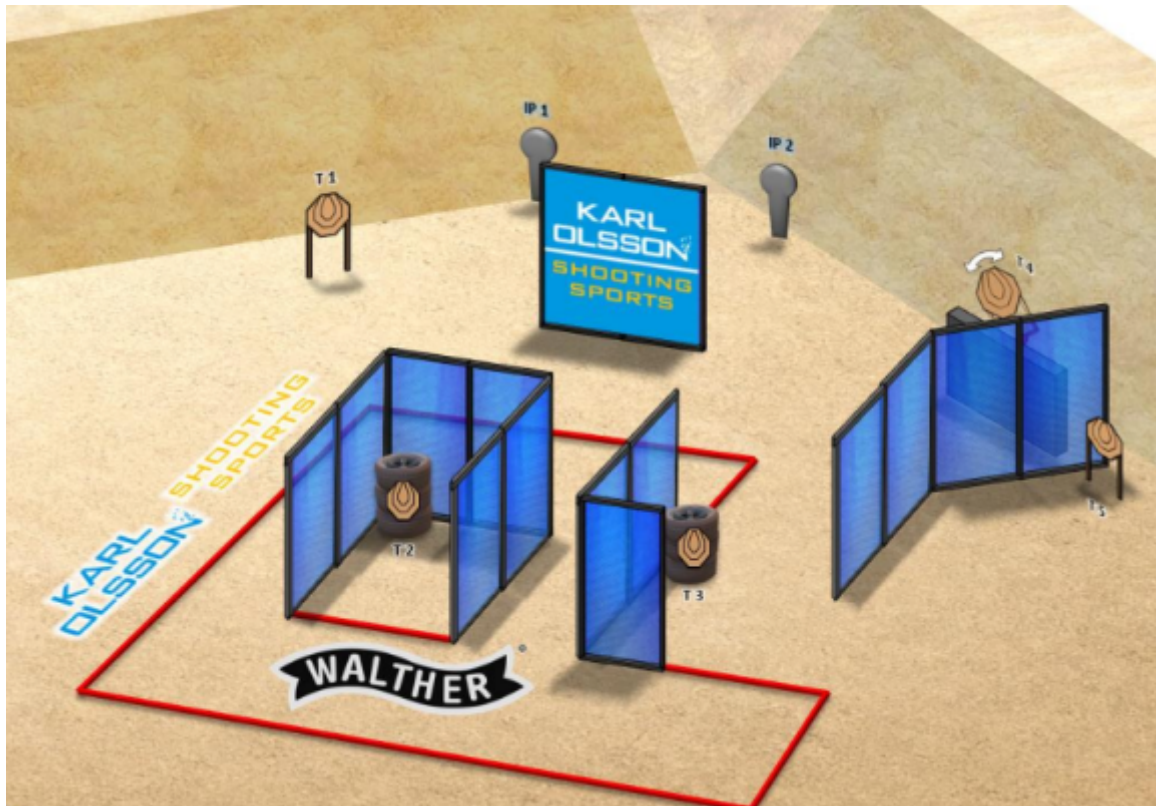


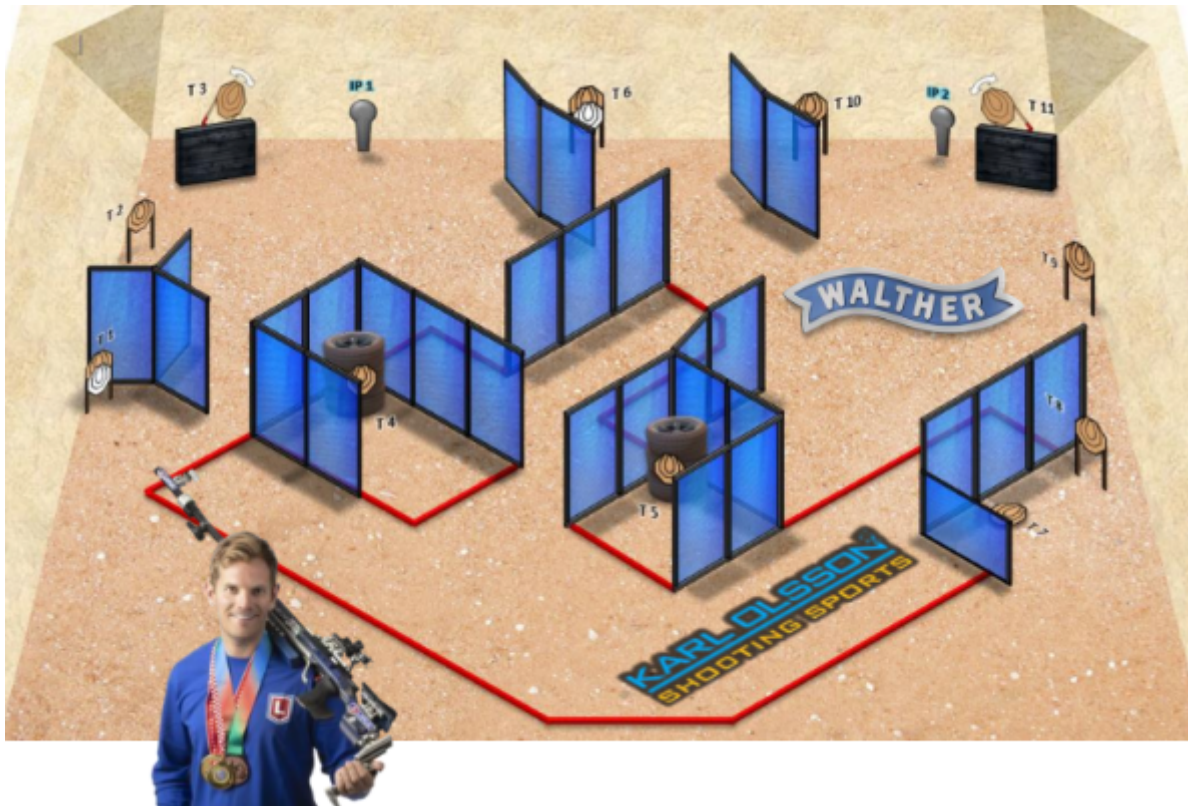
1. 75m left



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	3.31%

Procedure	After audible signal engage targets. IP2 activates moving target T4 which will be visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. 75m right



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.61%

Procedure	After audible signal engage targets. IP1 activates moving target T3. IP2 activates moving target T11. Both will be visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

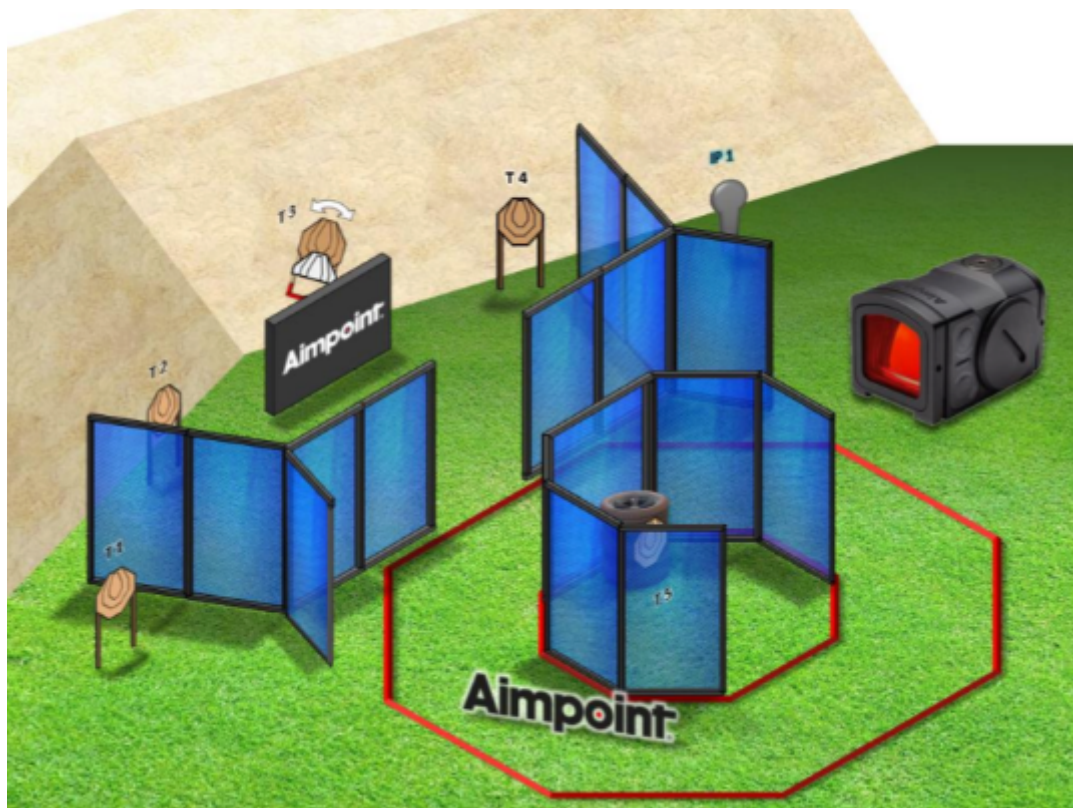
3. B3 - 35m



CoF	Comstock - Long	Points	155 p
Targets	14 paper, 1 popper, 2 plates, 1 no-shoot, Total 17 targets	Min rounds	31
Firearm	Handgun	Match-%	8.54%

Procedure	After audible signal engage targets. IP1 activates moving target T8 and T9. Both will be visible at rest
Starting position	Standing anywhere on ground area.
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

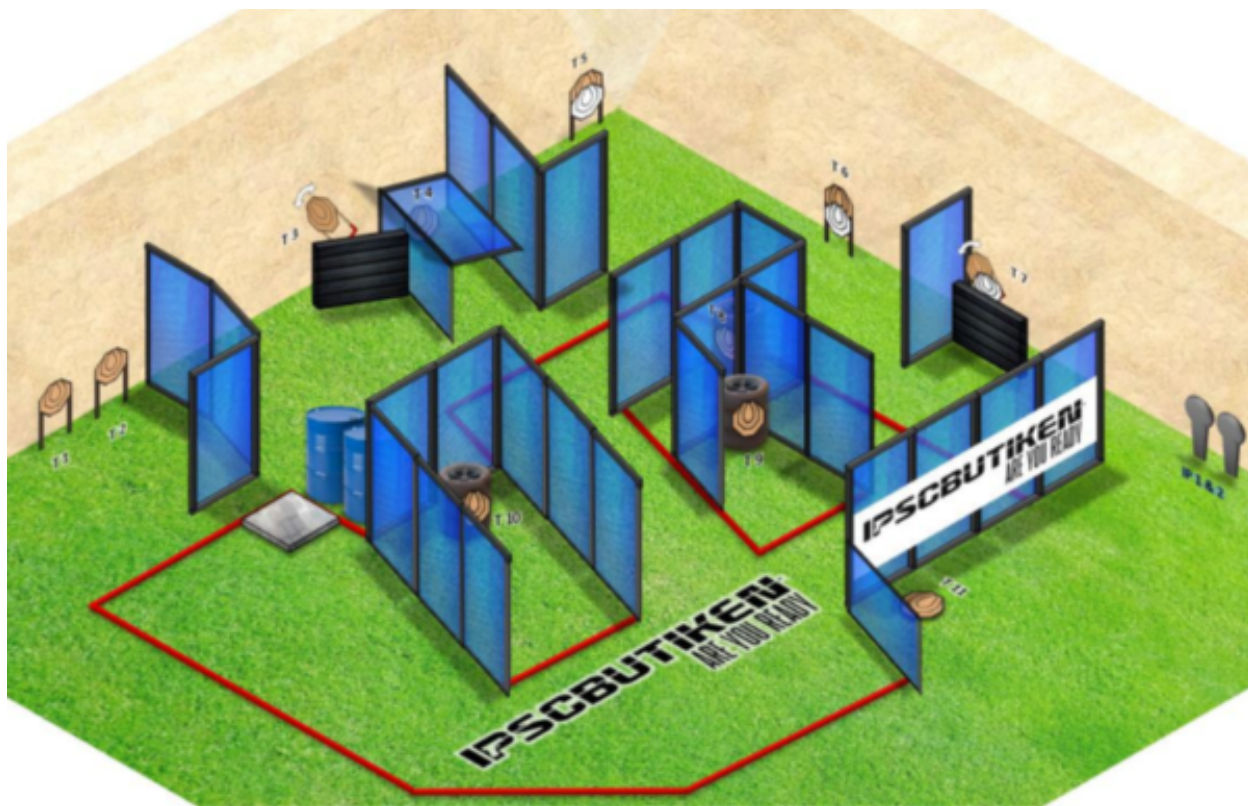
4. Behind trap



CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	3.03%

Procedure	After audible signal engage targets. IP1 activates moving target T3 which will be visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

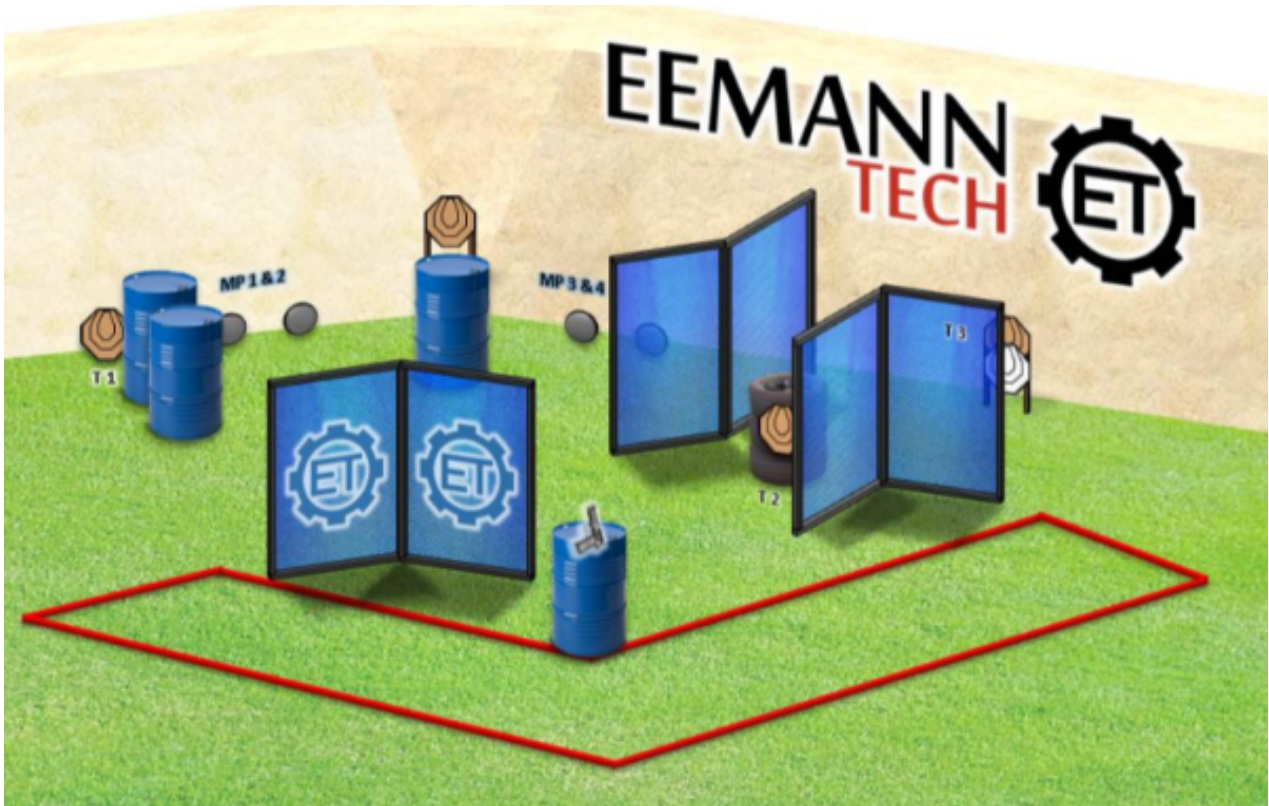
5. The corner



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.61%

Procedure	After audible signal engage targets. Stompbox activates moving target T3. IP1 activates moving target T7. Both will be visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Behind 100m shed



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	3.31%

Procedure	After audible signal engage targets with weak hand only.
Starting position	Loaded, laying on barrel
Firearm ready condition	Standing
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left, flag right
Setup notes	

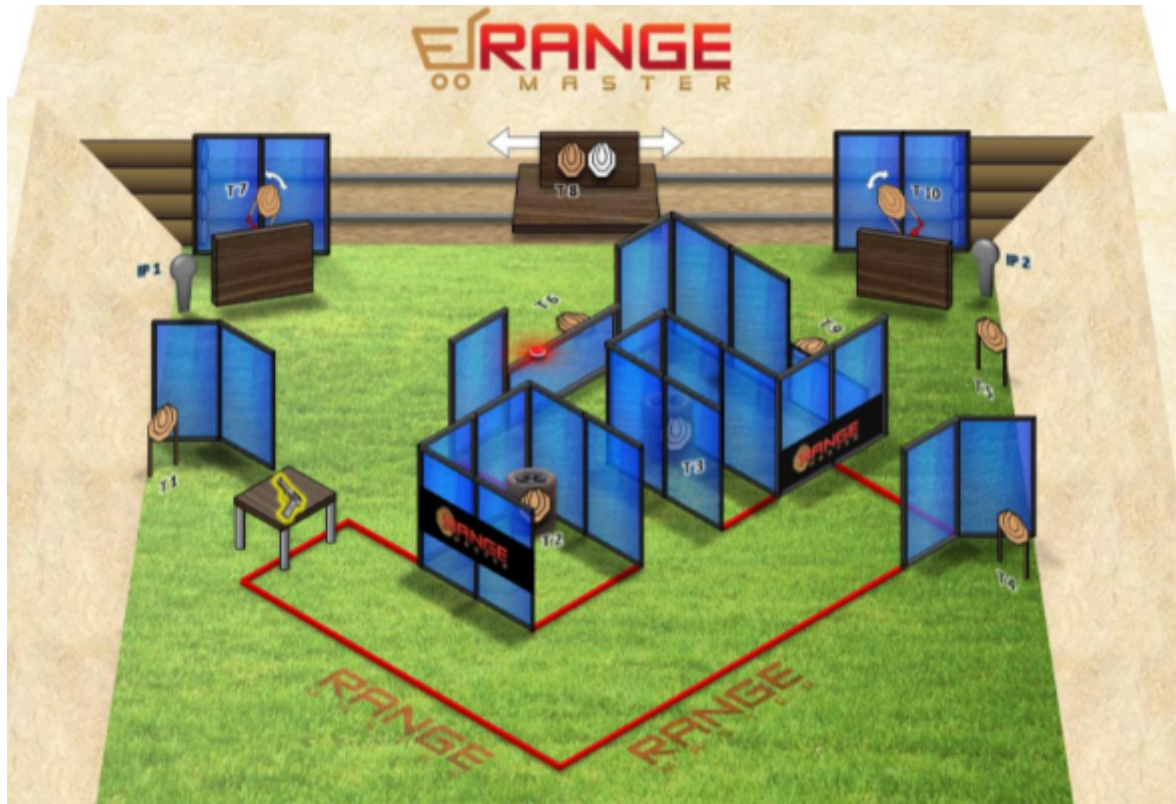
7. Jungle run



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	8.82%

Procedure	After audible signal engage targets.
Starting position	One foot touching yellow mark
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

8. The moose



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 3 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.61%

Procedure	After audible signal engage targets. IP1 activates moving target T7. IP2 activates moving target T11. Button activates moving targets T8 and T9, which will move until "range is clear". All moving targets will be visible at rest.
Starting position	Standing
Firearm ready condition	Unloaded. Mag well and chamber empty. Laying on mark 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	90 degrees left and right
Setup notes	

9. The grave



CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 plates, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	2.48%

Procedure	After audible signal engage targets. Stompbox activates moving targets T3, MP1, MP2 and MP3. All moving targets will be visible at rest.
Starting position	Heels touching mark
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right
Setup notes	

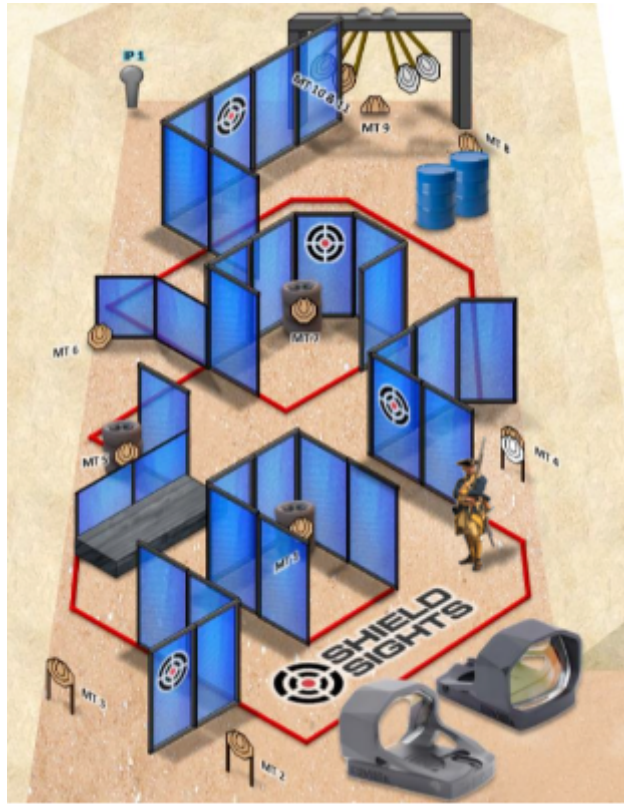
10. 80m range



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.61%

Procedure	After audible signal engage targets. Laser beam activates moving target T6. IP2 activates moving target T11. All moving targets will be visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right
Setup notes	

11. Bay 2



CoF	Comstock - Medium	Points	115 p
Targets	11 paper, 1 popper, 2 no-shoot, Total 12 targets	Min rounds	23
Firearm	Handgun	Match-%	6.34%

Procedure	After audible signal engage targets. IP1 activates moving target T10 & T11. Both will be visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

12. Bay 1



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-%	8.82%

Procedure	After audible signal engage targets. Stompbox activates moving targets MP1 & MP2. Laser beam activates moving target T5 & T6. IP1 activates moving target T14. All moving targets will be visible at rest.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right
Setup notes	

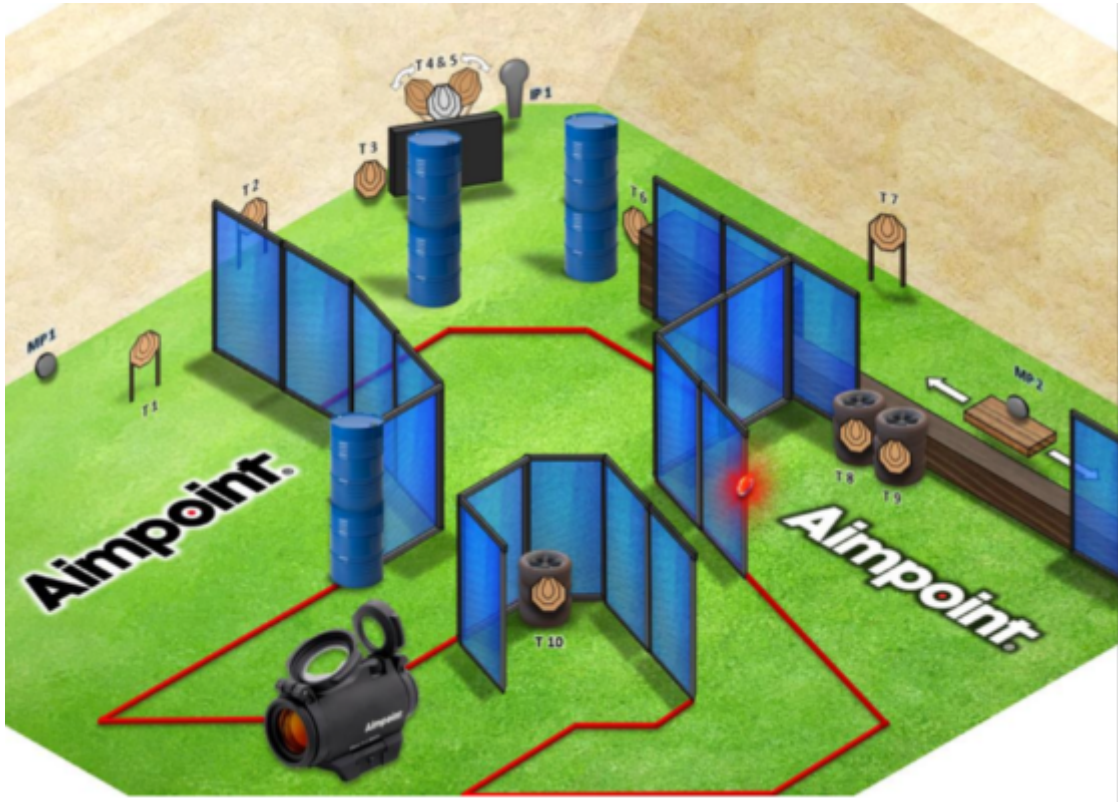
13. 200m range



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 plates, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.61%

Procedure	After audible signal engage targets.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

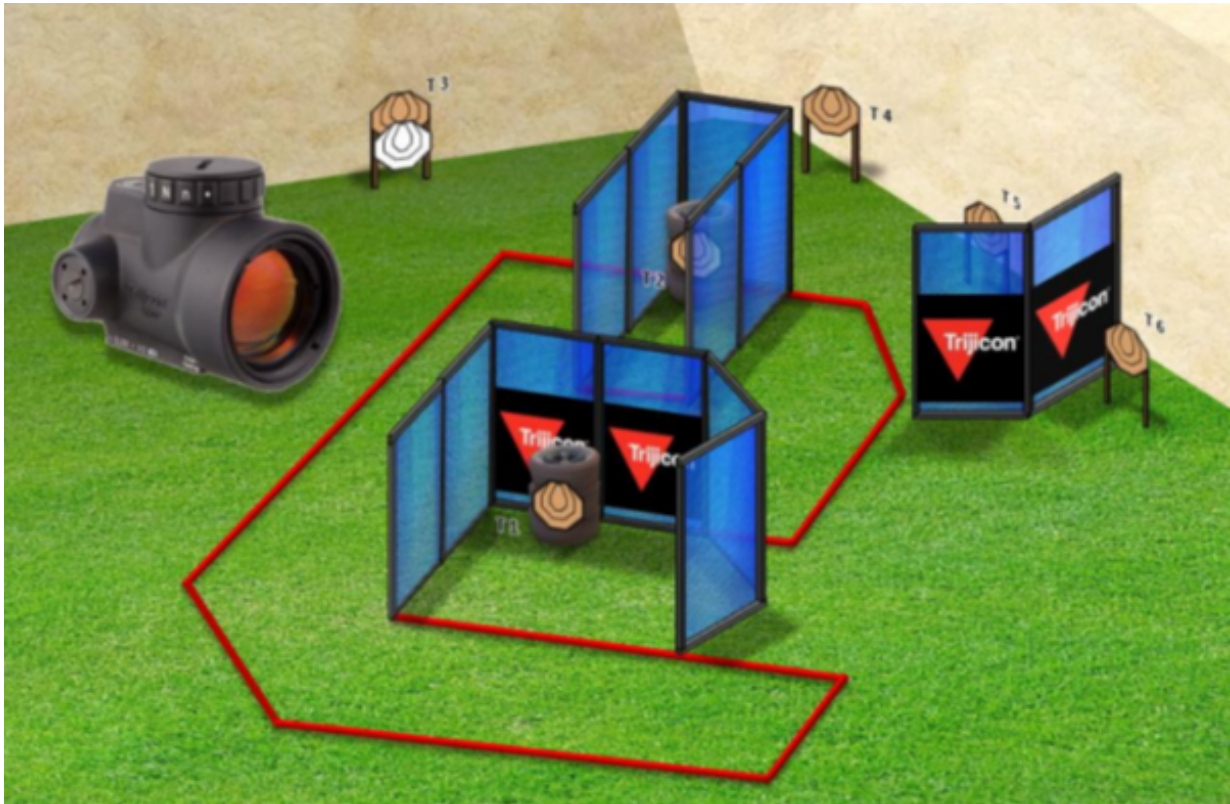
14. Rabbit run



CoF	Comstock - Medium	Points	115 p
Targets	10 paper, 1 popper, 2 plates, 1 no-shoot, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	6.34%

Procedure	After audible signal engage targets. IP1 activates moving targets T4 & T5. Button (pushed with hand only) activates moving target MP2, which will move from right to the left then back to the right and stop. Shooter may re-activate target MP2 as many times as needed.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

15. 50m right



CoF	Comstock - Short	Points	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	3.31%

Procedure	After audible signal engage targets.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

16. 50m left



CoF	Comstock - Short	Points	55 p
Targets	4 paper, 3 plates, Total 7 targets	Min rounds	11
Firearm	Handgun	Match-%	3.03%

Procedure	After audible signal engage targets.
Starting position	Standing
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

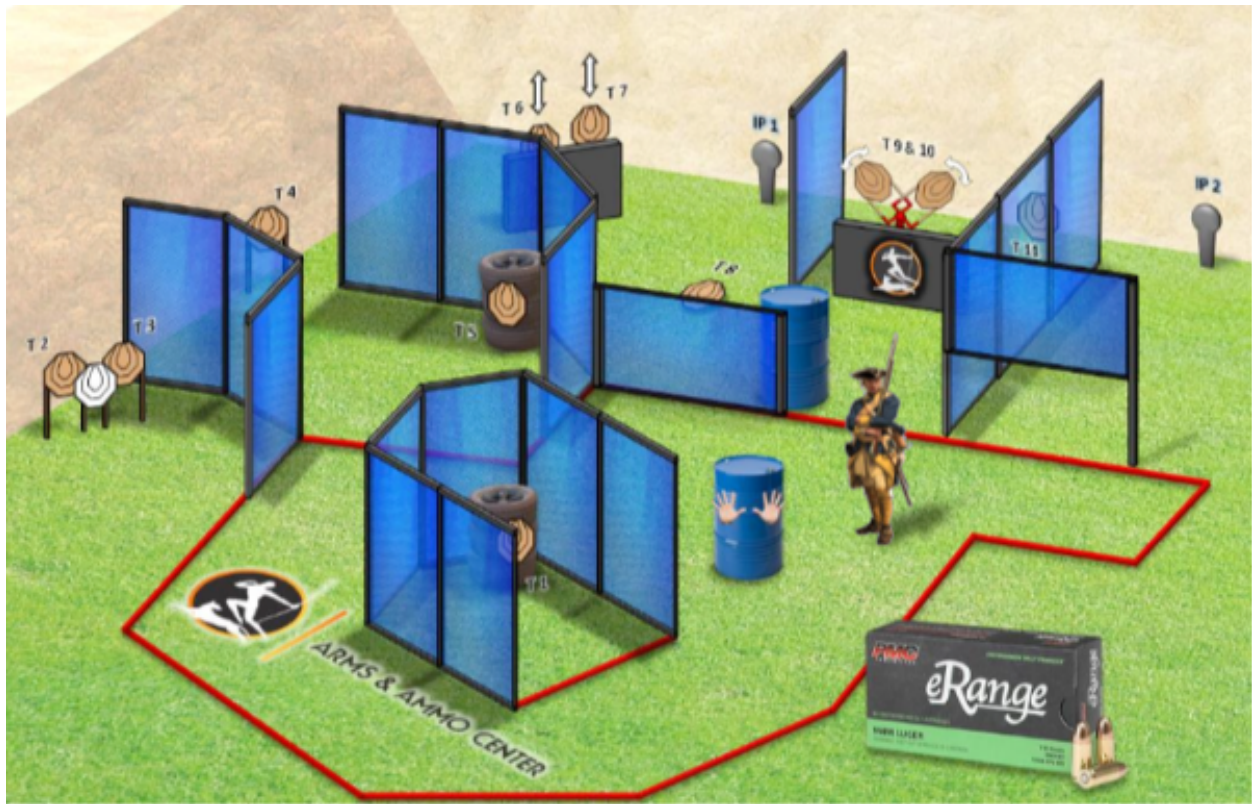
17. 25m right



CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 plates, 1 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	3.03%

Procedure	After audible signal engage targets. Rope activates moving target T4 which will be visible at rest.
Starting position	Standing
Firearm ready condition	Unloaded. Laying on mark.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right
Setup notes	

18. 25m left



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 1 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	6.61%

Procedure	After audible signal engage targets. IP1 activates moving target T6 & T7. IP2 activates moving targets T9 & T10. All moving targets will be visible at rest.
Starting position	Both hand palms touching barrel
Firearm ready condition	Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 degrees left and right
Setup notes	