

1. Just not swinging

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|---------|--------------------------------------|------------|--------|
| CoF | Comstock - Short | Points | 60 p |
| Targets | 6 paper, 3 no-shoot, Total 6 targets | Min rounds | 12 |
| Firearm | Handgun | Match-% | 12.63% |

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| Procedure | On signal engage all targets from within the demarcated area as they become visible STRONG HAND ONLY. First magazine to be used on table. |
| Starting position | Anywhere |
| Firearm ready condition | Gun unloaded on table placed on blue mark. Barrel parallell with blue mark. |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

2. Drop and give me eleven (!)

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|---------|--|------------|--------|
| CoF | Comstock - Short | Points | 55 p |
| Targets | 4 paper, 2 popper, 1 plates, 1 no-shoot, Total 7 targets | Min rounds | 11 |
| Firearm | Handgun | Match-% | 11.58% |

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| Procedure | On signal engage all targets from within the demarcated area as they become visible. Plate 1 activates clam shell AND reveals target 2. Clam shell target MUST be shot after activation. |
| Starting position | Standing relaxed on blue line as demonstrated. |
| 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. Confusion

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|---------|---|------------|--------|
| CoF | Comstock - Medium | Points | 120 p |
| Targets | 9 paper, 1 disappearing/bonus, 4 popper, 2 no-shoot, Total 14 targets | Min rounds | 22 |
| Firearm | Handgun | Match-% | 25.26% |

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|-------------------------|--|
| Procedure | On signal engage all targets as they become visible from within the demarcated area. Opening hatch will activate bonus target (swinger). Target will NOT be visible at rest. |
| Starting position | Standing relaxed anywhere |
| 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 | Cover plate. |

4. Where is Waldo?

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|---------|---|------------|--------|
| CoF | Comstock - Long | Points | 155 p |
| Targets | 12 paper, 1 disappearing/bonus, 4 popper, 1 plates, 1 no-shoot, Total 18 targets | Min rounds | 29 |
| Firearm | Handgun | Match-% | 32.63% |

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| Procedure | On signal engage all targets as they become visible from within the demarcated area. Opening hatch will activate bonus target (swinger) which will NOT be visible at rest. Plate will activate clam shell AND reveal target 1. |
| Starting position | Anywhere within the demarcated area. |
| Firearm ready condition | Gun loaded and holstered |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | Cover both targets with no-shoot in far back, two open targets centre front and two targets far right back. |

5. Move it!

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|---------|------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 85 p |
| Targets | 8 paper, 1 plates, Total 9 targets | Min rounds | 17 |
| Firearm | Handgun | Match-% | 17.89% |

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|-------------------------|--|
| Procedure | On signal engage all targets from within the demarcated area as they become visible. Plate will activate clam shell AND reveal target 1. |
| Starting position | Anywhere |
| 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 | No poppers. Cover all 4 targets centre back and close hatch in front. Open hatch far left back. |