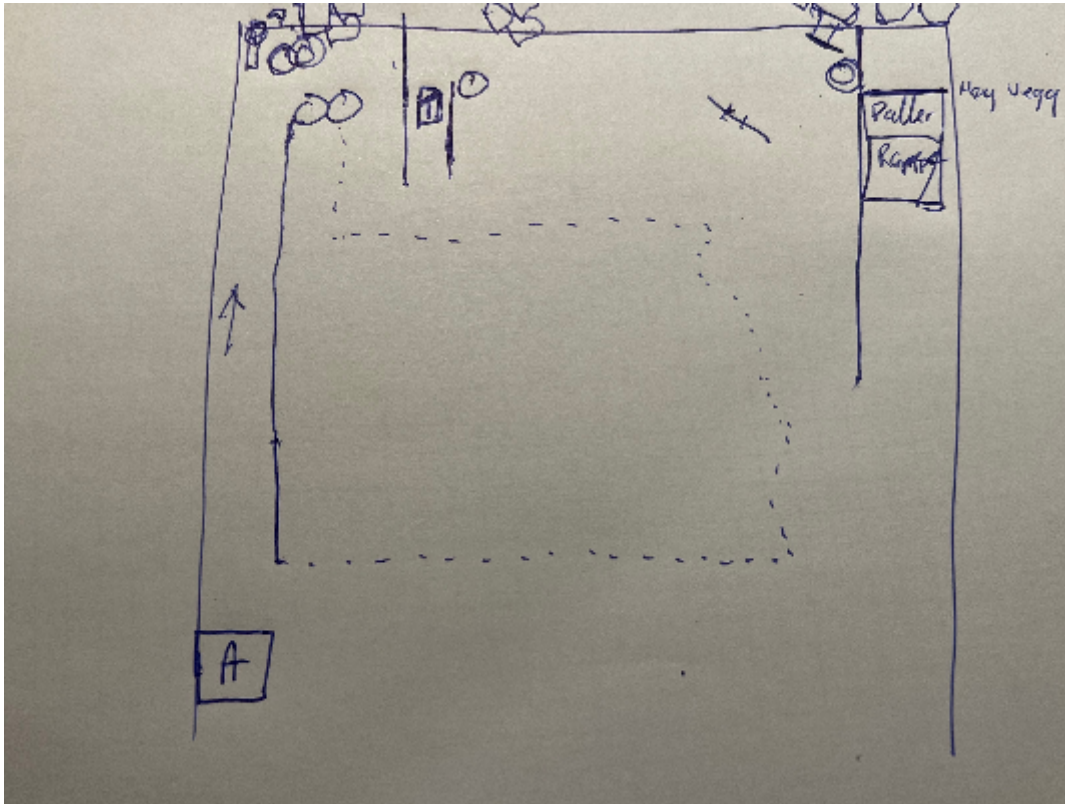


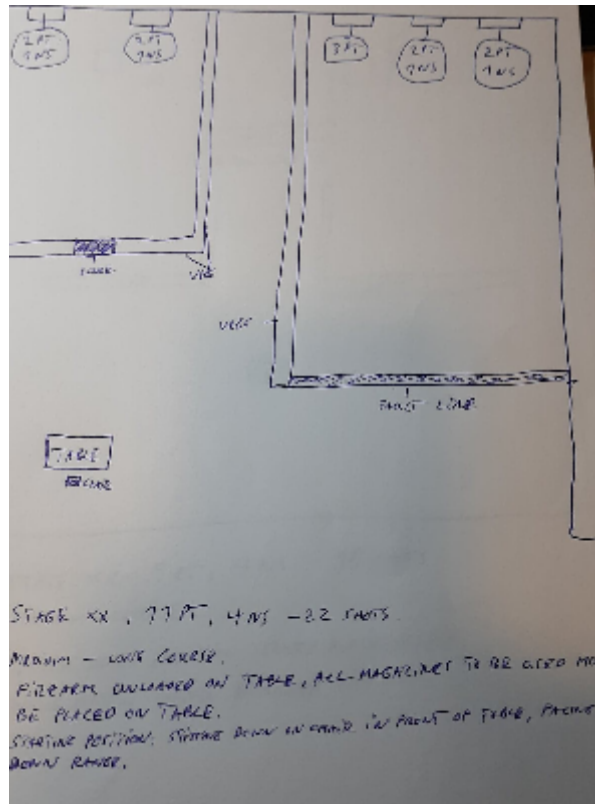
1. Elevation



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Long | Points | 135 p |
| Targets | 13 paper, 1 popper, 2 no-shoot, Total 14 targets | Min rounds | 27 |
| Firearm | Handgun | Match-% | 25.71% |

| | |
|-------------------------|--|
| Procedure | All walls are SOLID Engage all targets from within the designated area as they become visible. Steel popper P1 must be shoot from AREA A |
| Starting position | Gun loaded & holstered |
| Firearm ready condition | Loaded Holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R Red and White ribbon |
| Setup notes | All walls are SOLID |

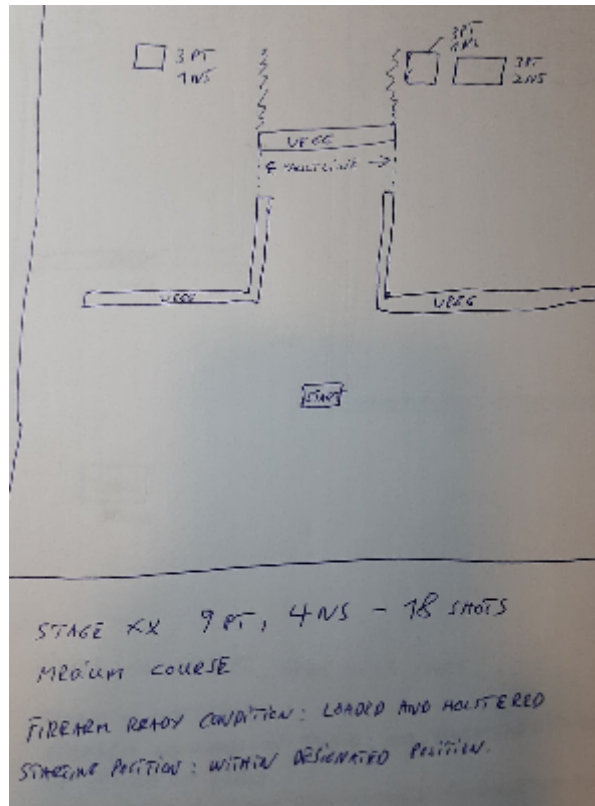
2. The Office



| | | | |
|---------|--|------------|--------|
| CoF | Comstock - Medium | Points | 110 p |
| Targets | 11 paper, 4 no-shoot, Total 11 targets | Min rounds | 22 |
| Firearm | Handgun | Match-% | 20.95% |

| | |
|-------------------------|--|
| Procedure | Engage all targets from within the designated area as they become visible. All walls are SOLID |
| Starting position | Sitting on chair in front of the table, facing downrange. Hands hanging down on sides. |
| Firearm ready condition | Unloaded on table, all magazines to be used on table |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | All walls are SOLID |

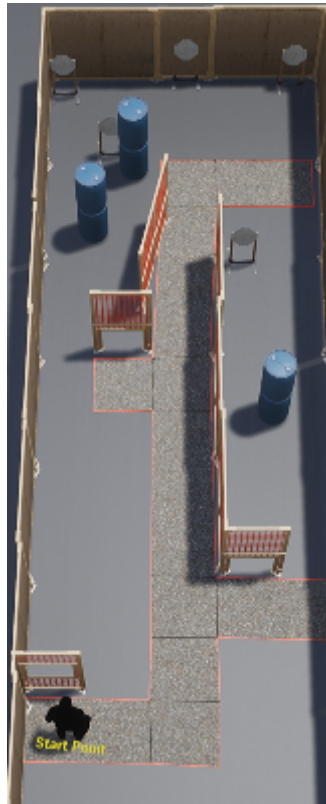
3. Strongman



| | | | |
|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 9 paper, 4 no-shoot, Total 9 targets | Min rounds | 18 |
| Firearm | Handgun | Match-% | 17.14% |

| | |
|-------------------------|---|
| Procedure | Engage all targets from within the designated area strong hand only. All walls are hardcover PCC : No stronghand requirements All walls are SOLID |
| Starting position | Inside area A |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

5. Run forrest , Run



| | | | |
|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, 2 no-shoot, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 11.43% |

| | |
|-------------------------|--|
| Procedure | Engage all targets from within the designated area as they become visible. |
| Starting position | Inside area A |
| 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 | All walls are SOLID |

6. Barrelfun



| | | | |
|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 80 p |
| Targets | 8 paper, 2 no-shoot, Total 8 targets | Min rounds | 16 |
| Firearm | Handgun | Match-% | 15.24% |

| | |
|-------------------------|--|
| Procedure | Engage all targets from within the designated area as they become visible. |
| Starting position | Anywhere within the designated Area |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | All walls are SOLID |

7. Memory game



| | | | |
|---------|--------------------------|------------|-------|
| CoF | Comstock - Short | Points | 50 p |
| Targets | 5 paper, Total 5 targets | Min rounds | 10 |
| Firearm | Handgun | Match-% | 9.52% |

| | |
|-------------------------|---|
| Procedure | Engage all targets from within the designated areas. Only one target pr Area. If you forget one, go back. (Areas are A, B, C,D and E) |
| Starting position | AREA C |
| Firearm ready condition | Gun loaded & holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | All walls are SOLID |