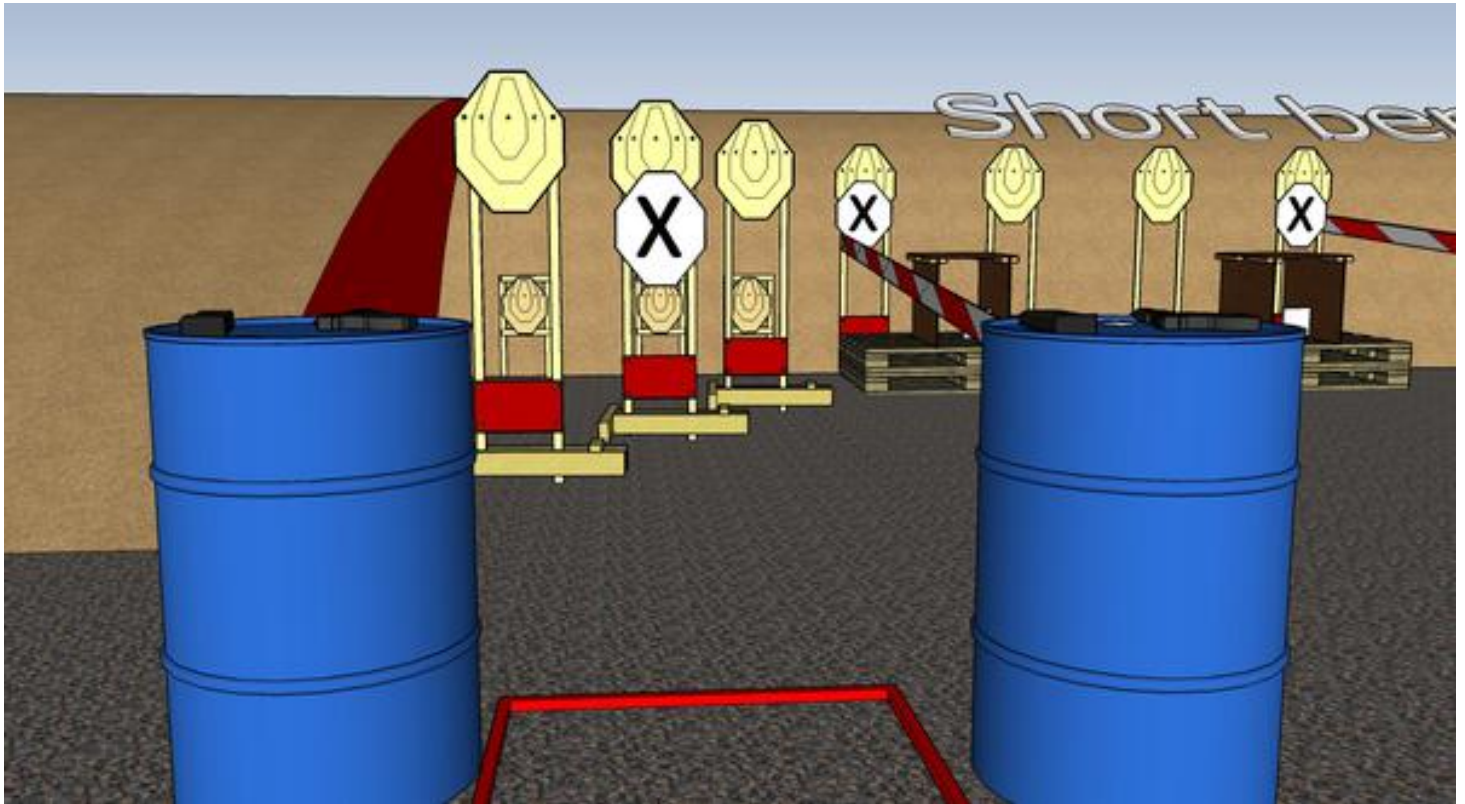


# 1. Do you see them ?



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	13.48%

Procedure	On start signal engage all targets as they become visible from within box A. Red/white tape = walls extending up/down to infinity. HOTRANGE with stage 2 !
Starting position	Gun on 1 barrel, magazine to be used on other, 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	

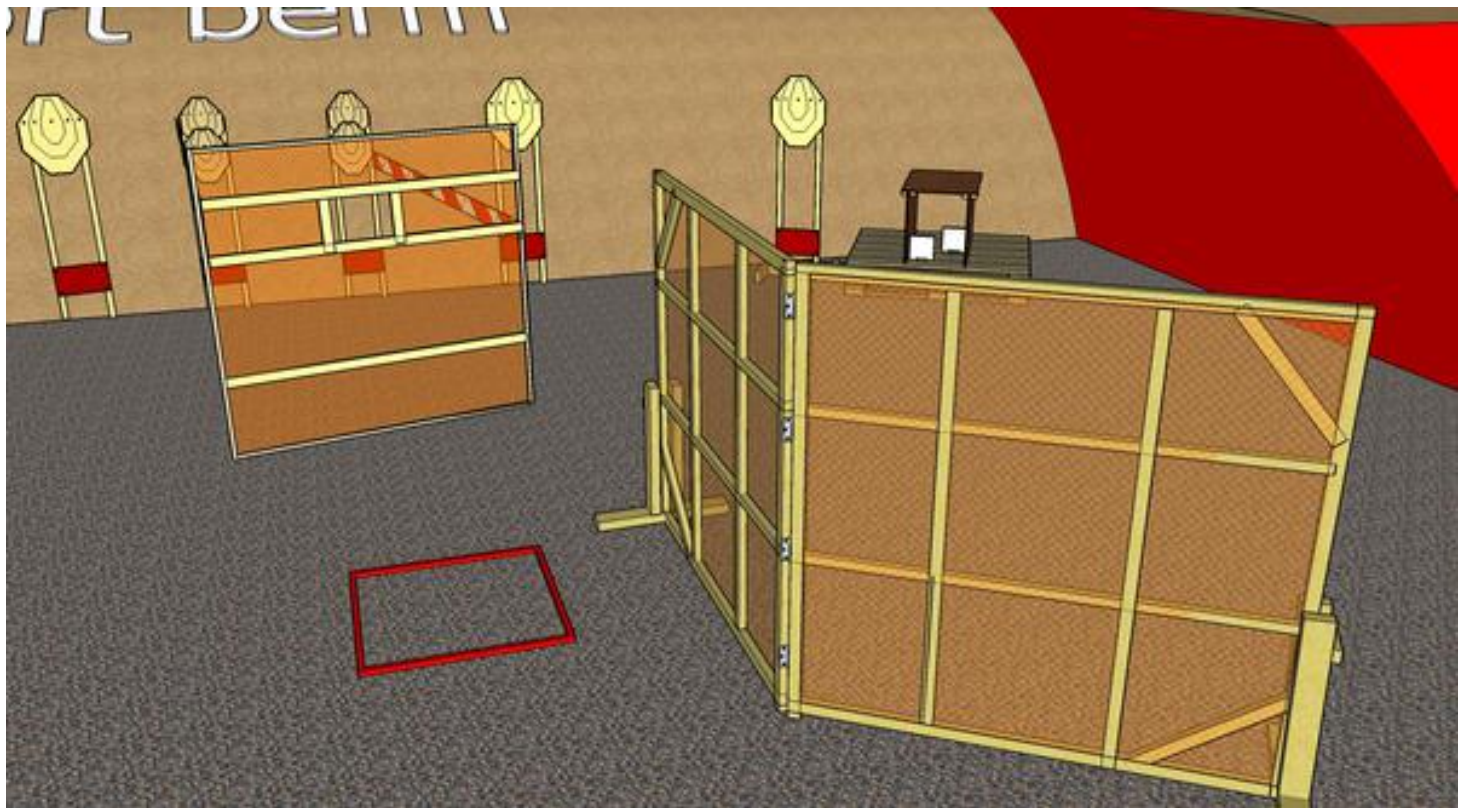
## 2. Darn angles



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, 2 no-shoot, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	11.24%

Procedure	On start signal engage all targets as they become visible from within box A. Red/white tape = walls extending up/down to infinity. HOTRANGE with stage 1 !
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	

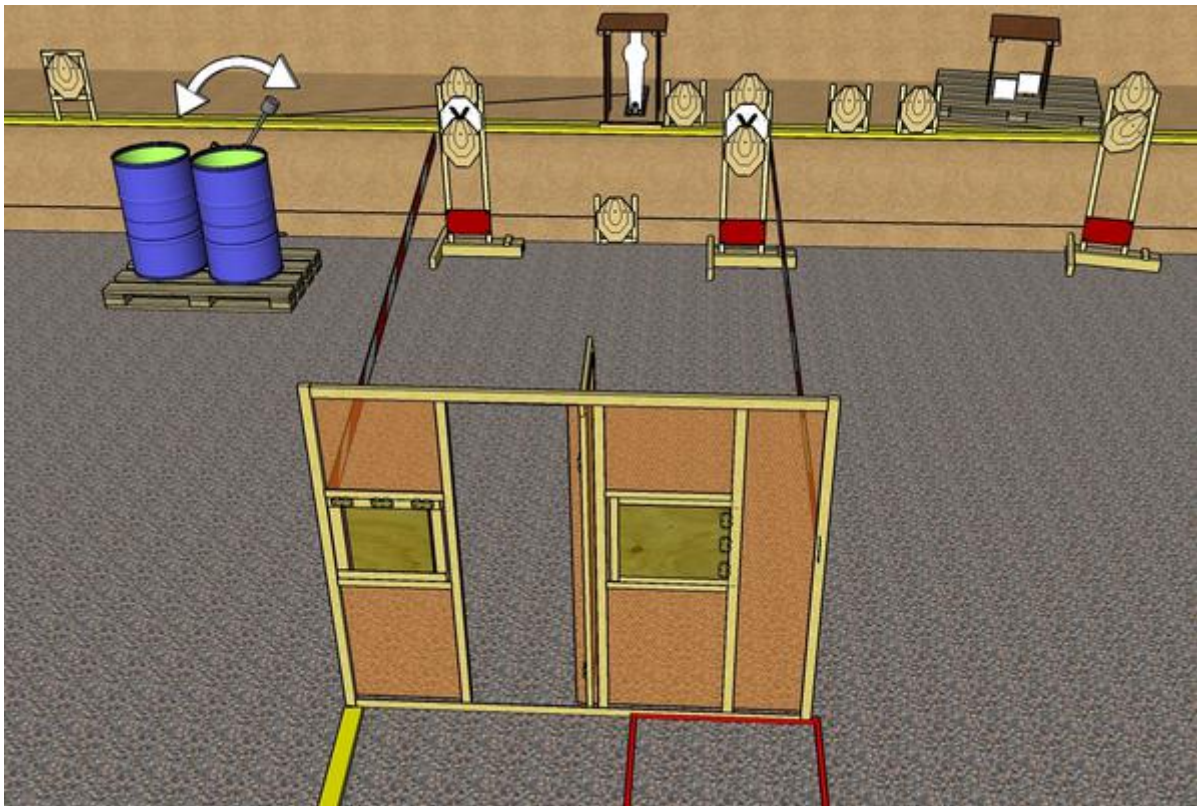
### 3. Twist and shoot, twist and shoot



CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 plates, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	17.98%
Procedure	On start signal engage all targets as they become visible from within box A. 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: tape, end of building, right: 90deg when facing berm, vertical: top of berm		
Setup notes			

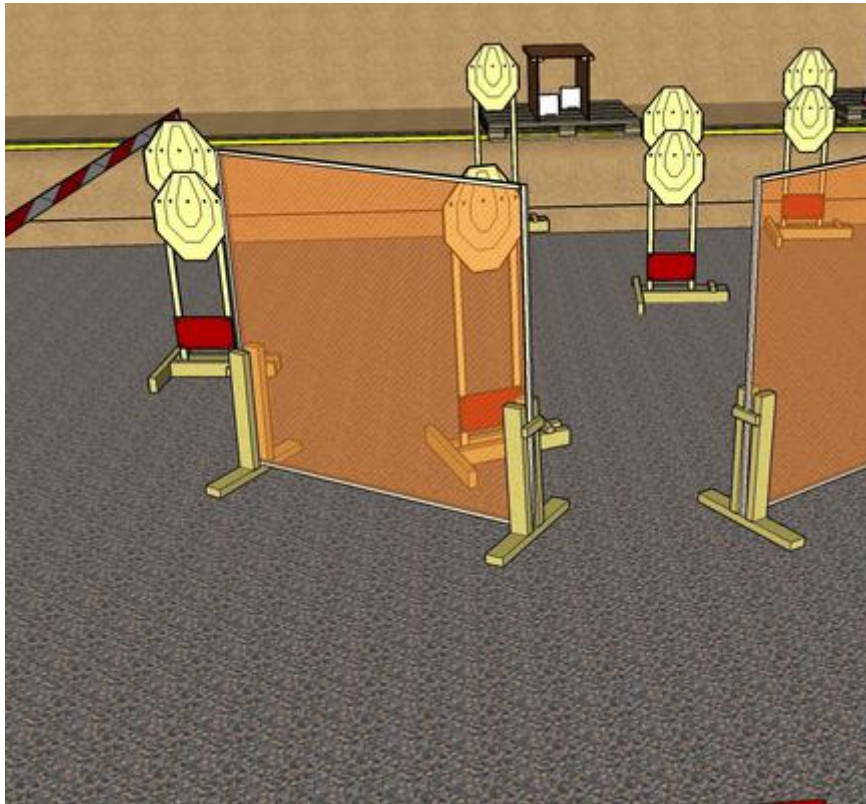


## 4. Move it, move it



CoF	Comstock - Long	Points	135 p
Targets	12 paper, 1 popper, 2 plates, 2 no-shoot, Total 15 targets	Min rounds	27
Firearm	Handgun	Match-%	30.34%
Procedure	On start signal engage all targets as they become visible within the demarcated area. Doorstep = 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			

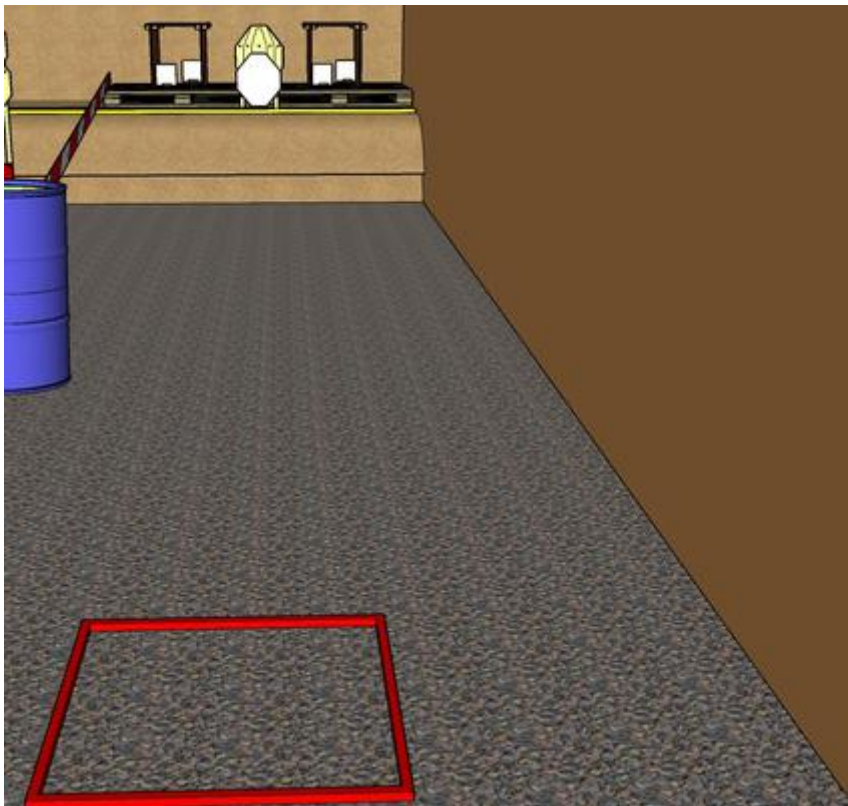
## 5. Again with the angles



CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 2 plates, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	20.22%

Procedure	On start signal engage all targets as they become visible from within box A. Red/white tape = walls extending up/down to infinity. HOTRANGE with stage 6
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	

## 6. Fire, Feuer, Fuego



CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 plates, 1 no-shoot, Total 5 targets	Min rounds	6
Firearm	Handgun	Match-%	6.74%

Procedure	On start signal engage all targets as they become visible from within box A Red/white tape = walls extending up/down to infinity. HOTRANGE with stage 5
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	