1. Now You See Me

CoF	Comstock - Short	Points	60 p
Targets	2 paper, 2 disappering/bonus, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	8
Firearm	Handgun	Match-%	5.26%
Procedure	On signal engage all targets. Popper P2 activates moving targets T4. Targets T1 & T4 are hidden at rest.	T1 & T2. Popper P3	activates moving targets T3 &
Starting position	Anywhere within designated area, with wrists below belt.		
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 red sticks		
Setup notes			

2. Weak Sandman

CoF	Comstock - Short	Points	50 p
Targets	5 paper, 1 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	4.39%
Procedure	On signal, engage all targets, using weak hand only.		
Starting position	Anywhere within designated area, with wrists below belt.		
Firearm ready condition	Loaded on table. All of the gun must be within the edges of the tabletop.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R red sticks		
Setup notes			

3. Strong Sandman

0 5	Comstock - Short		50
CoF		Points	50 p
Targets	5 paper, 2 no-shoot, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	4.39%
Procedure	On signal, engage all targets, using strong hand only.		
Starting position	Anywhere within designated area, with wrists below belt.		
Firearm ready condition	Loaded on table. All of the gun must be within the edges of the tab	bletop.	
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R red sticks		
Setup notes			

4. Dragonfly

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 3 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	14.04%
Procedure	On signal, engage all targets. Poppers P1 and P2 activate moving rest.	targets B1 and B2.	Moving targets are visible at
Starting position	Anywhere within designated area, with wrists below belt.		
Firearm ready condition	Loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Marker left following 90, marker right following 90		
Setup notes			

5. Feed Me Bananas

CoF	Comstock - Medium	Points	120 p	
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24	
Firearm	Handgun	Match-%	10.53%	
Procedure	On start signal, engage all targets. Popper P2 activates moving target S1. Moving target S1 is visible at rest.			
Starting position	Anywhere within designated area, with wrists below belt.			
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 red sticks			
Setup notes				

6. Guleböj

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	10.53%
Procedure	On start signal, engage all targets. Door to be opened only with help of Hand(s).		
Starting position	Standing with both feet touching mark, as demonstrated by RO.		
Firearm ready condition	Magazine inserted, empty chamber		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Marker left following 90, marker right following 90		
Setup notes			

7. Pling Pling

CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 4 popper, 4 plates, 1 no-shoot, Total 16 targets	Min rounds	24
Firearm	Handgun	Match-%	10.53%
Procedure	On start signal, engage all targets. Popper P4 activates moving tar Moving targets are visible at rest.	rget S1. Popper P5 a	activates moving target S2.
Starting position	Anywhere within designated area, with wrists below belt.		
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 red sticks		
Setup notes			

8. Florida Man

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 1 popper, 3 plates, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	14.04%
Procedure	On start signal, engage all targets. Popper P3 activates moving ta	rget S1. Moving targ	et S1 is visible at rest.
Starting position	Standing with one foot touching mark, as demonstrated by RO.		
Firearm ready condition	Loaded and holstered		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	Marker left following 90, marker right red stick		
Setup notes			

9. Looper

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.26%
Procedure	On signal, engage all targets. Stomper activates moving target S1. only be activated by using the kettle bell – as demonstrated by RO		s visible at rest. Stomper may
Starting position	Standing with both feet touching mark, as demonstrated by RO.		
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 red sticks		
Setup notes			

10. Rocket Science

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	5.26%
Procedure	On start signal, engage all targets.		
Starting position	Anywhere within designated area, with wrists below belt.		
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 red sticks		
Setup notes			

11. The Remedy

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 1 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	10.53%
		-	
Procedure	On start signal, engage all targets.		
Starting position	Anywhere within designated area, with wrists below belt.		
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 red sticks		
Setup notes			

12. Kriss Kross

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	5.26%
Procedure	On start signal, engage all targets. Poppers P1 & P2 activate movi	ing targets S1 & S2.	
Starting position	Anywhere within designated area, with wrists below belt.		
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 red sticks		
Setup notes			