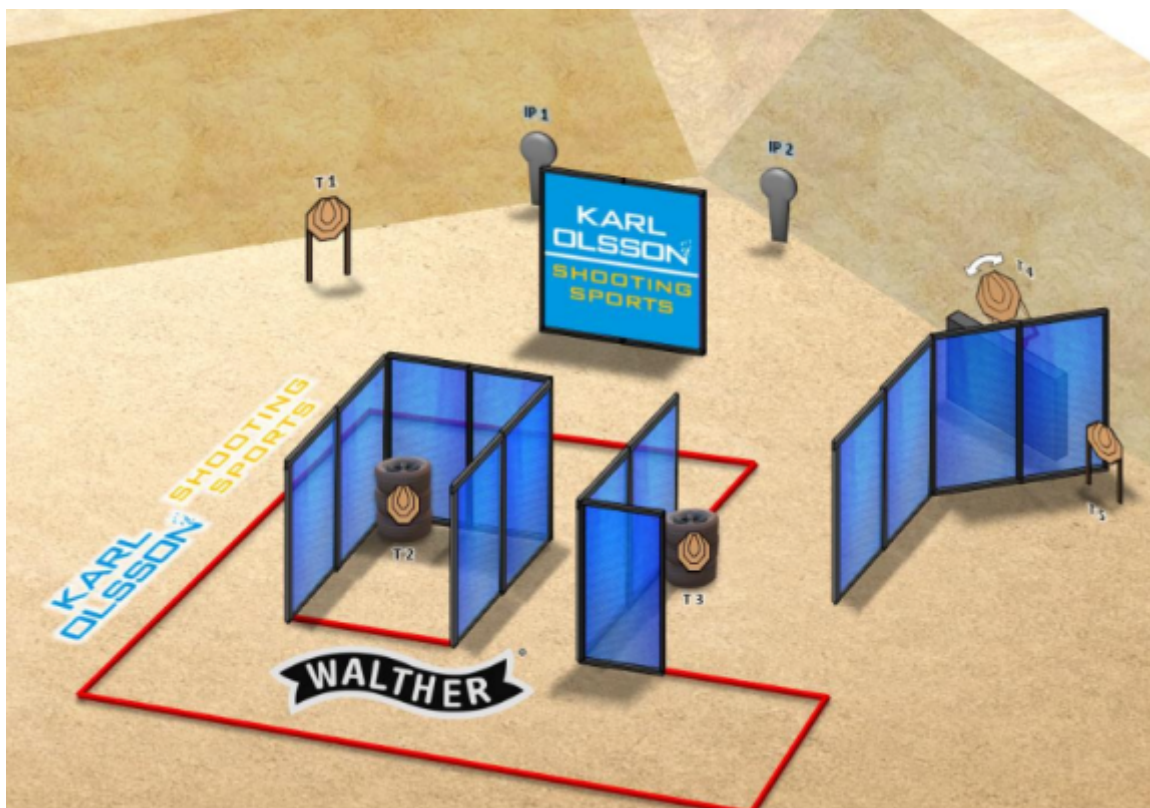


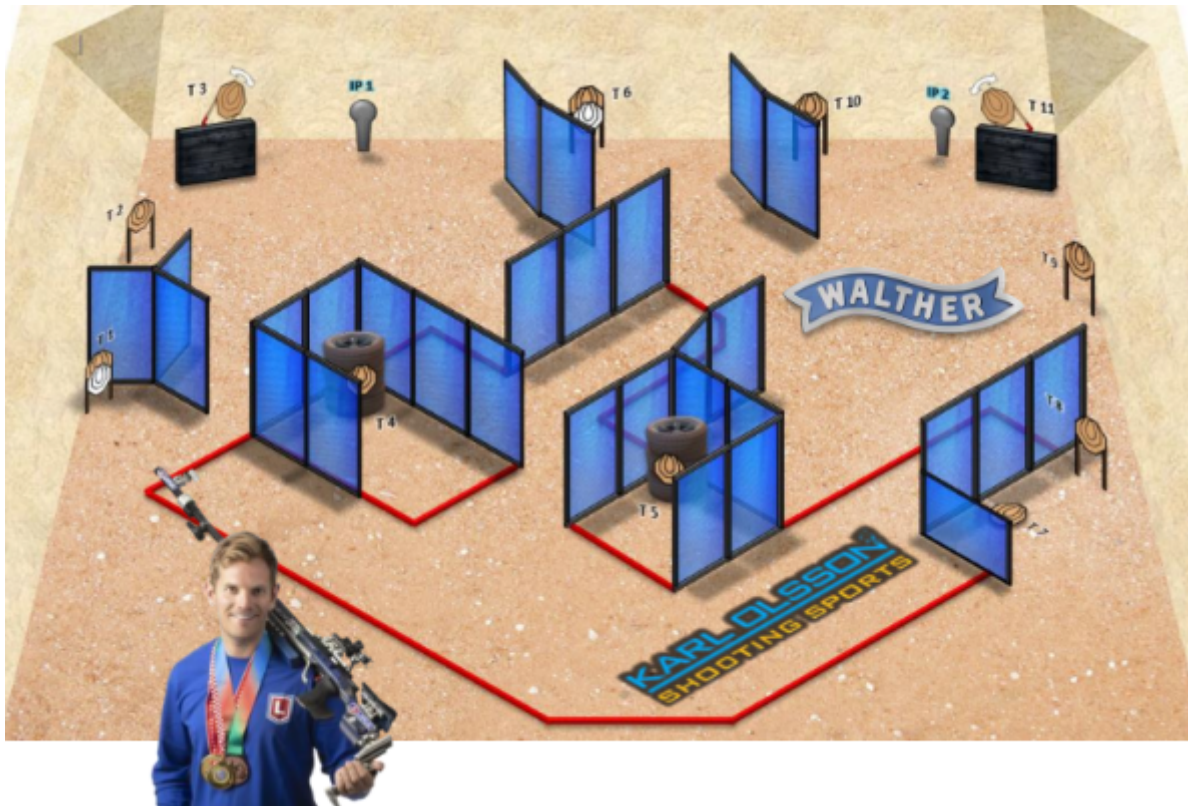
1. 75m left



| | | | |
|---------|------------------------------------|------------|-------|
| 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 | |

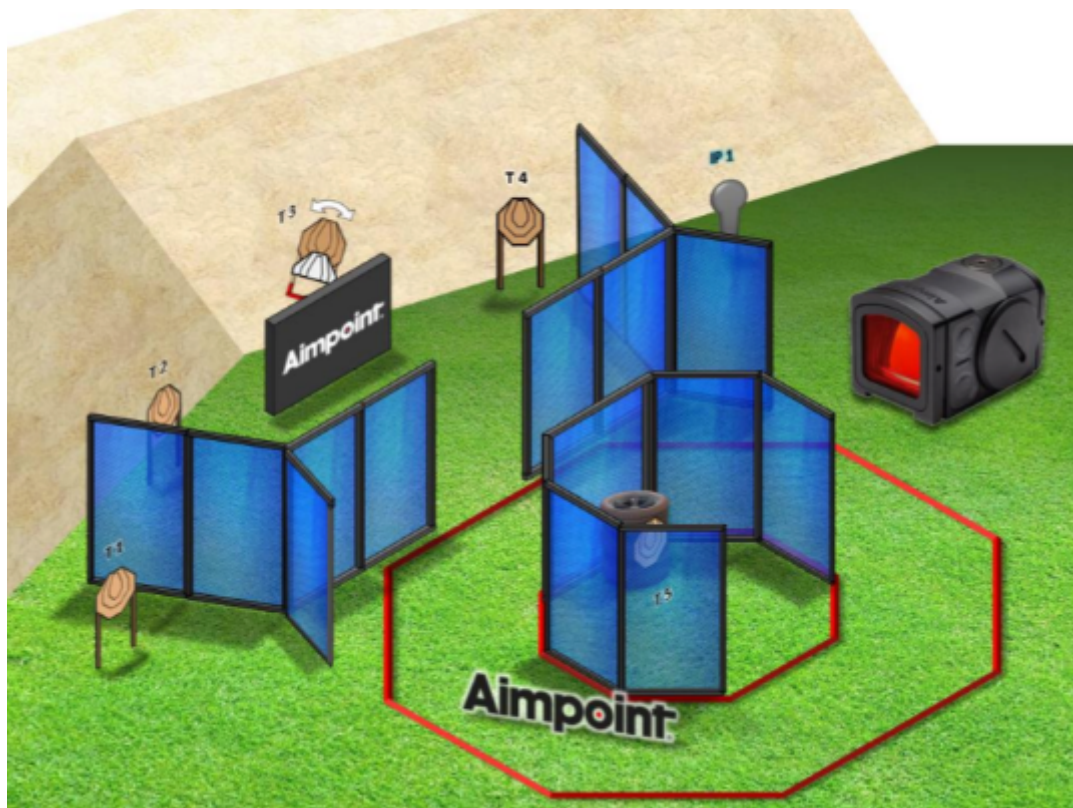
3. B3 - 35m



| | | | |
|---------|--|------------|-------|
| 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 | |

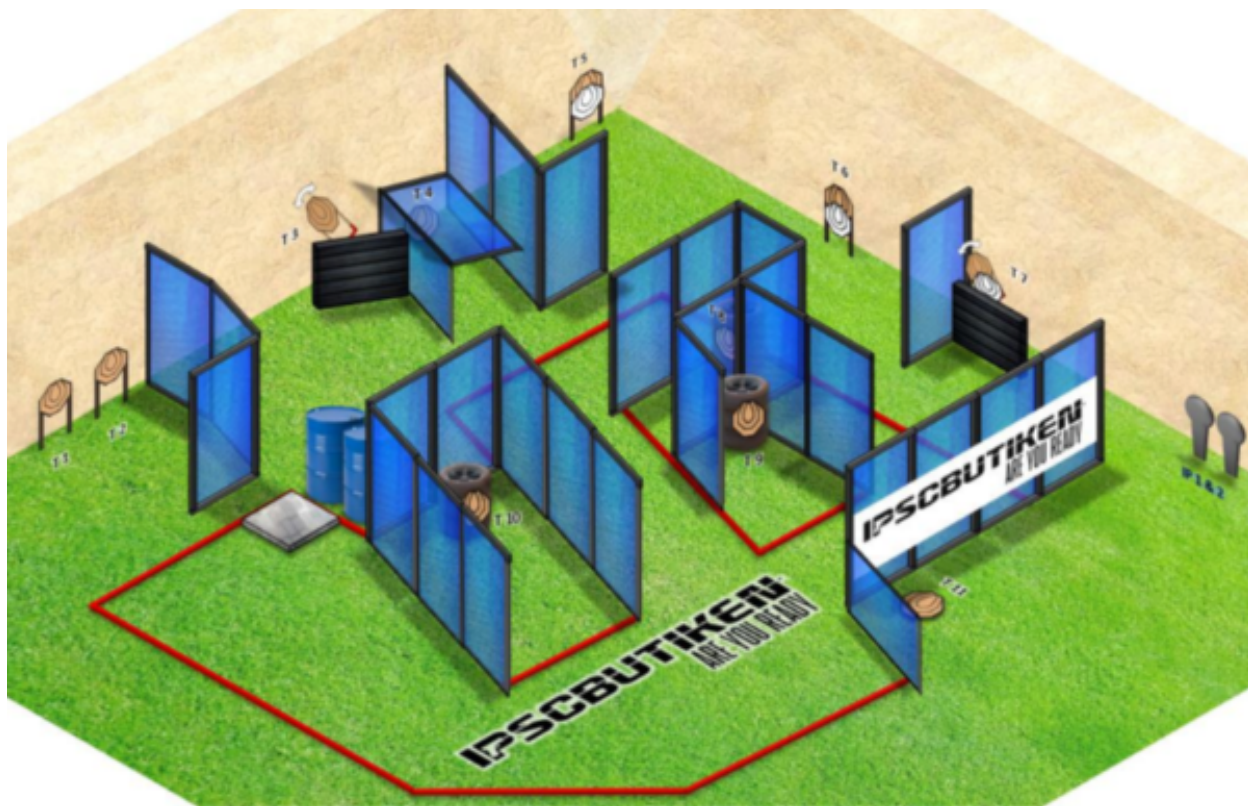
4. Behind trap



| | | | |
|---------|------------------------------------|------------|-------|
| 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 | |

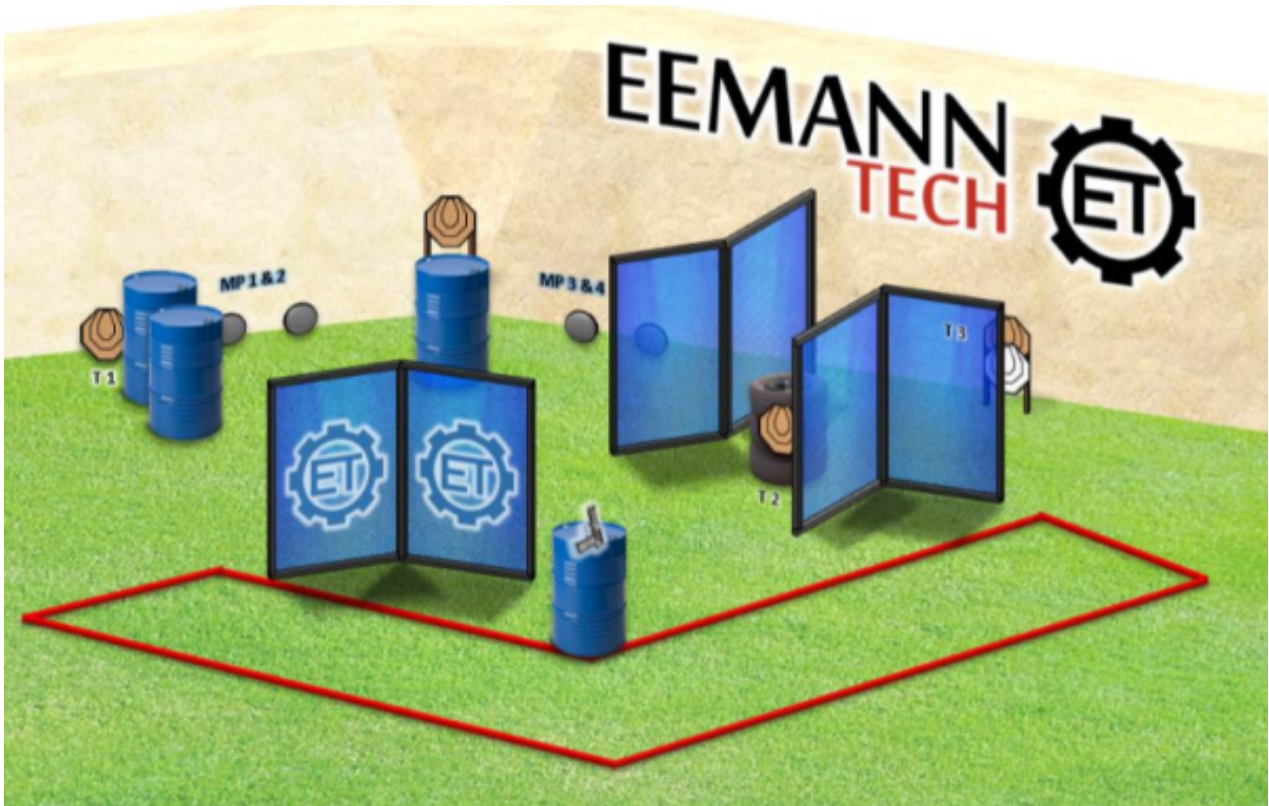
5. The corner



| | | | |
|---------|--|------------|-------|
| 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 | |

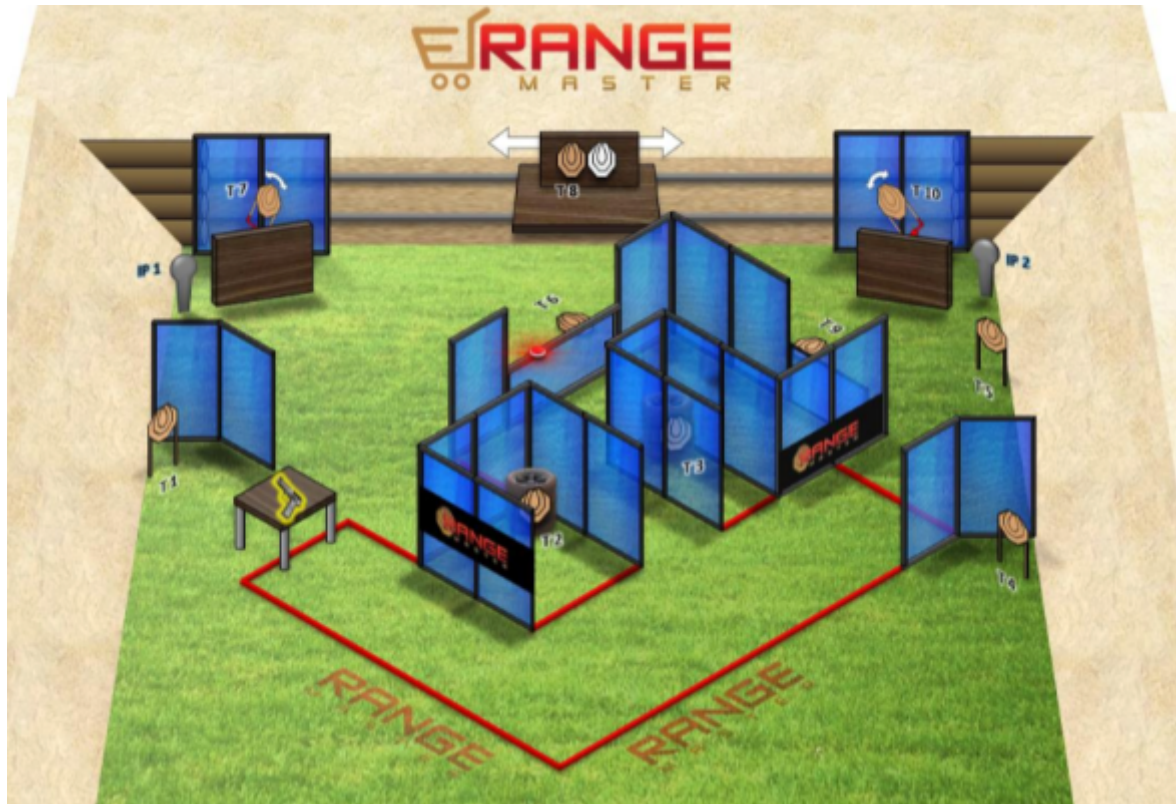
7. Jungle run



| | | | |
|---------|--------------------------------------|------------|-------|
| 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 | |

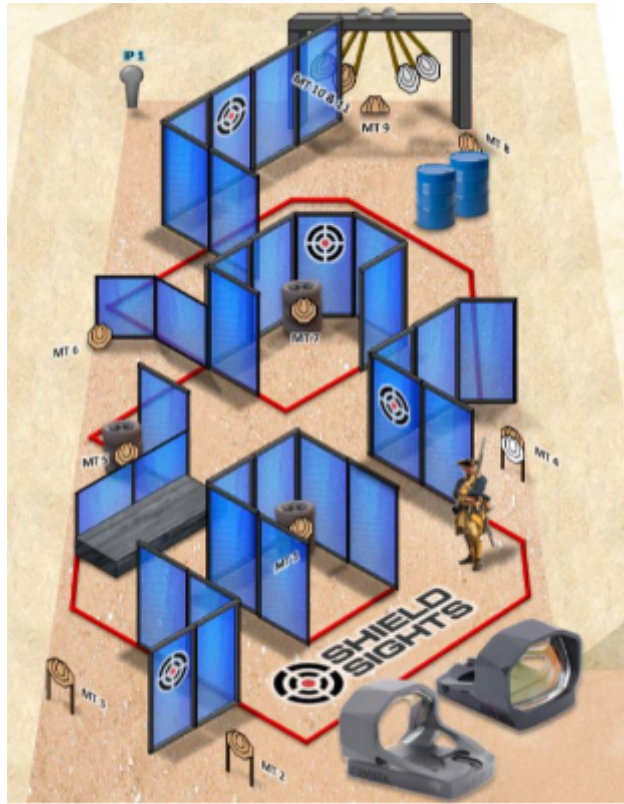
10. 80m range



| | | | |
|---------|--|------------|-------|
| 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 | |

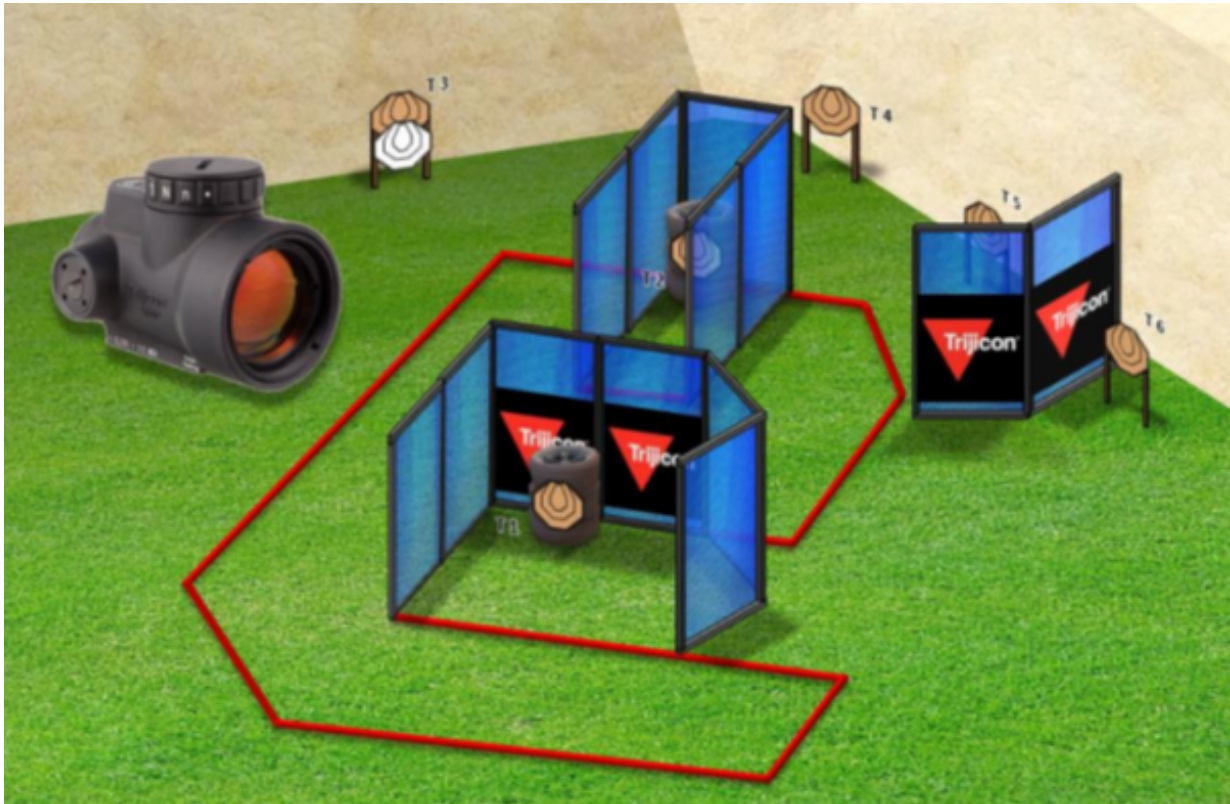
14. Rabbit run



| | | | |
|---------|--|------------|-------|
| 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 | |

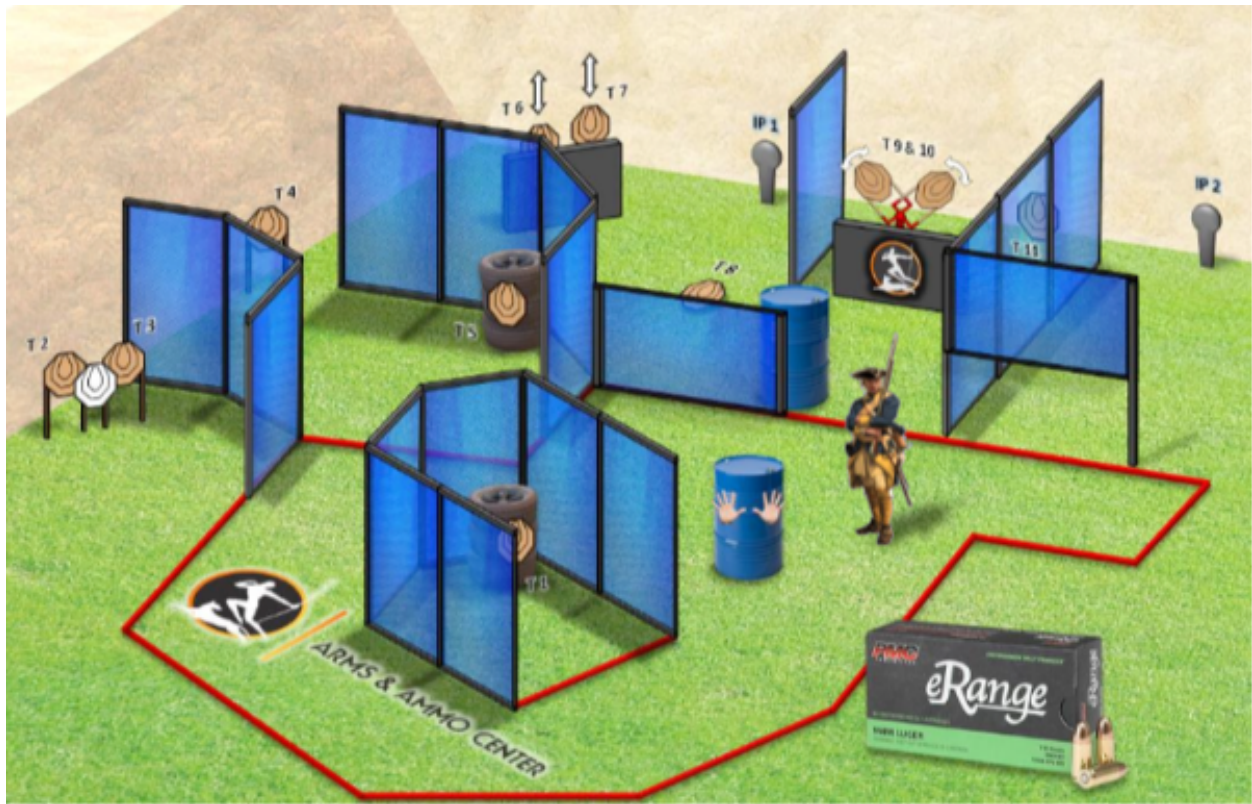
17. 25m right



| | | | |
|---------|--|------------|-------|
| 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 | |