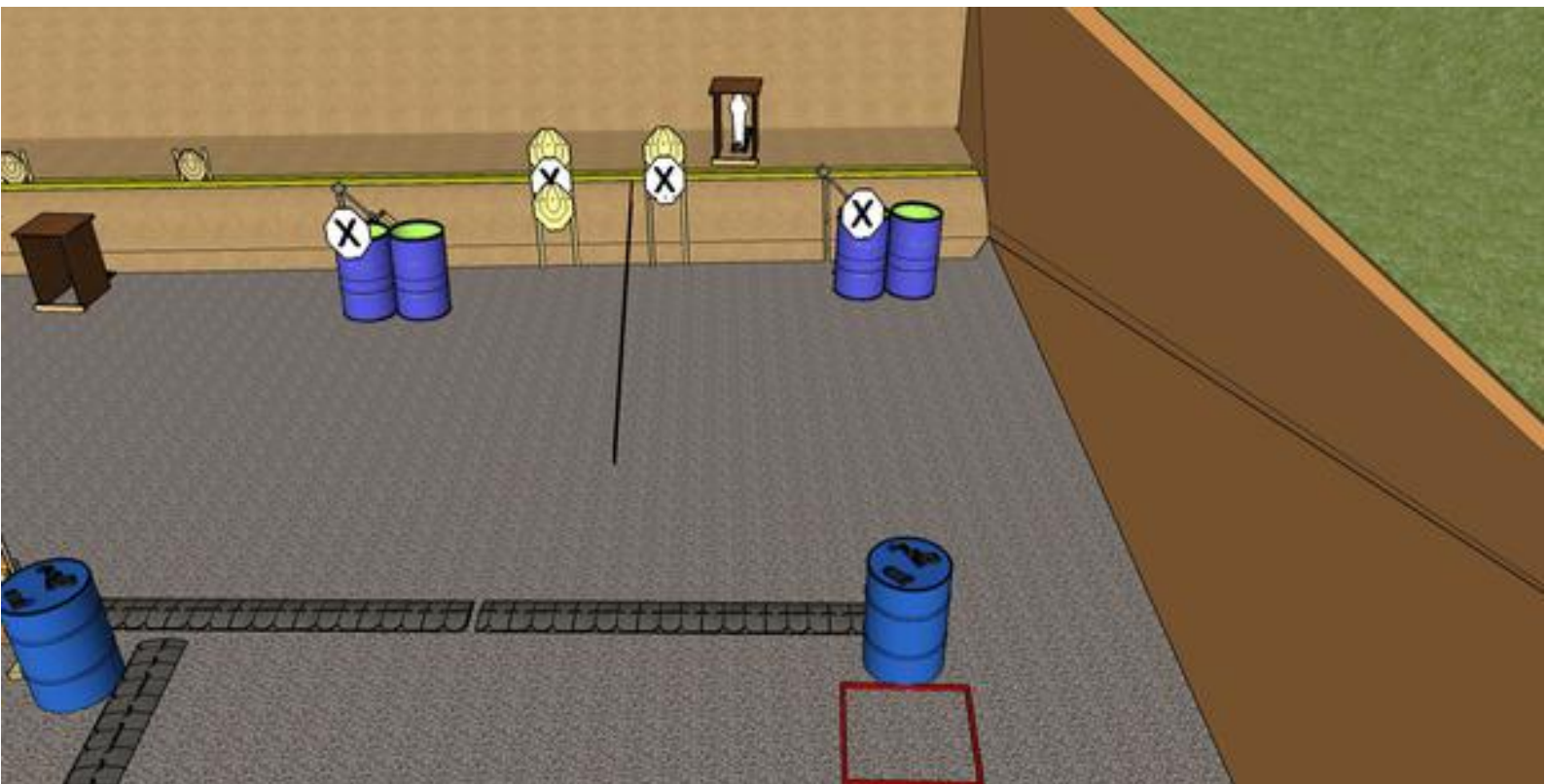
## 4. Like the skaters do



|         |  |            |        |
|---------|--|------------|--------|
| 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             |  |