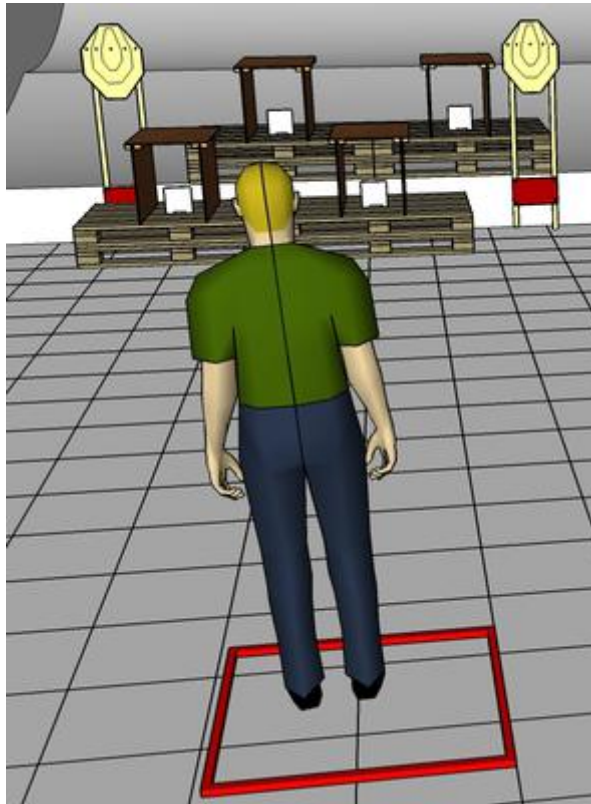


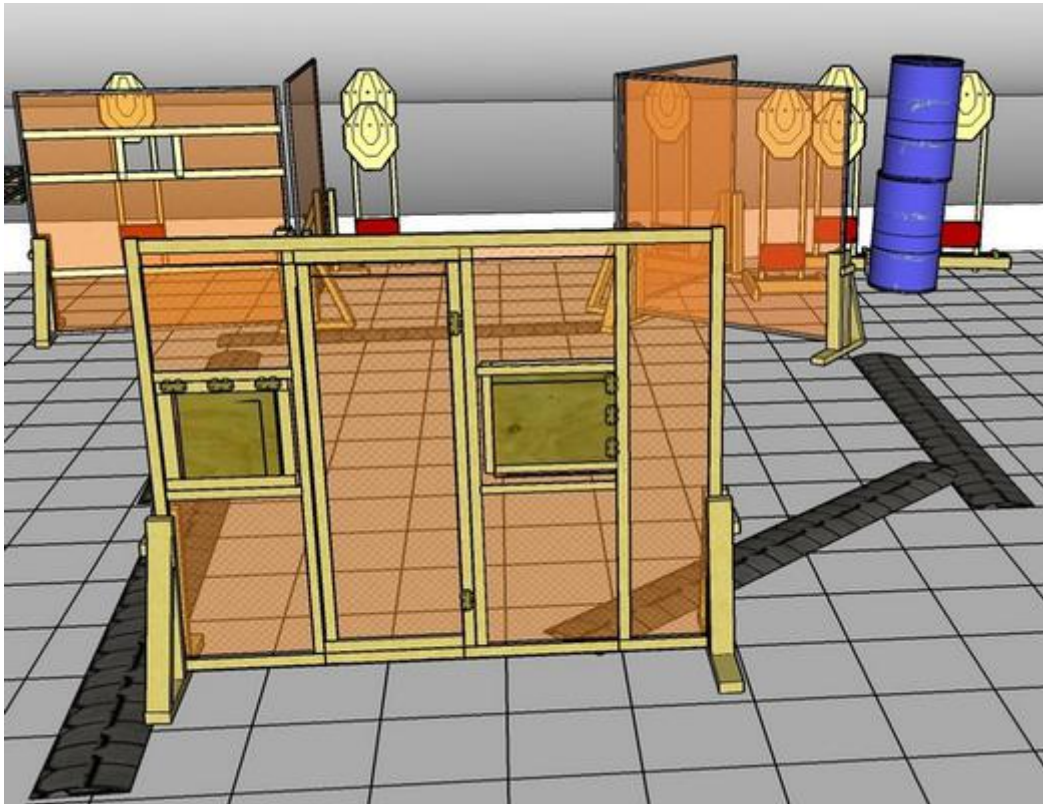
1. 4 dings and papers



CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 plates, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	13.56%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All targets must be shot from within square.
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

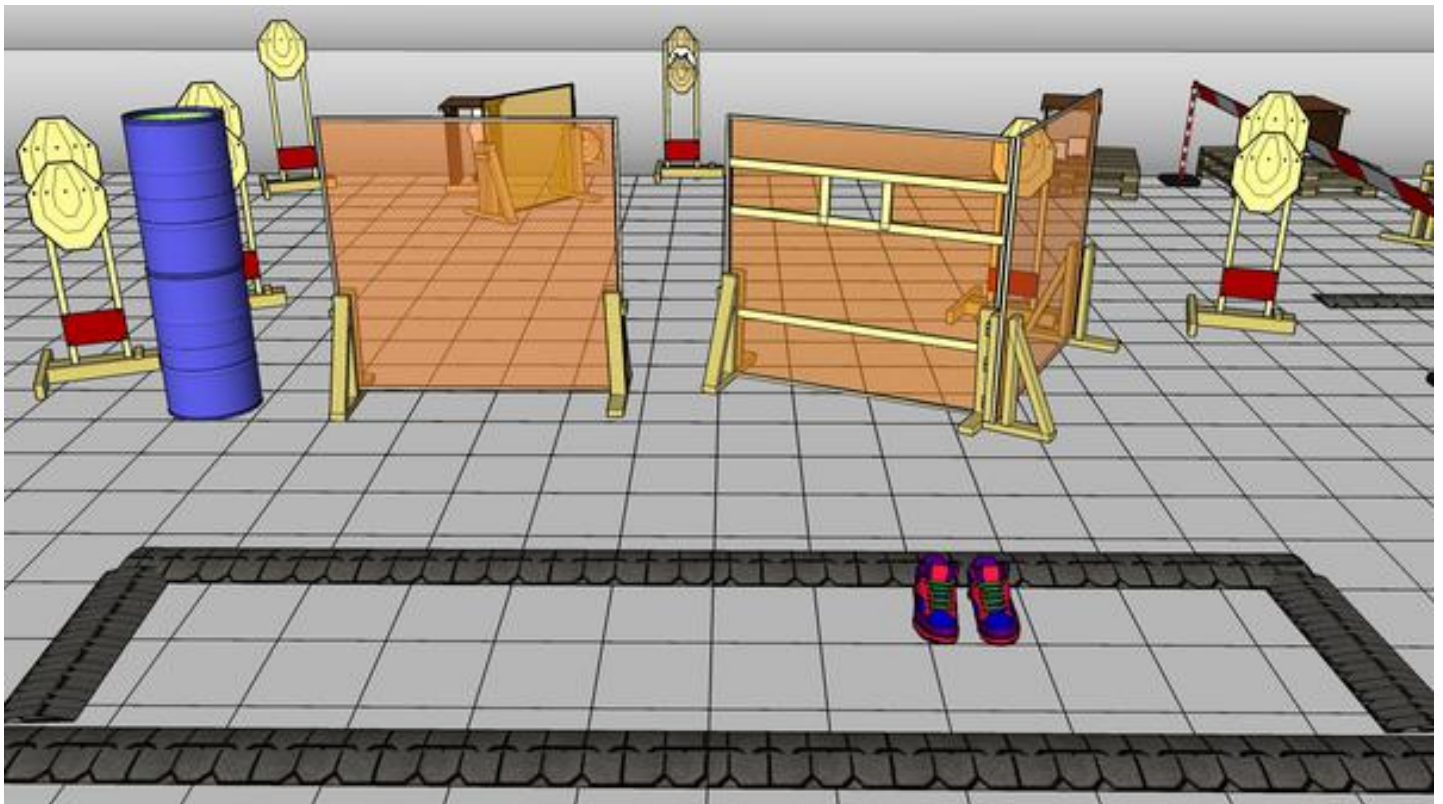
2. Open and run



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	27.12%

Procedure	On start signal engage all targets as they become visible within the demarcated area. All shooters must pass through door ! Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline.
Starting position	Gun loaded & holstered, behind door as shown by RO
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: stick, end of building, right: 90deg when facing berm, vertical: top of berm (logs), but max 20 degrees over horizontal when reloading
Setup notes	

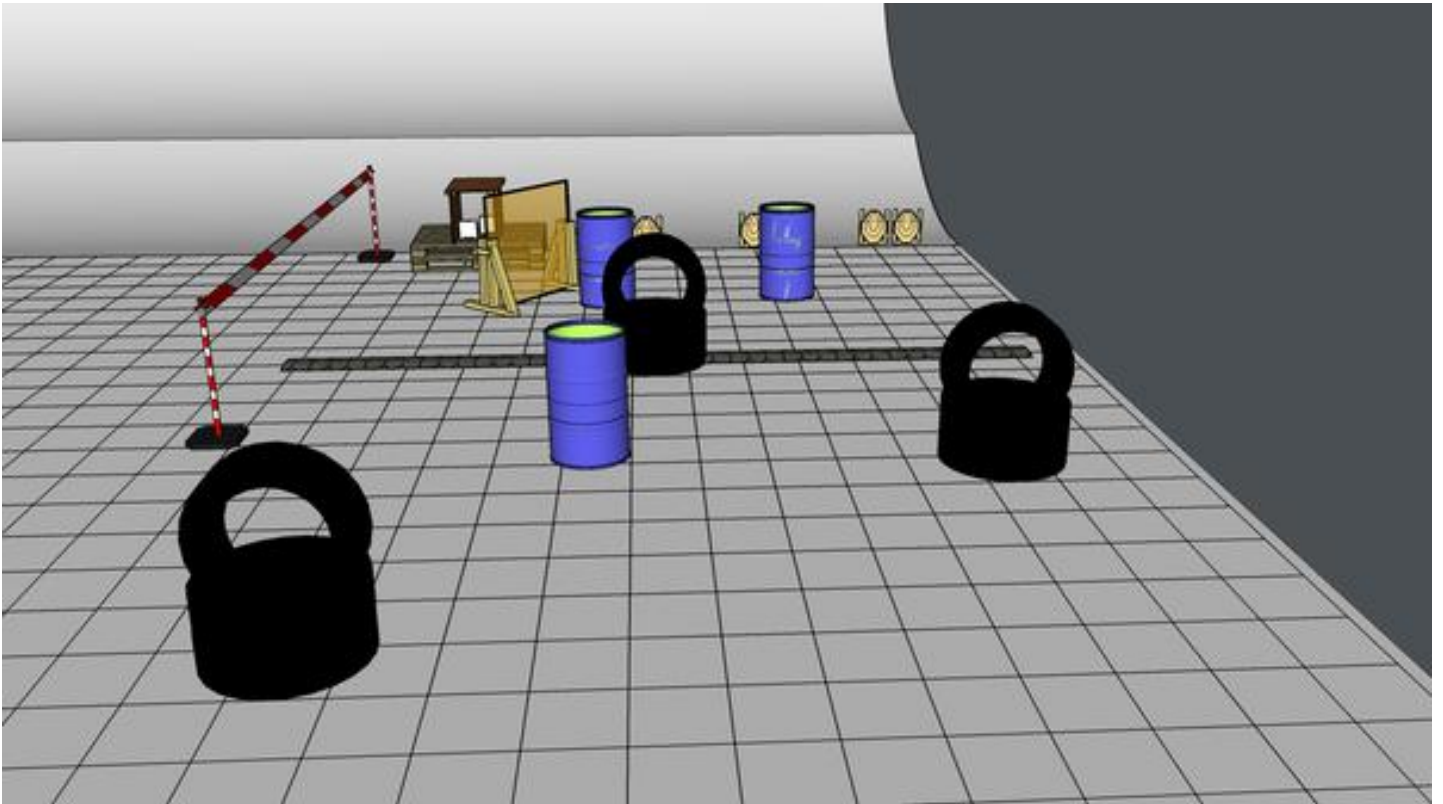
3. All the angles



CoF	Comstock - Long	Points	125 p
Targets	11 paper, 1 popper, 2 plates, 1 no-shoot, Total 14 targets	Min rounds	25
Firearm	Handgun	Match-%	42.37%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline.
Starting position	Gun loaded & holstered, heels touching as shown by RO
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. Seesaw, shoot



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	16.95%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline. All shots must be fired through apertures.
Starting position	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	