

# 1. The lukes

No image

|         |                                      |            |       |
|---------|--------------------------------------|------------|-------|
| CoF     | Comstock - Short                     | Points     | 50 p  |
| Targets | 5 paper, 1 no-shoot, Total 5 targets | Min rounds | 10    |
| Firearm | Handgun                              | Match-%    | 8.93% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal, engage all targets weak hand only as they become visible within the designated area. All shots must be fired through openings |
| Starting position       |  |
| Firearm ready condition | Loaded on table  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

## 2. The blue hole

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|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                      | Points     | 120 p  |
| Targets | 12 paper, 4 no-shoot, Total 12 targets | Min rounds | 24     |
| Firearm | Handgun                                | Match-%    | 21.43% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal, engage all targets as they become visible within the designated area. |
| Starting position       | Standing erect in blue circle  |
| Firearm ready condition | Loaded and holstered   |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

### 3. Steely Dan

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|         |  |            |       |
|---------|--|------------|-------|
| CoF     | Comstock - Short   | Points     | 55 p  |
| Targets | 4 paper, 1 popper, 2 plates, 1 no-shoot, Total 7 targets | Min rounds | 11    |
| Firearm | Handgun  | Match-%    | 9.82% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage all targets strong hand only as they become visible within the designated area. All steel targets must be shot through apertures. |
| Starting position       |   |
| Firearm ready condition | Loaded and holstered  |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

## 4. Ilt i håvve

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|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                                | Points     | 115 p  |
| Targets | 11 paper, 1 popper, 4 no-shoot, Total 12 targets | Min rounds | 23     |
| Firearm | Handgun  | Match-%    | 20.54% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage all targets as they become visible within the designated area. Red and white tape equals walls extending up and down to infinity. |
| Starting position       |   |
| Firearm ready condition | Loaded and holstered  |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

## 5. The frontrunners

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|         |                          |            |        |
|---------|--------------------------|------------|--------|
| CoF     | Comstock - Short         | Points     | 60 p   |
| Targets | 6 paper, Total 6 targets | Min rounds | 12     |
| Firearm | Handgun                  | Match-%    | 10.71% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage all targets as they become visible within the designated area. Red and white tape equals walls extending up and down to infinity. |
| Starting position       |   |
| Firearm ready condition | Loaded and holstered  |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

## 6. Shit Show

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|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long                        | Points     | 160 p  |
| Targets | 16 paper, 4 no-shoot, Total 16 targets | Min rounds | 32     |
| Firearm | Handgun                                | Match-%    | 28.57% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage all targets as they become visible within the designated area. Red and white tape equals walls extending up and down to infinity. |
| Starting position       |   |
| Firearm ready condition | Loaded and holstered  |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |