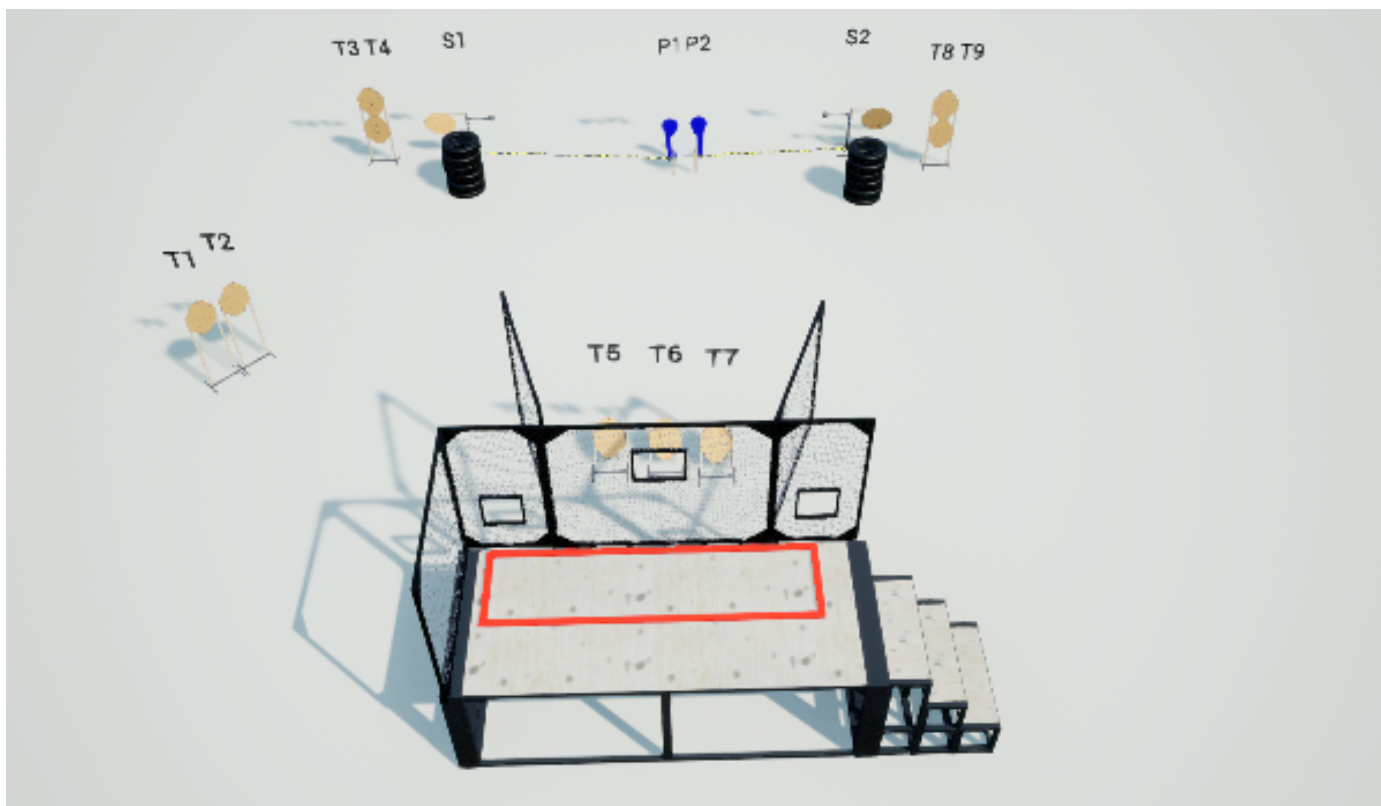


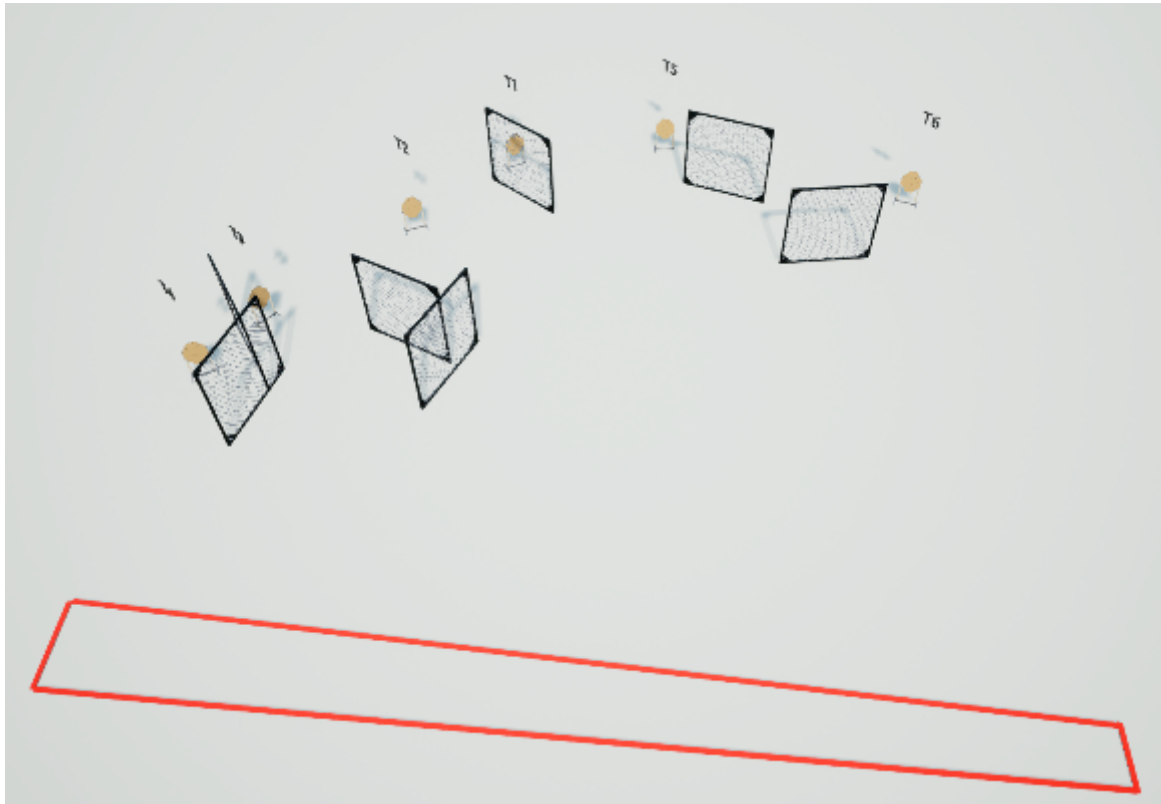
# 1. Overwatch



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	9.38%

Procedure	On signal engage all targets. Popper P1 activates swinger S1, popper P2 activates swinger S2. Swingers will remain visible at rest.
Starting position	Anywhere within designated area
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	

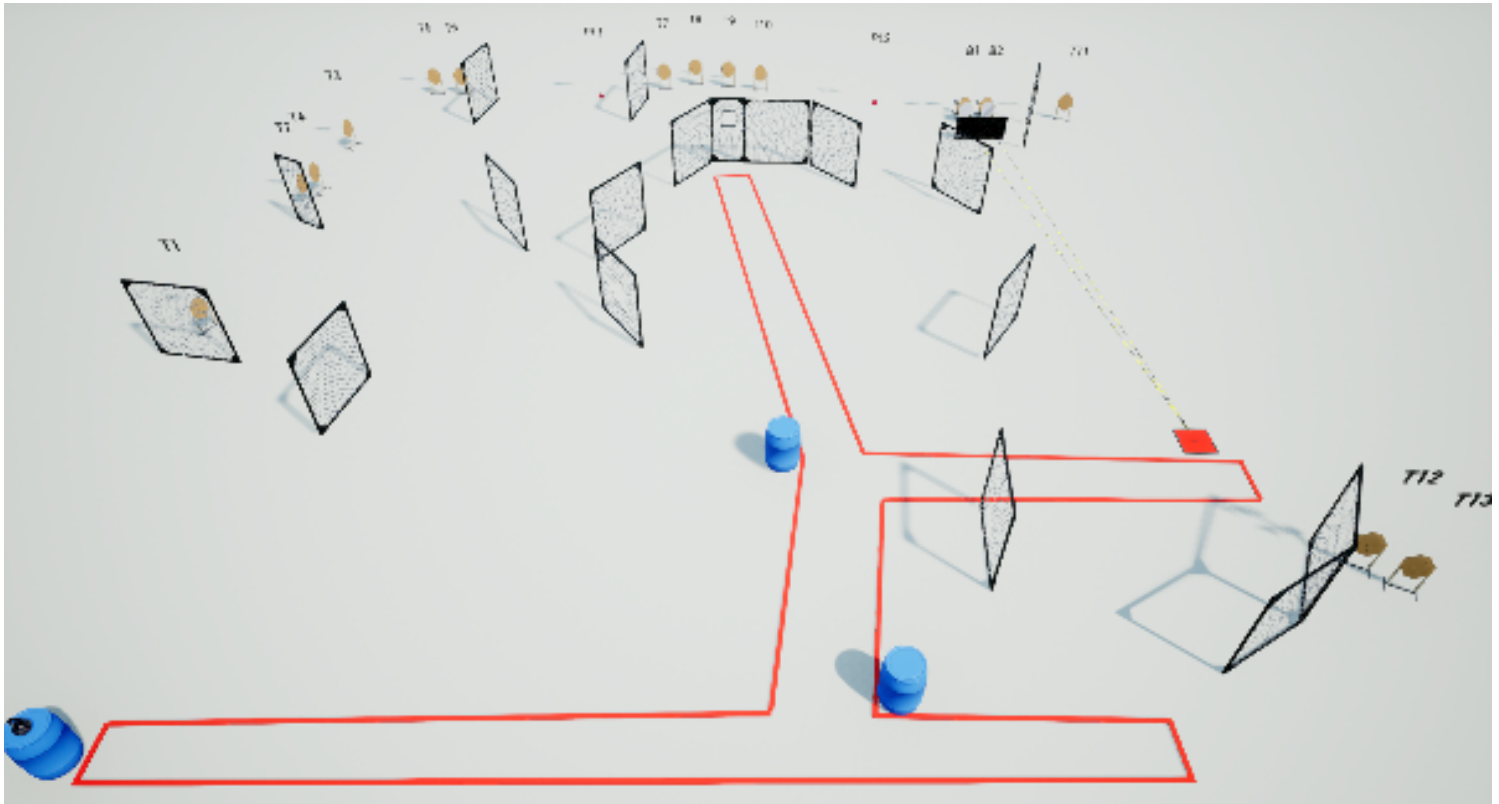
## 2. Uphill



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	On signal engage all targets
Starting position	Anywhere within designated area
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	

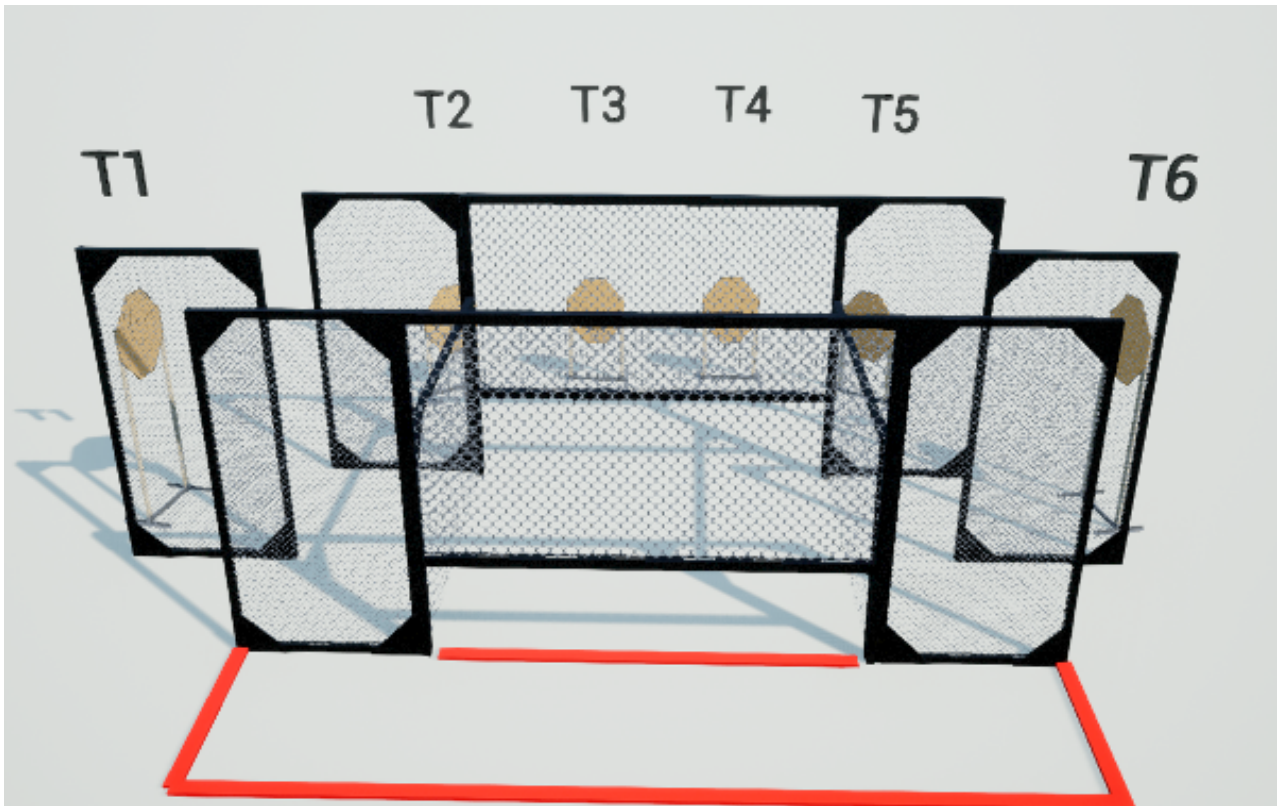
# 3. Workout



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	12.50%

Procedure	On signal engage all targets. Kettlebell is to be carried and placed in box
Starting position	Anywhere within designated area
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	

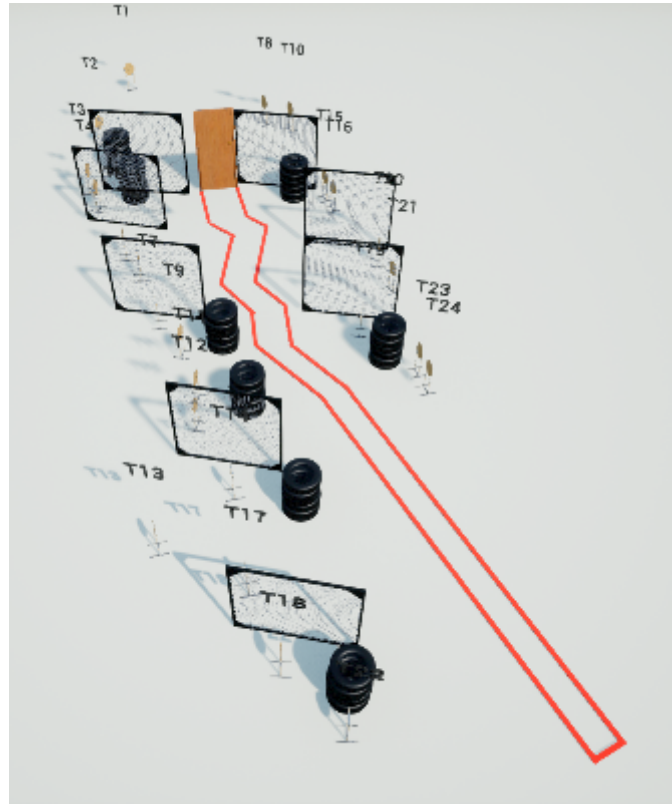
## 4. Pain(t)



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	On signal engage all targets
Starting position	Anywhere within designated area
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	

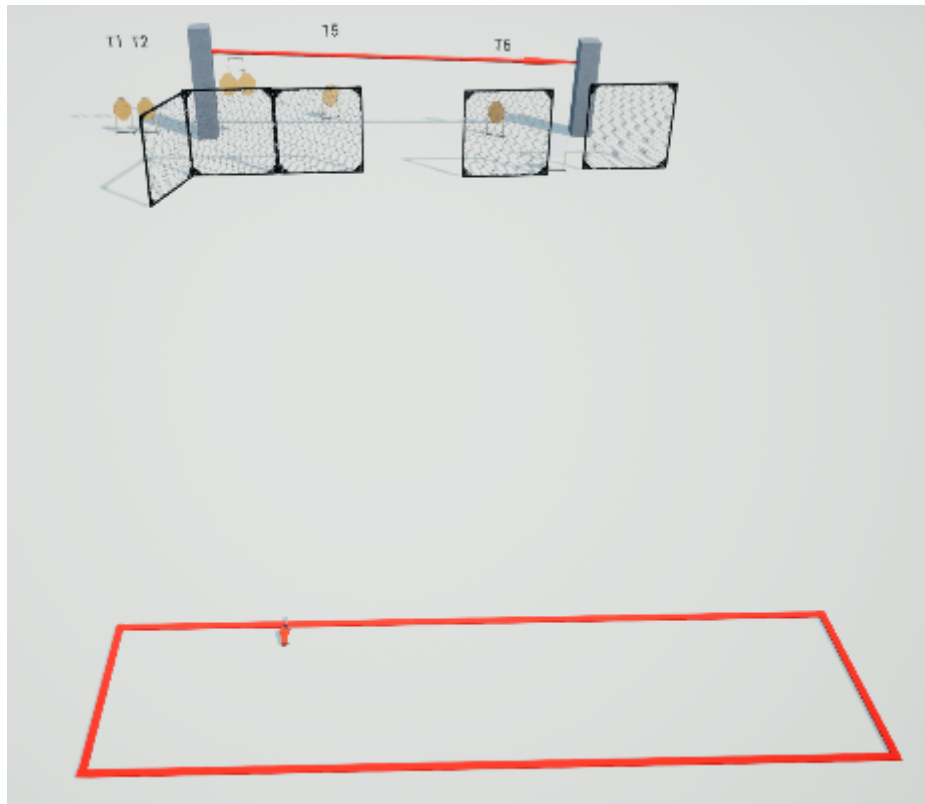
## 5. Yabba Dabba Doo



CoF	Comstock - Medium	Points	120 p
Targets	24 paper, Total 24 targets	Min rounds	24
Firearm	Handgun	Match-%	9.38%

Procedure	On signal engage all targets
Starting position	Standing with hands on mark
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	

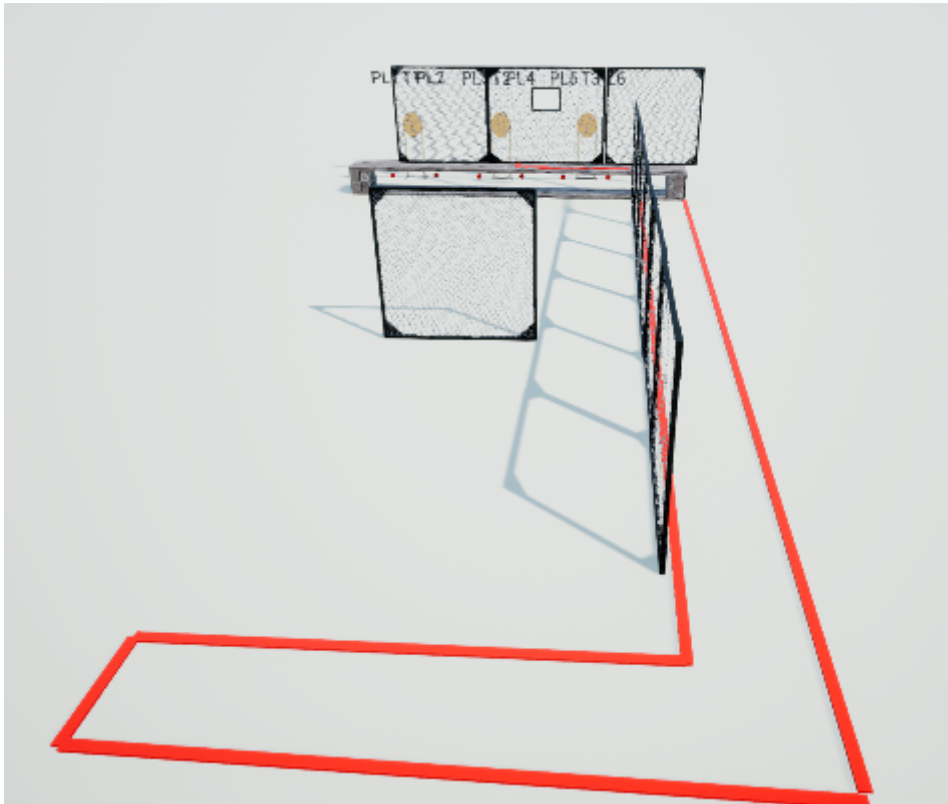
## 6. Zip



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	On signal engage all targets Popper activates moving targets Targets will remain visible at rest
Starting position	Anywhere within designated area
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	

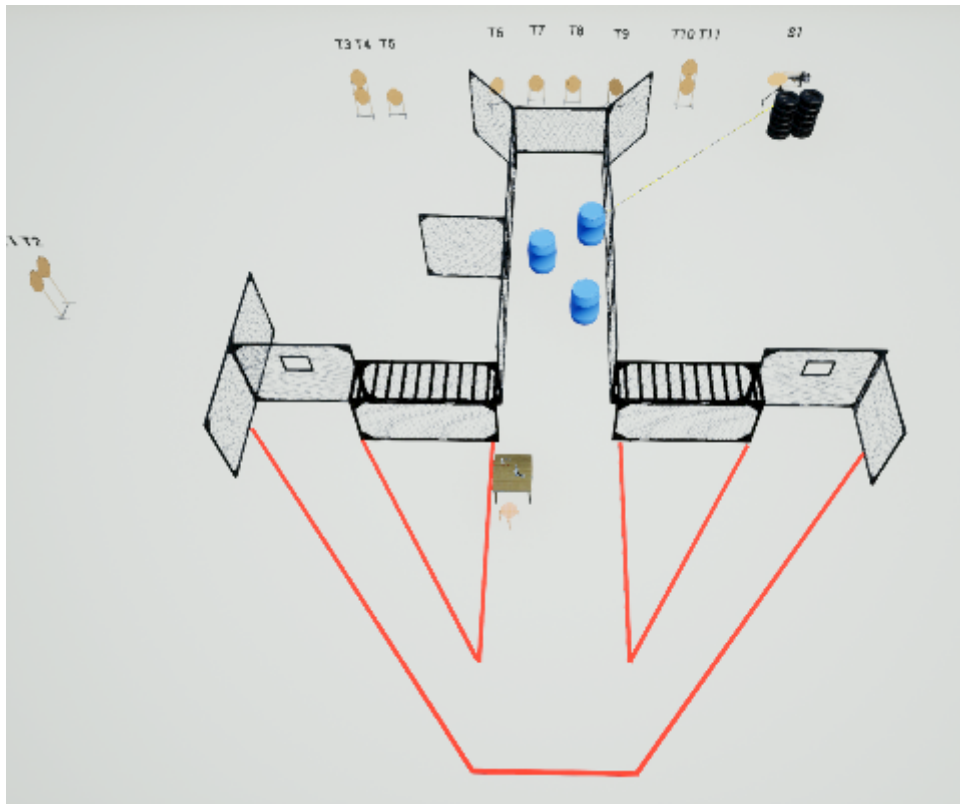
## 7. Steel wall



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	On signal engage all targets
Starting position	Anywhere within designated area
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	

## 8. Cooper who

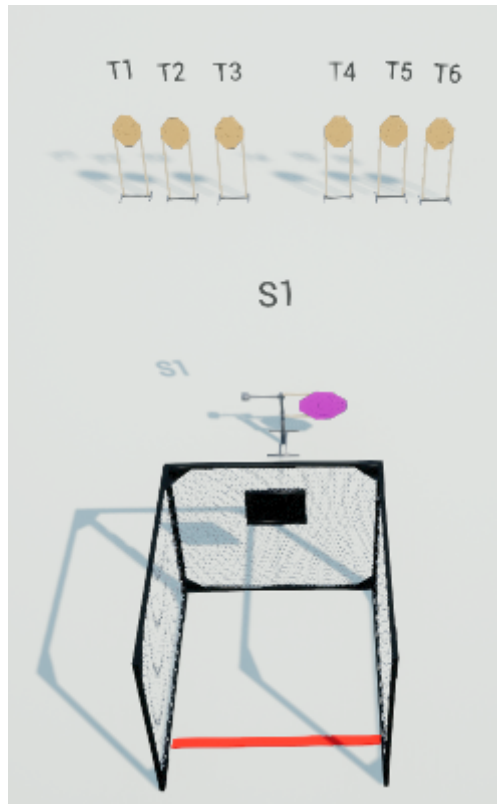


CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	9.38%

Procedure	On signal engage all targets. Stomp pedal activates monkey swinger S1. Monkey swinger will remain visible at rest
Starting position	Sitting on chair
Firearm ready condition	Chamber and magwell empty on table, all magazines to be used also placed on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	



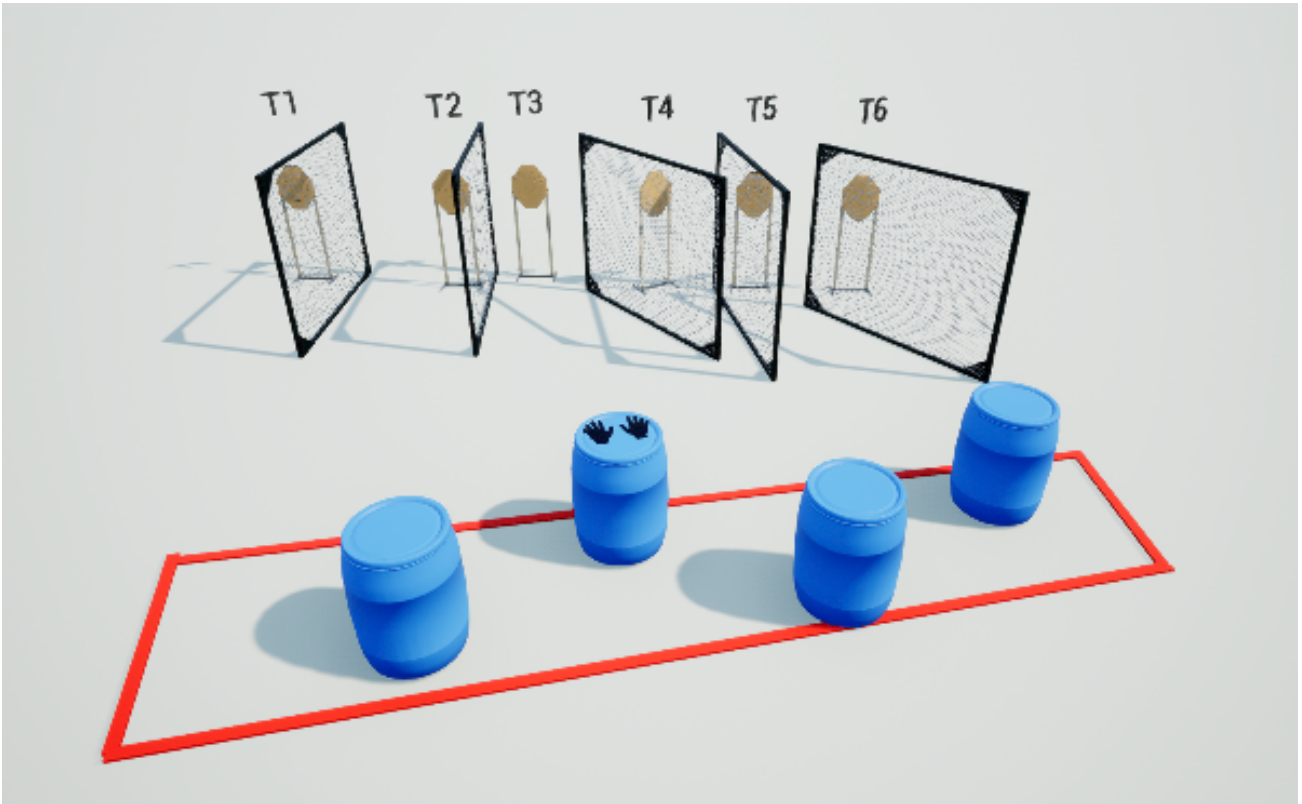
## 9. Hide and seek



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	Hatch activates moving obstacle on swinger S1
Starting position	Anywhere within designated area
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	

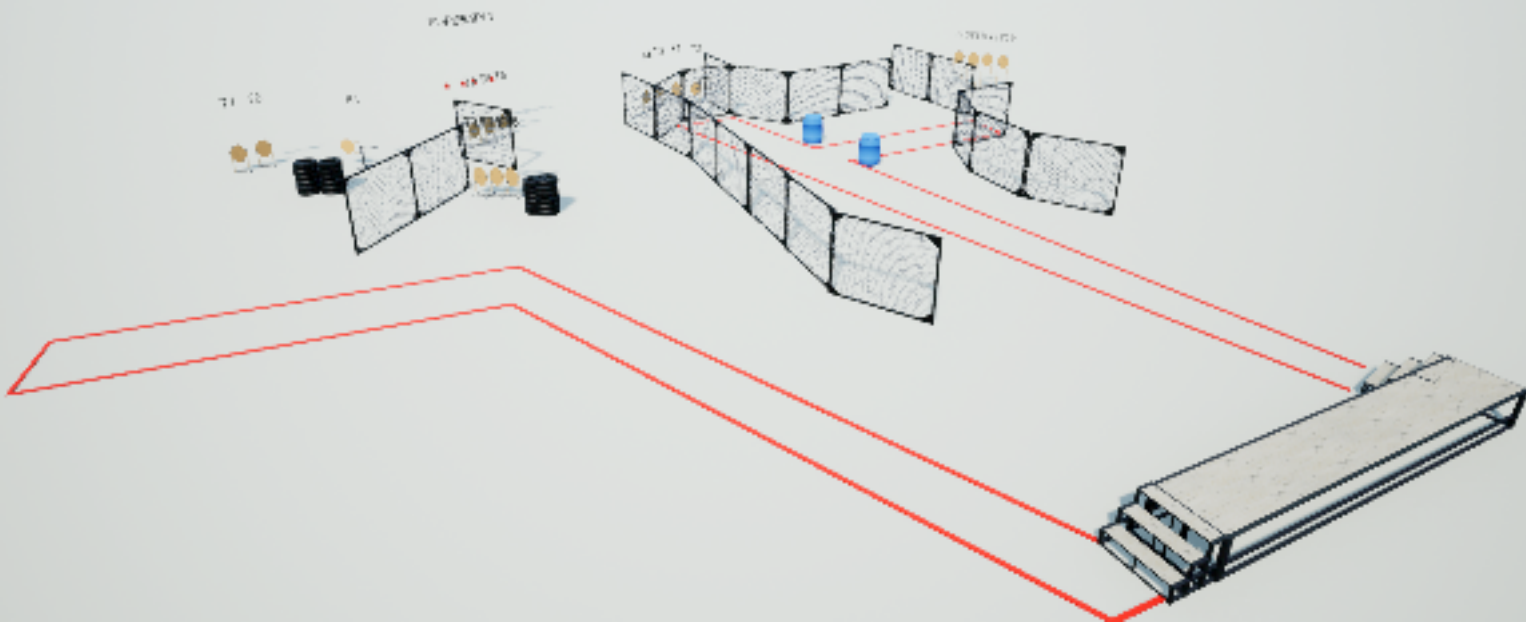
# 10. Slalom



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	On signal engage all targets
Starting position	Standing with hands on barrel marks
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	

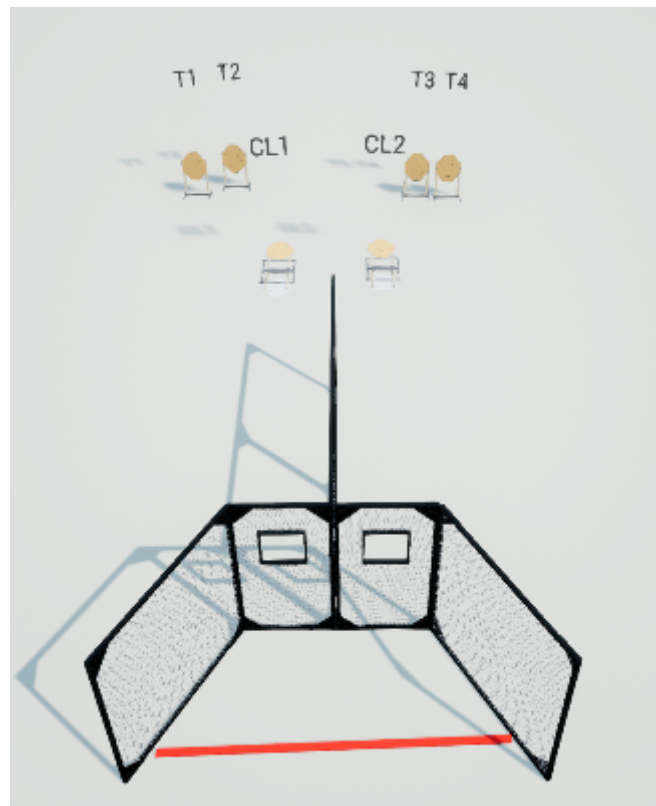
# 11. Abyss



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 plates, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	12.50%

Procedure	On signal engage all targets
Starting position	Anywhere within designated area
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	

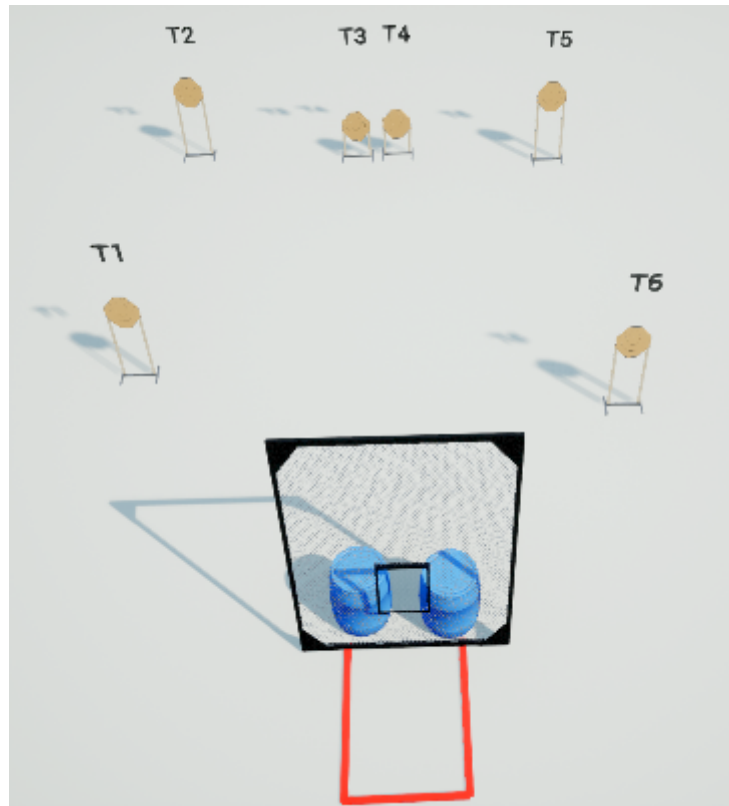
## 12. Open and close



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	On signal engage all targets Popper 1 activate clamshell CL1 Popper 2 activate clamshell CL2.
Starting position	Anywhere within designated area
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	

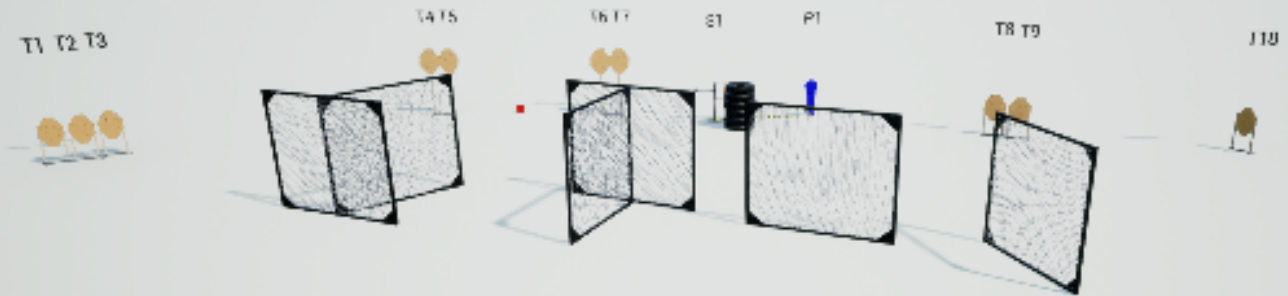
# 13. Strong and weak



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	On signal engage all targets
Starting position	Hands touching red marker
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	

# 14. Swing(IT)



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	9.38%

Procedure	On signal engage all targets. Popper P1 activates swinger S1 Swinger will remain visible at rest
Starting position	Anywhere within designated area
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	