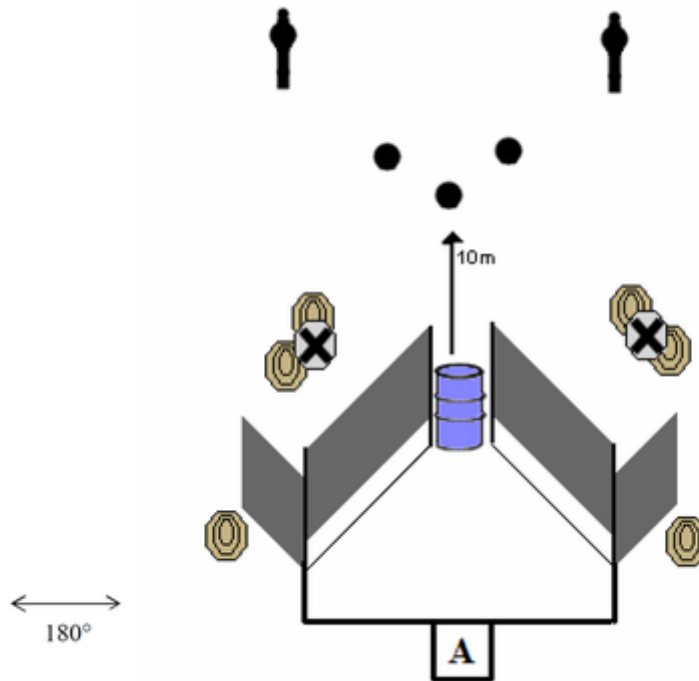


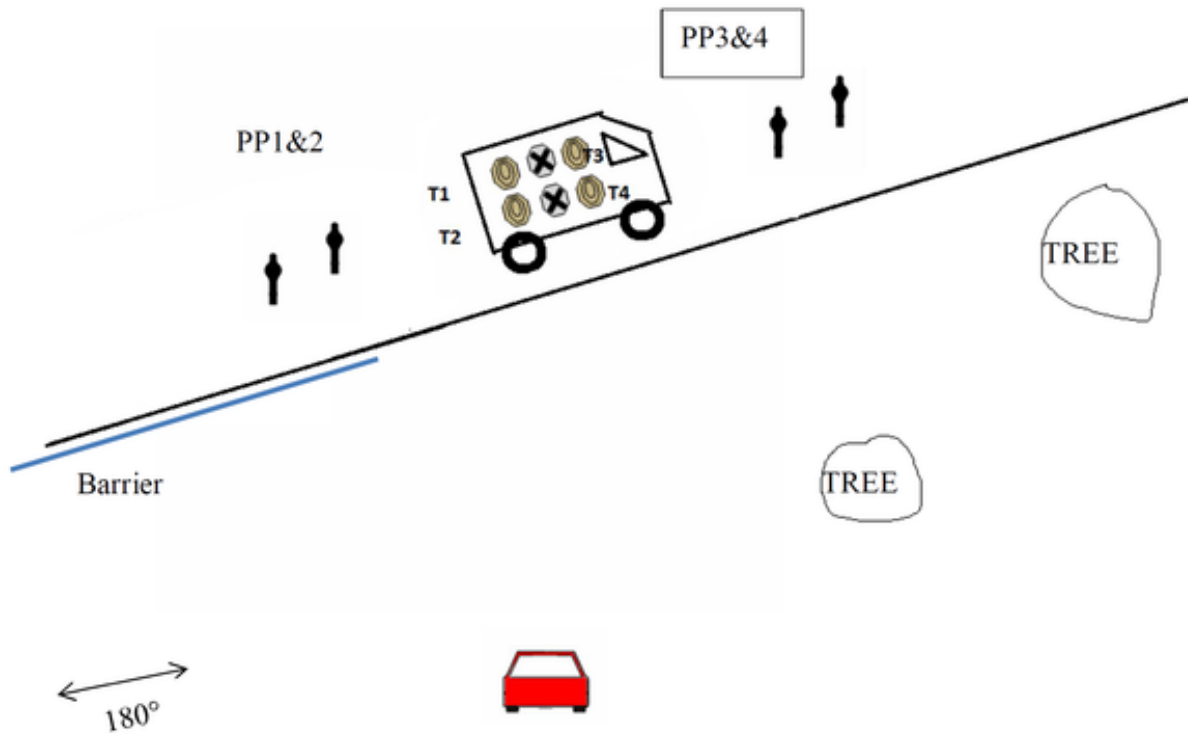
# 1. Akkedis



|         |   |            |        |
|---------|---|------------|--------|
| CoF     | Comstock - Medium   | Points     | 85 p   |
| Targets | 6 paper, 2 popper, 3 plates, 2 no-shoot, Total 11 targets | Min rounds | 17     |
| Firearm | Handgun   | Match-%    | 23.94% |

|                         |   |
|-------------------------|---|
| Procedure               | <ul style="list-style-type: none"> <li>On audible signal engage all targets while remaining within the demarcated zone.</li> <li>No shooting over tyre walls, partitions and barriers allowed.</li> </ul> |
| Starting position       | Shooter stands in Box A. Gun loaded and placed on drum.   |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             | Leave a 400mm gap underneath the barricades for prone shooting  |

## 2. I can hear you!



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Short                               | Points     | 60 p   |
| Targets | 4 paper, 4 popper, 2 no-shoot, Total 8 targets | Min rounds | 12     |
| Firearm | Handgun  | Match-%    | 16.90% |

|                         |  |
|-------------------------|--|
| Procedure               | <ul style="list-style-type: none"> <li>• On audible signal Press button on table to activate Taxi Runner</li> <li>• Engage all targets while remaining seated in the "vehicle".</li> <li>• No shooting over tyre walls, partitions and barriers allowed.</li> <li>• T1-T4 stay visible and carry no drop shot penalties</li> </ul> |
| Starting position       | Seated in car. Gun is loaded and placed on "passenger seat".   |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

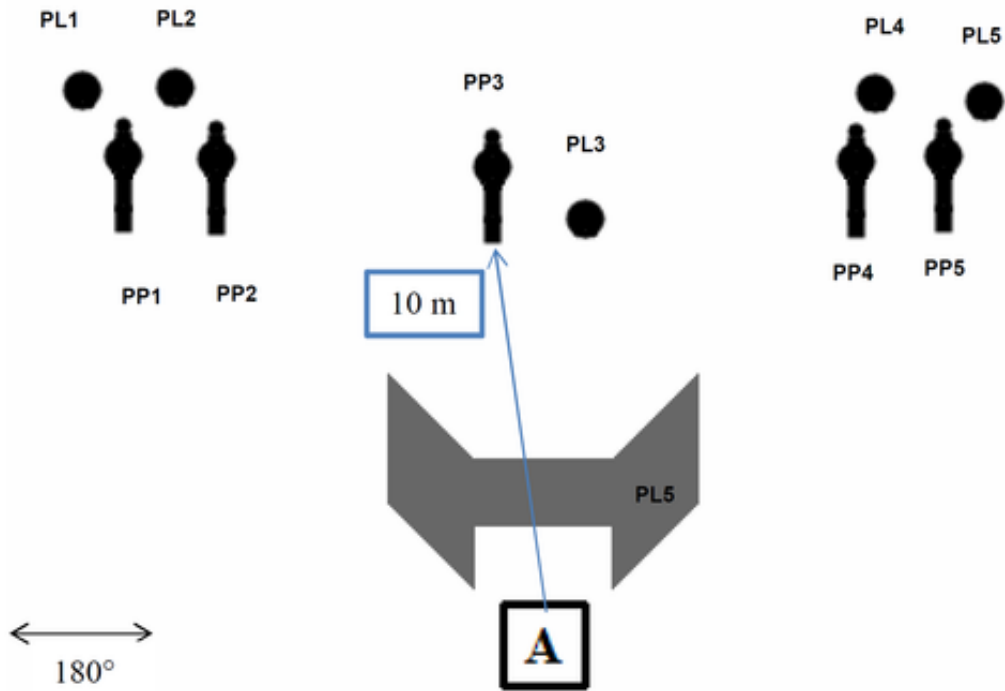
### 3. Archie's Secret Assault

No image

|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Long  | Points     | 160 p  |
| Targets | 11 paper, 4 popper, 6 plates, 6 no-shoot, Total 21 targets | Min rounds | 32     |
| Firearm | Handgun  | Match-%    | 45.07% |

|                         |                                 |
|-------------------------|---------------------------------|
| Procedure               |                                 |
| Starting position       | Gun loaded & holstered          |
| Firearm ready condition |                                 |
| Start on                | Audible signal                  |
| Stop on                 | Last shot                       |
| Penalties               | As per current edition of rules |
| Safety angles           | L/R                             |
| Setup notes             |                                 |

## 4. Steel Hammer



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Short                     | Points     | 50 p   |
| Targets | 5 popper, 5 plates, Total 10 targets | Min rounds | 10     |
| Firearm | Handgun                              | Match-%    | 14.08% |

|                         |  |
|-------------------------|--|
| Procedure               | Standing in Box A, engage all Poppers and plates as they become visible. |
| Starting position       | Gun loaded & holstered   |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |