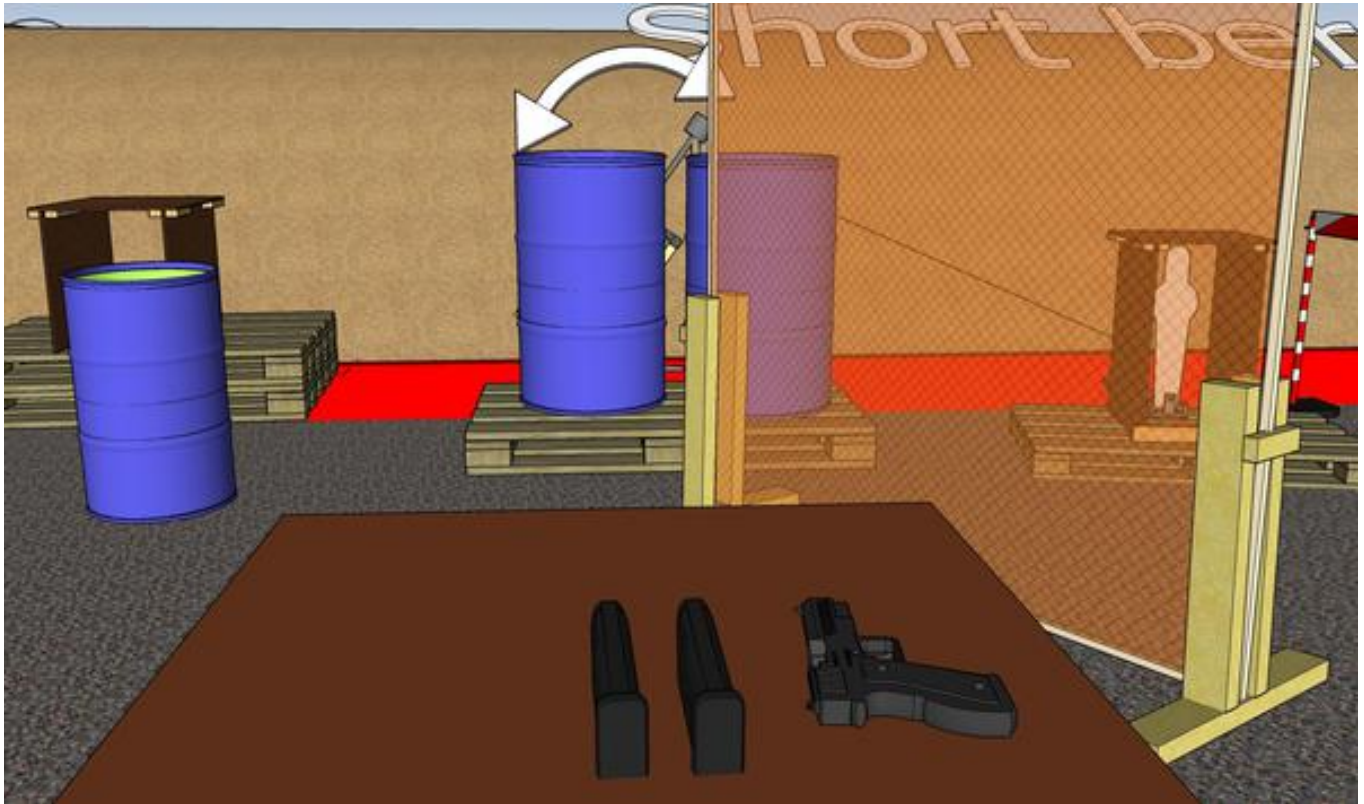


# 1. Relax



|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short                             | Points     | 25 p  |
| Targets | 1 paper, 1 popper, 2 plates, Total 4 targets | Min rounds | 5     |
| Firearm | Handgun                                      | Match-%    | 6.49% |

|                         |  |
|-------------------------|--|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area. Steel must fall to score.<br>Tirethreads on ground = faultline |
| Starting position       | Sitting in chair, hands on knees. Gun and all magazines to be used on table  |
| 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, but max 20 degrees over horizontal when reloading                 |
| Setup notes             |  |

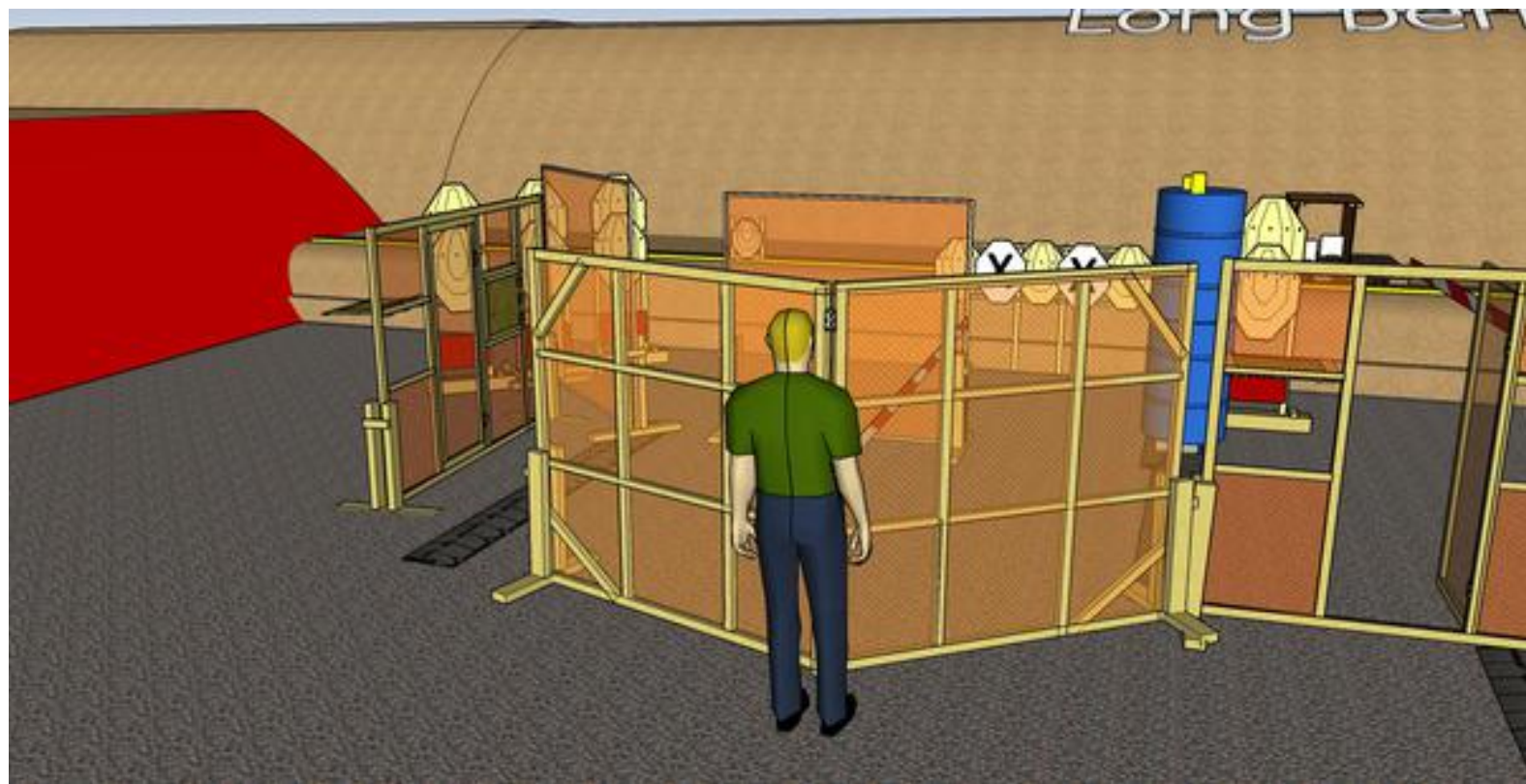
## 2. One and two and hepp-hepp-hepp



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                              | Points     | 80 p   |
| Targets | 7 paper, 2 plates, 1 no-shoot, Total 9 targets | Min rounds | 16     |
| Firearm | Handgun  | Match-%    | 20.78% |

|                         |  |
|-------------------------|--|
| Procedure               | On start signal engage all targets as they become visible within the demarcated area. Tirethreads on ground = faultline. Steel must fall to score. |
| Starting position       | Facing wall, toes touching support. Gun on 1 barrel, all mags to be used on other  |
| 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, but max 20 degrees over horizontal when reloading               |
| Setup notes             |  |

### 3. Gonna get them all

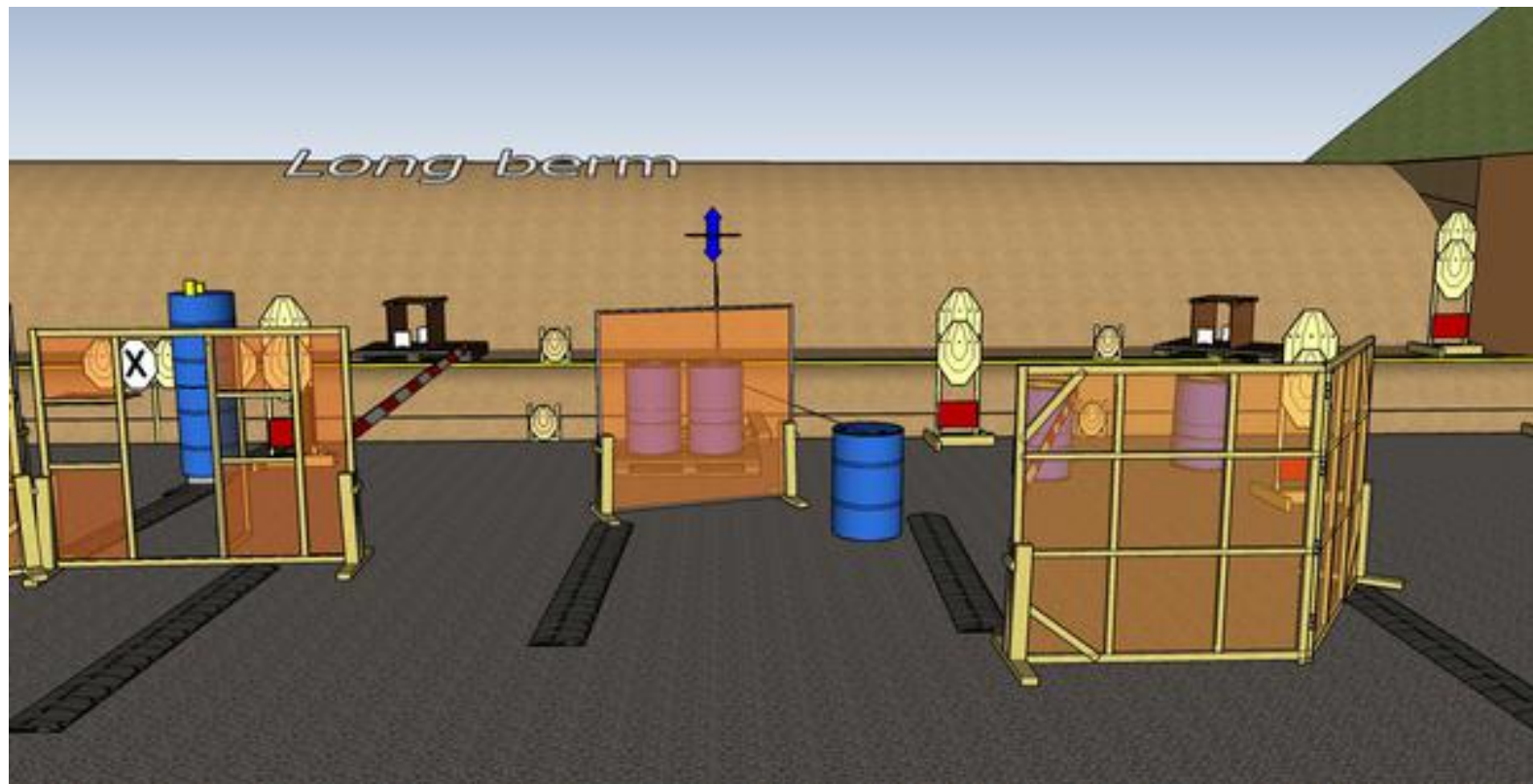


|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                                  | Points     | 130 p  |
| Targets | 12 paper, 2 plates, 2 no-shoot, Total 14 targets | Min rounds | 26     |
| Firearm | Handgun  | Match-%    | 33.77% |

|                         |   |
|-------------------------|---|
| 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. Competitor can NOT step through door ! |
| Starting position       | Facing V of hinged wall. Gun loaded & holstered   |
| 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), but max 20 degrees over horizontal when reloading   |
| Setup notes             |   |



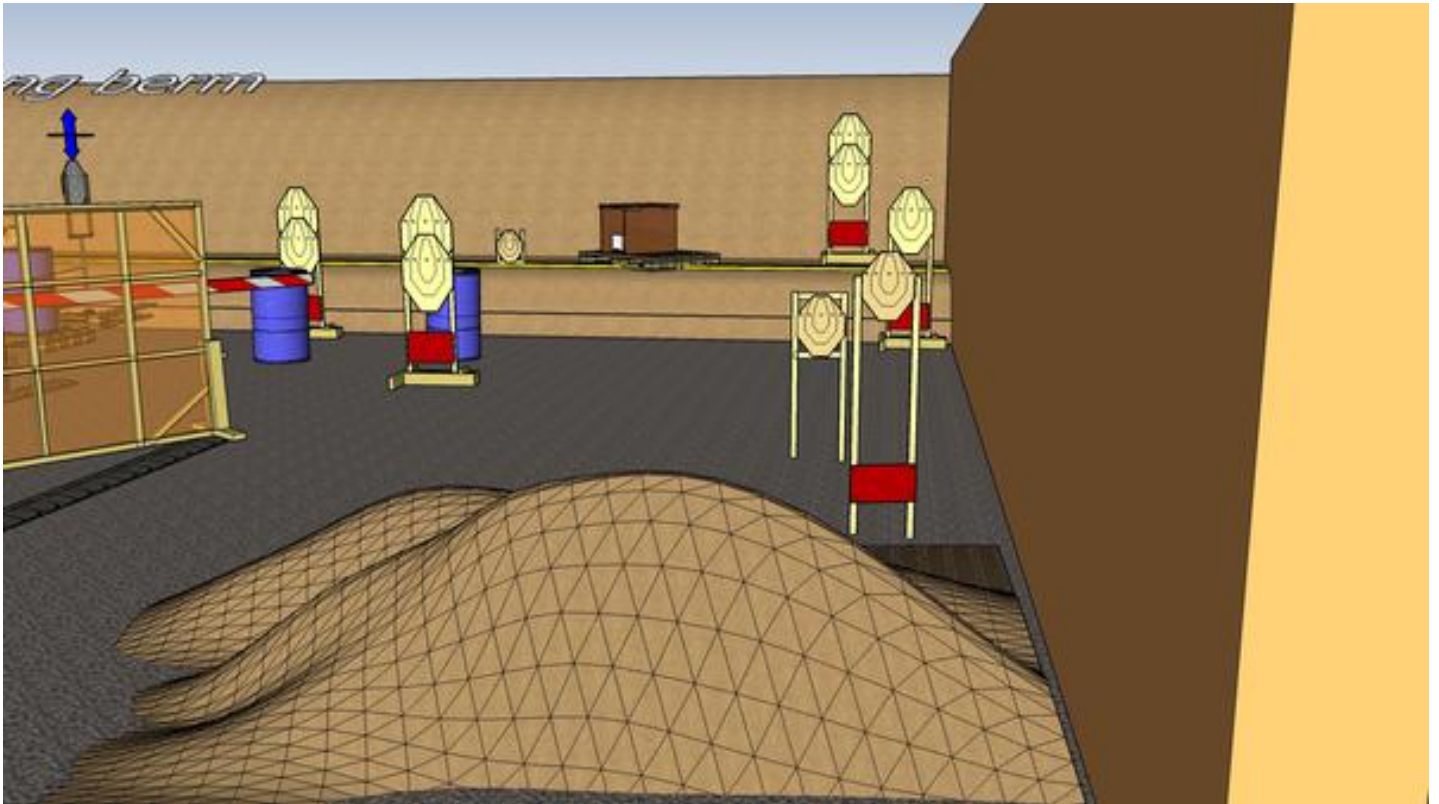
## 4. Watch where you step



|         |                                     |            |        |
|---------|-------------------------------------|------------|--------|
| CoF     | Comstock - Medium                   | Points     | 100 p  |
| Targets | 9 paper, 2 plates, Total 11 targets | Min rounds | 20     |
| Firearm | Handgun                             | Match-%    | 25.97% |

|                         |   |
|-------------------------|---|
| 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. Drop-turner will be visible at rest. |
| Starting position       | Gun loaded & holstered anywhere in demarcated area  |
| 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), but max 20 degrees over horizontal when reloading   |
| Setup notes             |   |

## 5. Bang-bang x 5



|         |                          |            |        |
|---------|--------------------------|------------|--------|
| CoF     | Comstock - Short         | Points     | 50 p   |
| Targets | 5 paper, Total 5 targets | Min rounds | 10     |
| Firearm | Handgun                  | Match-%    | 12.99% |

|                         |   |
|-------------------------|---|
| Procedure               | On start signal engage all targets as they become visible. Toes touching mark on stick at all times                 |
| Starting position       | Standing behind pile of sand, toes touching mark on stick. Gun loaded & holstered                                   |
| 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), but max 20 degrees over horizontal when reloading |
| Setup notes             |   |