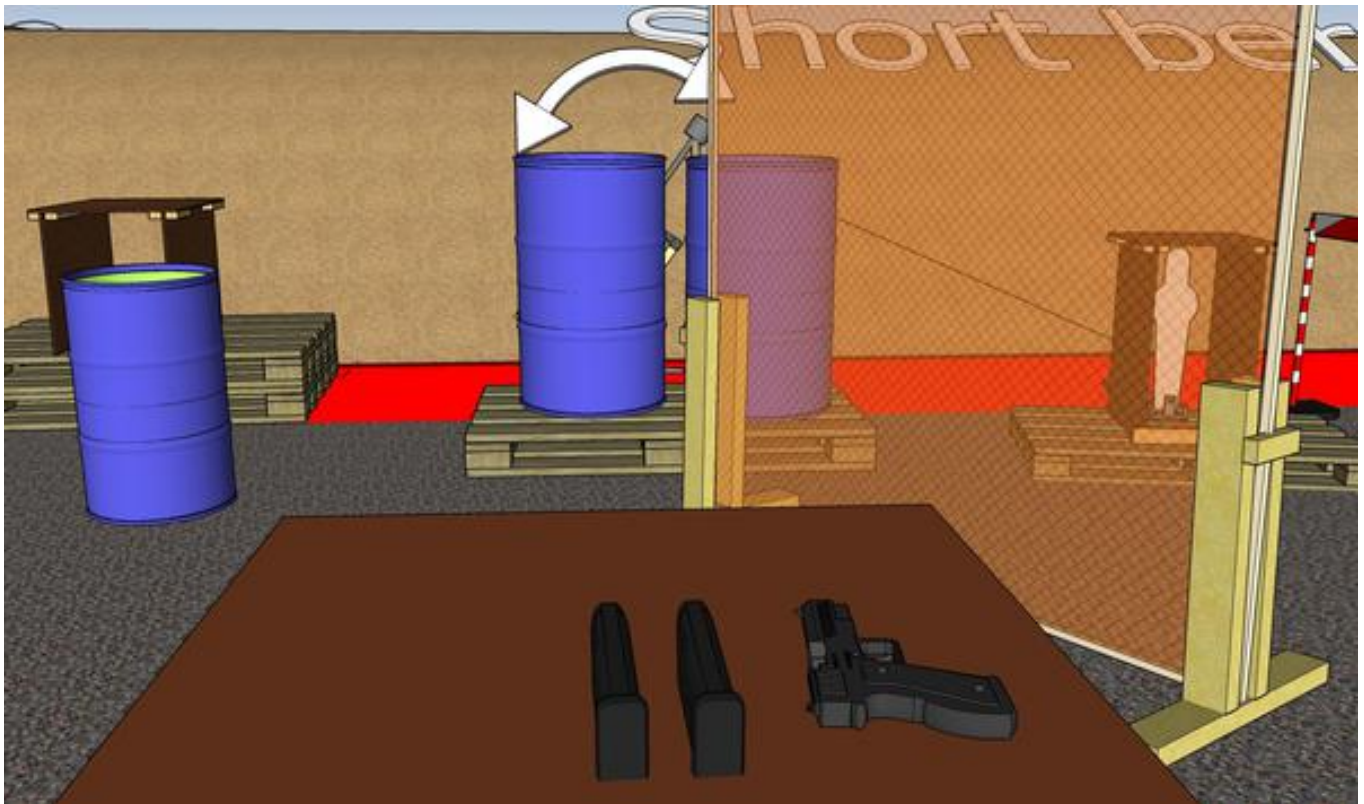


1. Relax



| | | | |
|---------|----------------------------------------------|------------|-------|
| 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. 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 | |

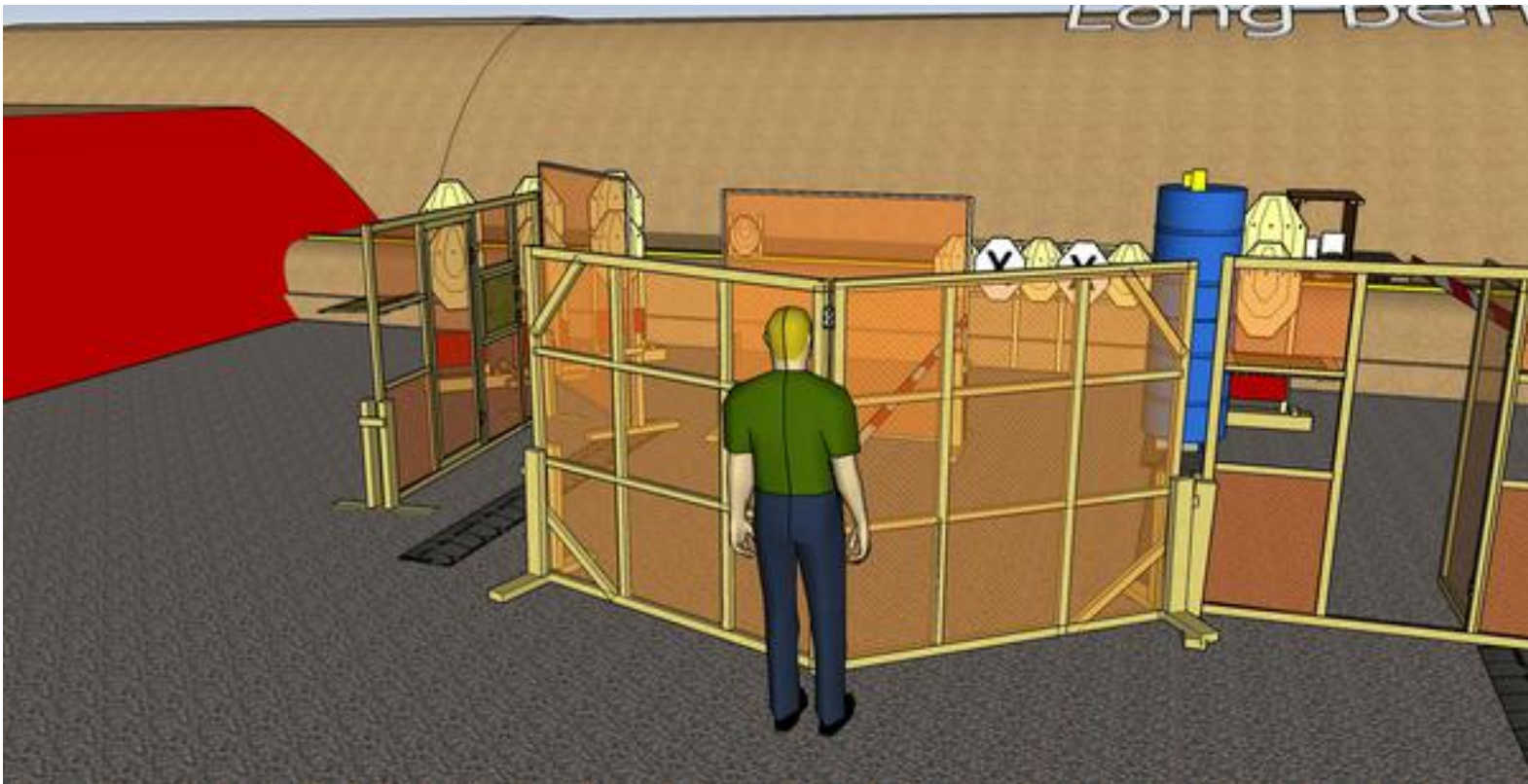
2. One and two and hepp-hepp-hepp



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

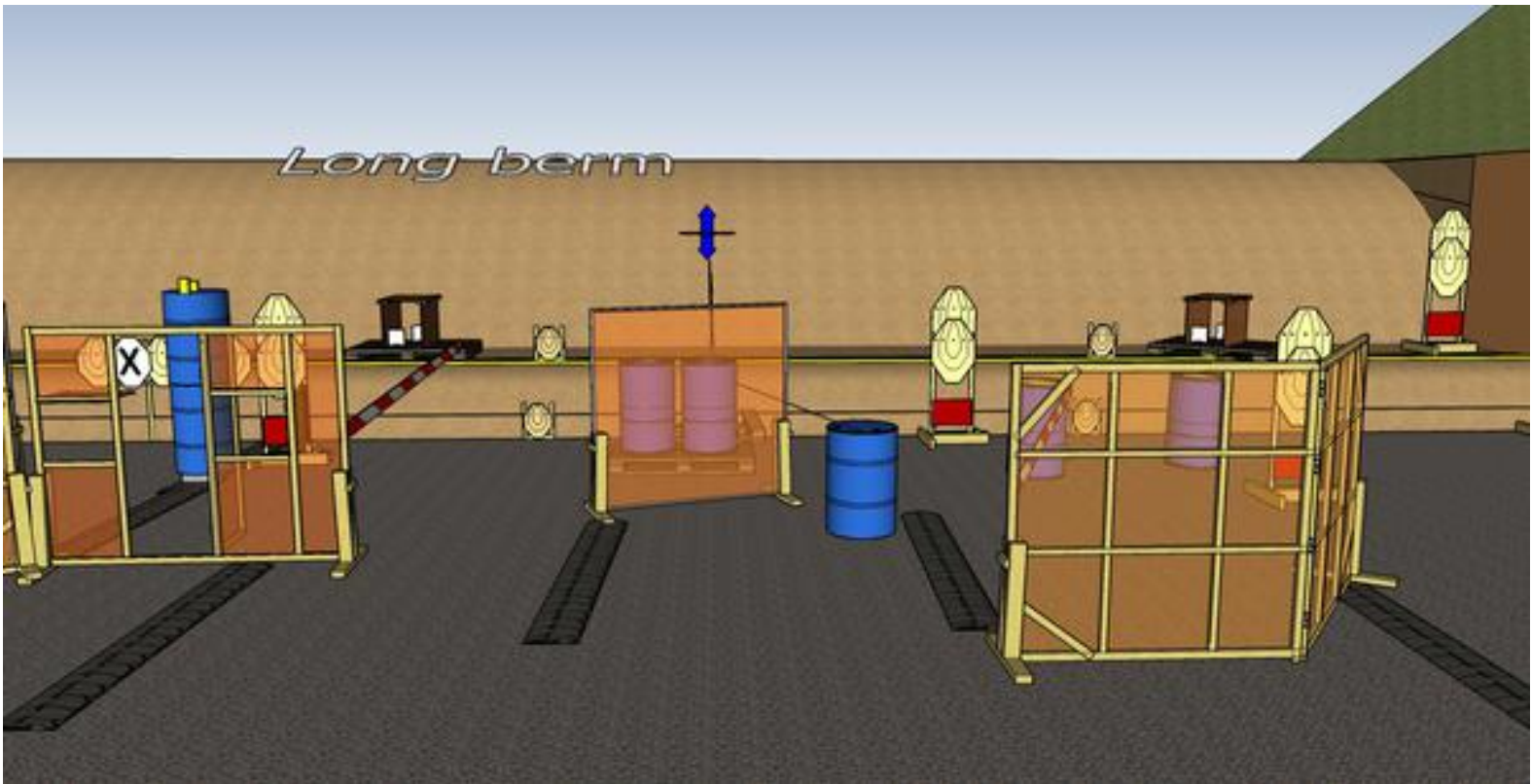
3. Gonna get them all



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

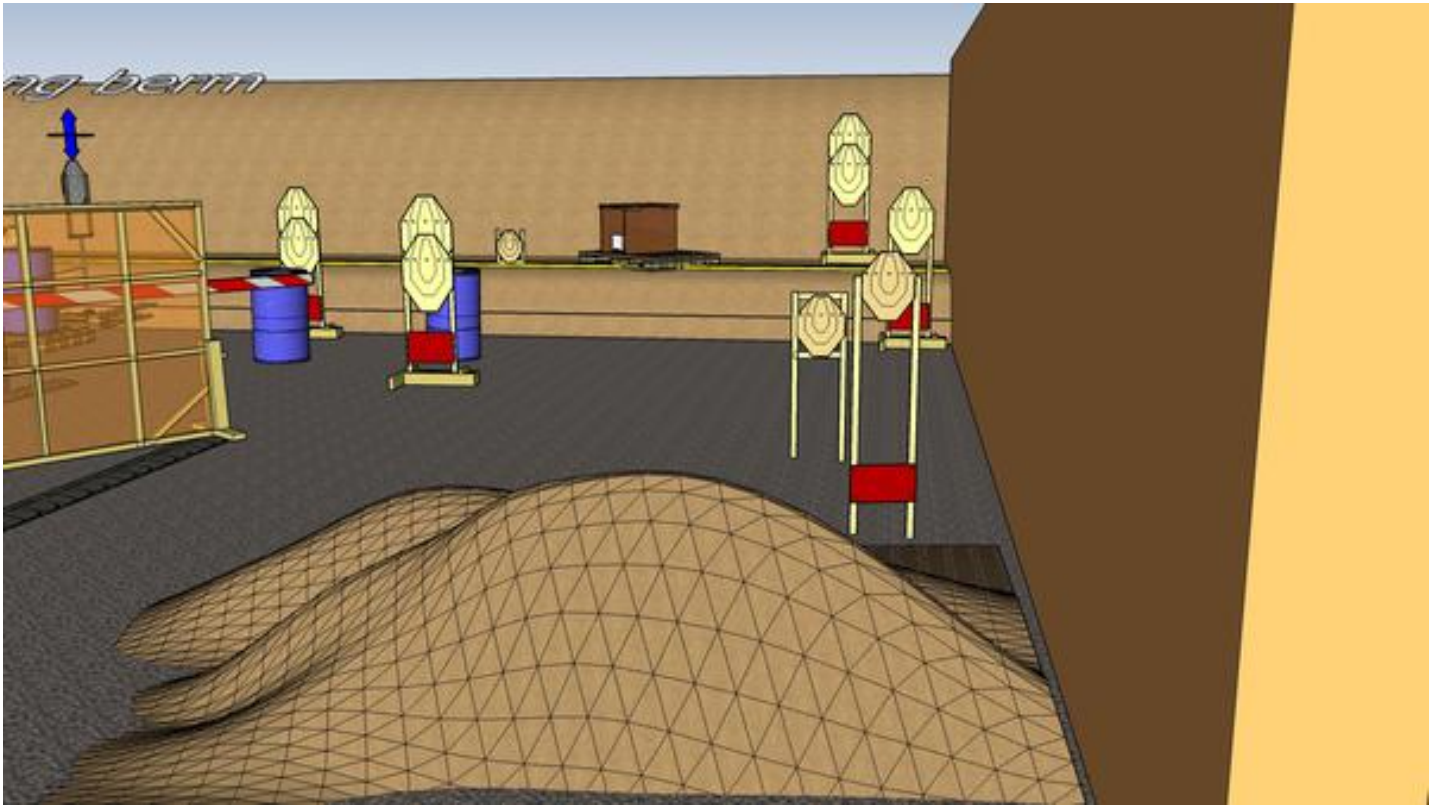
| | |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Procedure | On start signal 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 | |