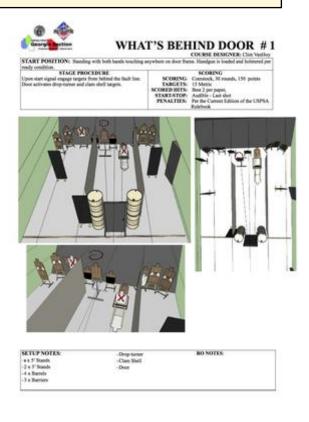
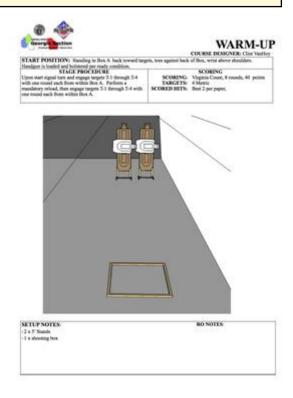
## 1. WHAT'S BEHIND DOOR # 1



| CoF     | Comstock - Long                        | Points     | 150 p  |
|---------|--|------------|--------|
| Targets | 15 paper, 7 no-shoot, Total 15 targets | Min rounds | 30     |
| Firearm | Handgun                                | Match-%    | 60.00% |

| Procedure               | Upon start signal engage targets from behind the fault line. Door activates drop-turner and clam shell targets. |
|-------------------------|---|
| Starting position       | Standing with both hands touching anywhere on door frame. Handgun is loaded and holstered per ready             |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           |   |
| Setup notes             |   |

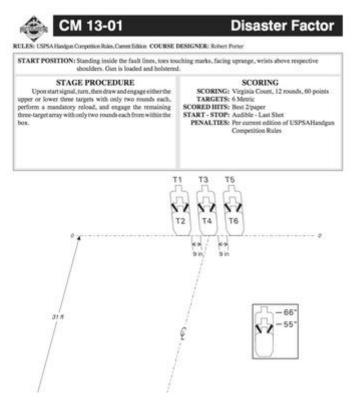
## 2. Warm Up



| CoF     | Virginia count - Short               | Points     | 40 p   |
|---------|--------------------------------------|------------|--------|
| Targets | 4 paper, 2 no-shoot, Total 4 targets | Min rounds | 8      |
| Firearm | Handgun                              | Match-%    | 16.00% |

| Procedure             | Upon start signal turn and engage targets T-1 through T-4 with one round each from within Box A. Perform a mandatory reload, then engage targets T-1 through T-4 with one round each from within Box A. |
|-----------------------|---|
| Starting position     | Standing in Box A back toward targets, toes against back of Box, wrist above shoulders. Handgun is I  |
| Firearm ready         |   |
| condition<br>Start on | Audible signal  |
|                       | Addible signal  |
| Stop on               | Last shot   |
| Penalties             | As per current edition of rules   |
| Safety angles         |   |
| Setup notes           | Shoot'n Score It https://shootpscoreit.com 2025.08-24.10:22   |

## 3. CM 13-01 Disaster Factor



| CoF     | Virginia count - Medium              | Points     | 60 p   |
|---------|--------------------------------------|------------|--------|
| Targets | 6 paper, 3 no-shoot, Total 6 targets | Min rounds | 12     |
| Firearm | Handgun                              | Match-%    | 24.00% |

| Procedure             | Upon start signal, turn, then draw and engage either the upper or lower three targets with only two rounds each, perform a mandatory reload, and engage the remaining three-target array with only two rounds each from within the box |
|-----------------------|--|
| Starting position     | Gun loaded & holstered   |
| Firearm ready         |  |
| condition<br>Start on | Audible signal   |
|                       |  |
| Stop on               | Last shot  |
| Penalties             | As per current edition of rules  |
| Safety angles         | L/R  |
| Setup notes           | Shootin Score It https://ehootreegreit.com 2025.09.24.10:22  |