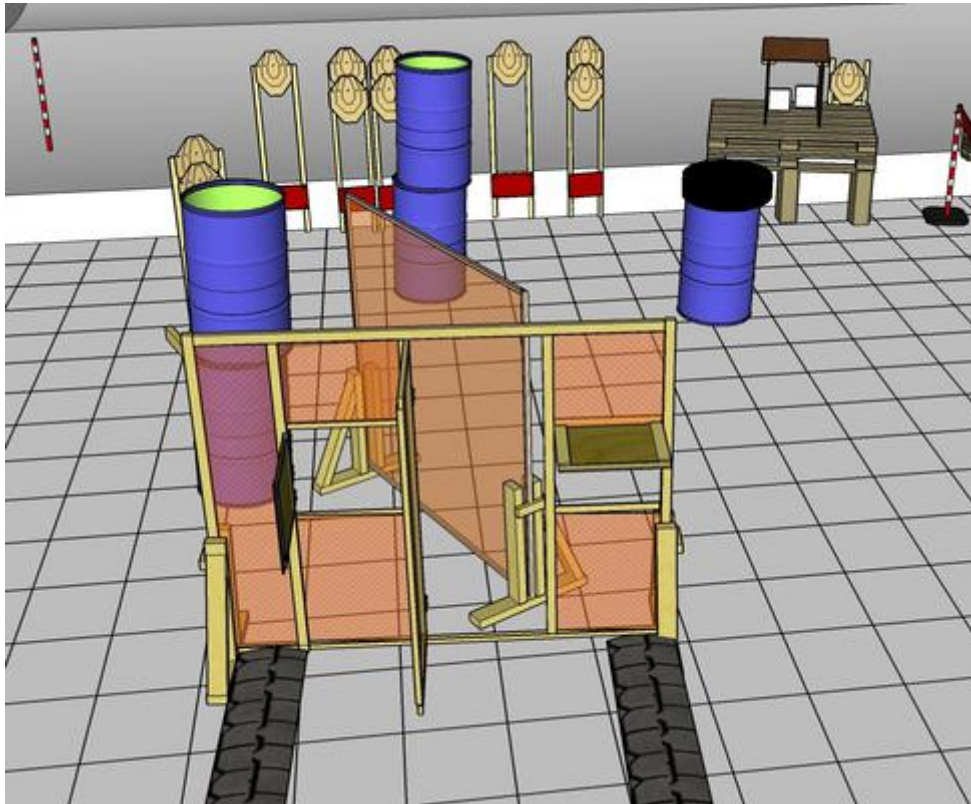


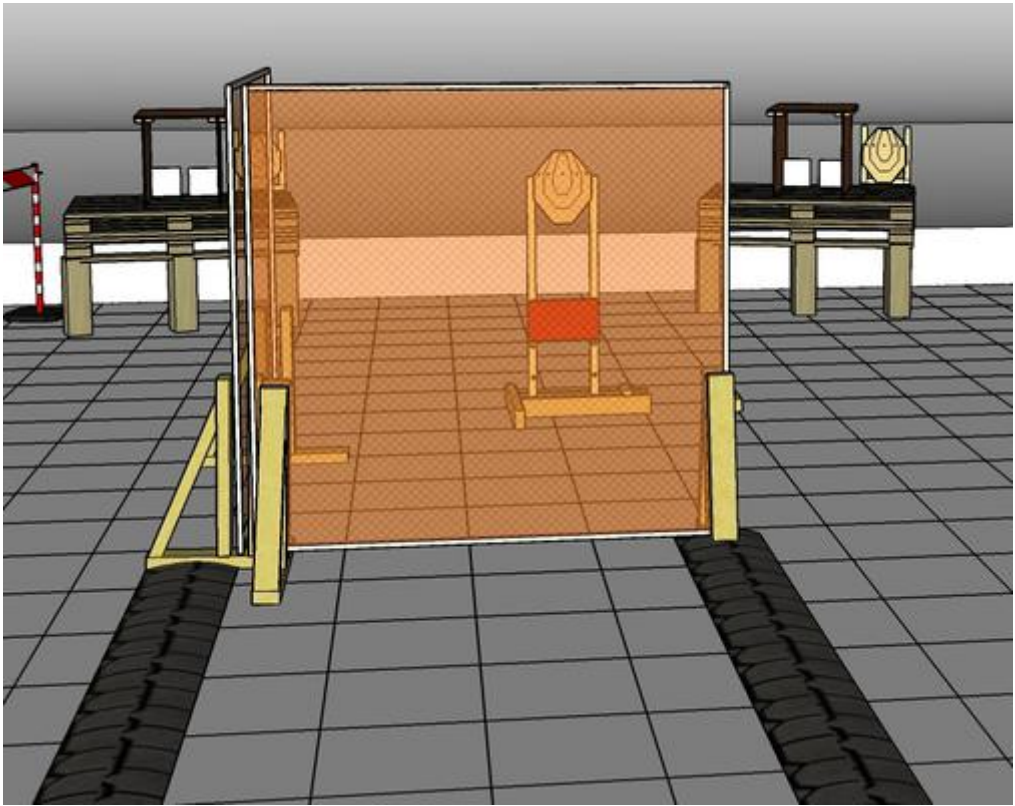
1. Slow is smooth



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	32.43%

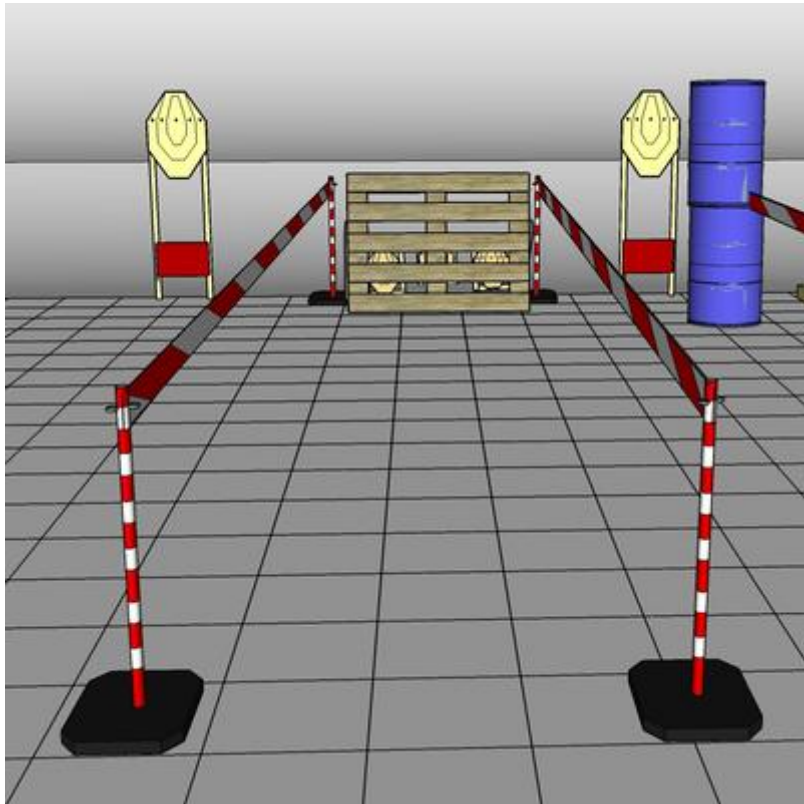
Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline.
Starting position	Gun loaded & holstered anywhere in demarcated area
Firearm ready condition	
Start on	Audible signal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

2. Smooth is fast



CoF	Comstock - Short	Points	50 p
Targets	3 paper, 4 plates, Total 7 targets	Min rounds	10
Firearm	Handgun	Match-%	13.51%
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, center of demarcated area as demonstrated 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			

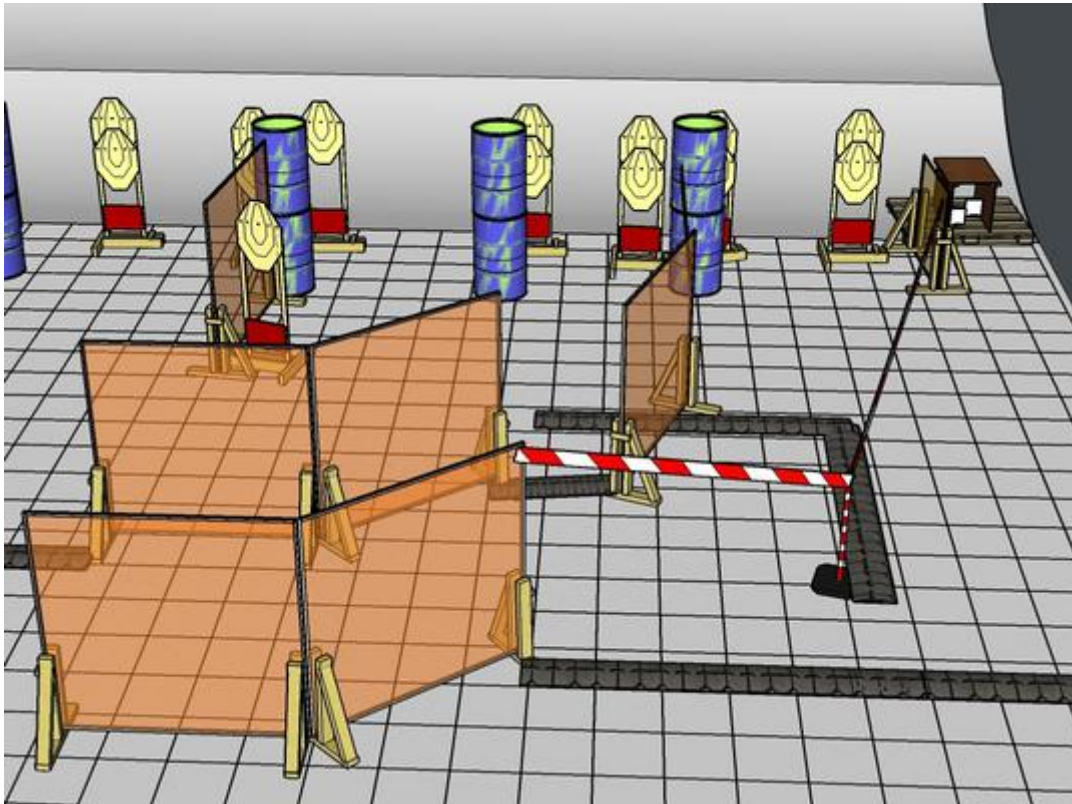
3. Don't forget to aim



CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	13.51%

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 in front/middle of marked area, as demonstrated 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. D, V or C it ?



CoF	Comstock - Long	Points	150 p
Targets	14 paper, 2 plates, Total 16 targets	Min rounds	30
Firearm	Handgun	Match-%	40.54%

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, toes touching faultline as demonstrated 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	