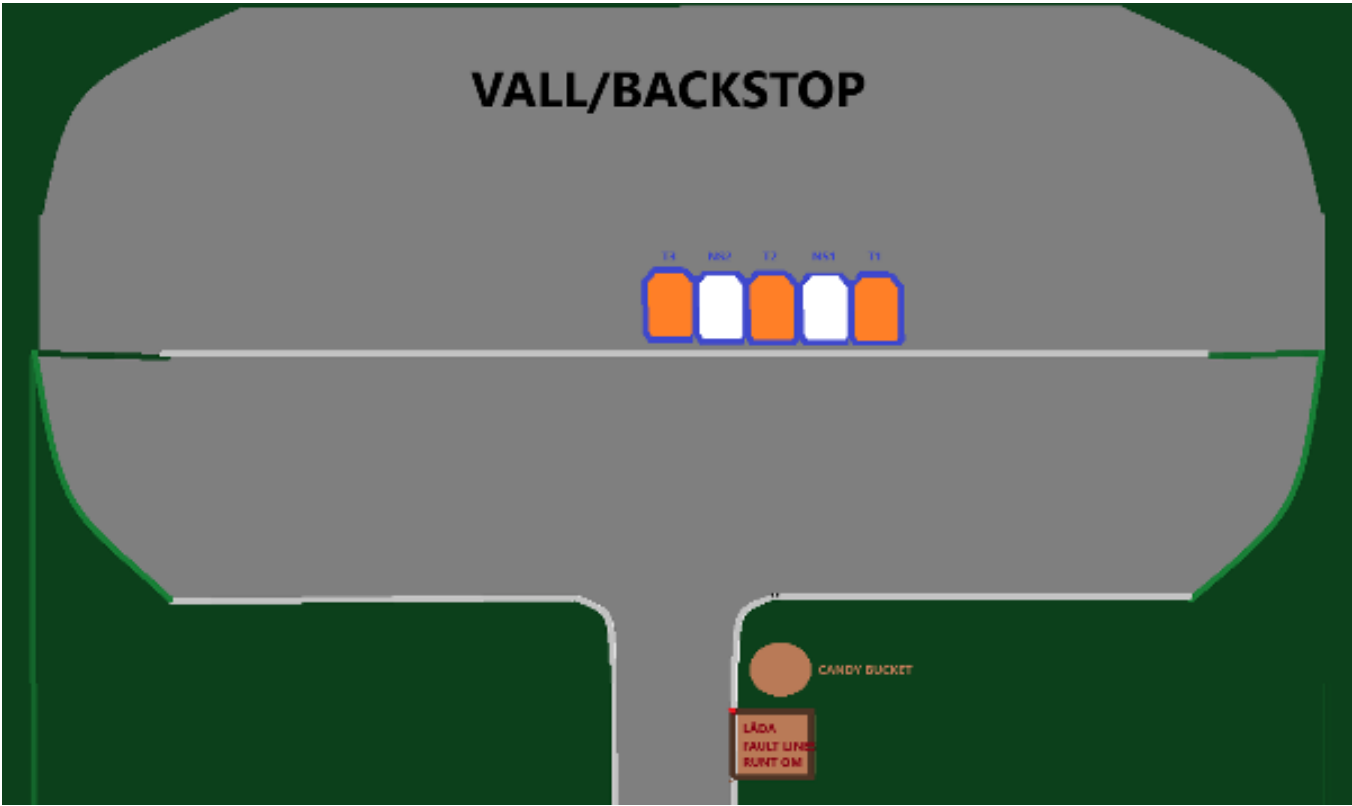


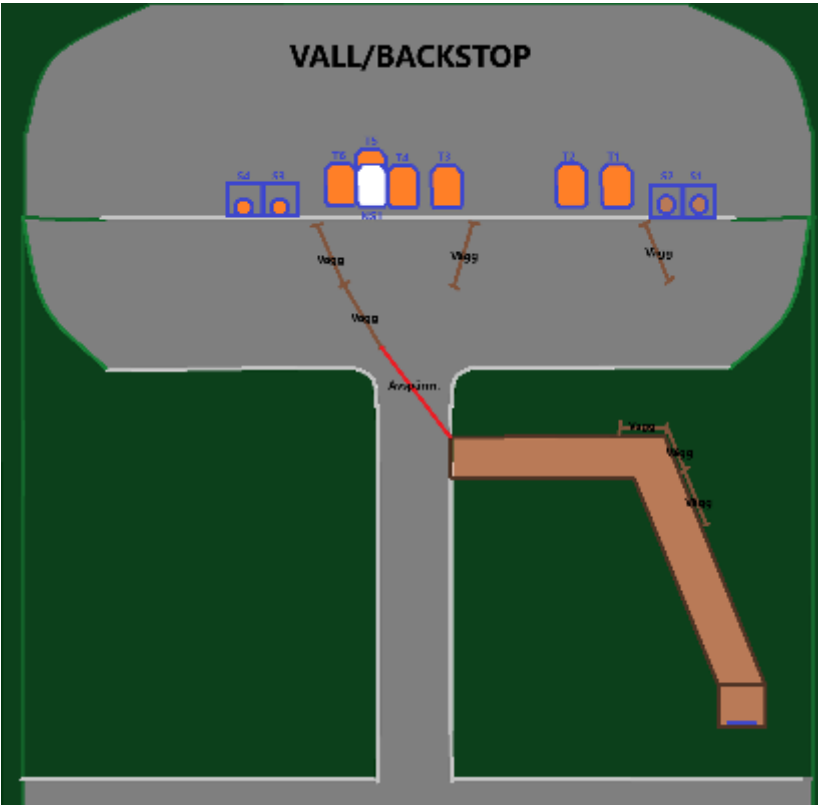
1. Trick or treat



CoF	Comstock - Short	Points	30 p
Targets	3 paper, 2 no-shoot, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	8.82%

Procedure	On signal engage all targets. During the course of fire the candy bucket must not touch the ground.
Starting position	Heels touching mark, both hands holding the handle attached to the candy bucket.
Firearm ready condition	Loaded.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

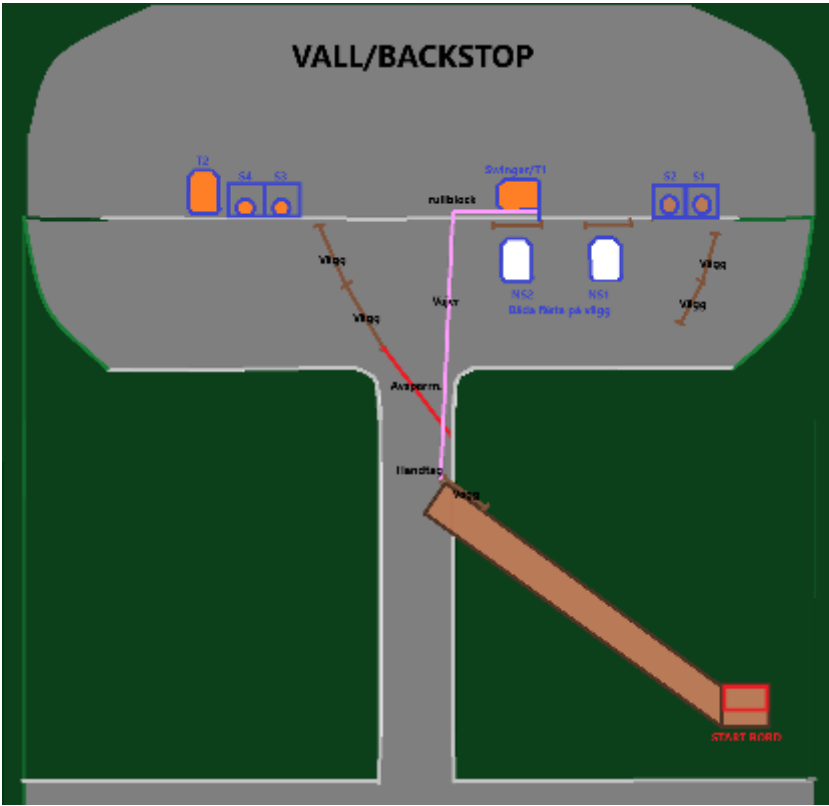
2. Ghost hunt



CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 plates, 1 no-shoot, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	23.53%

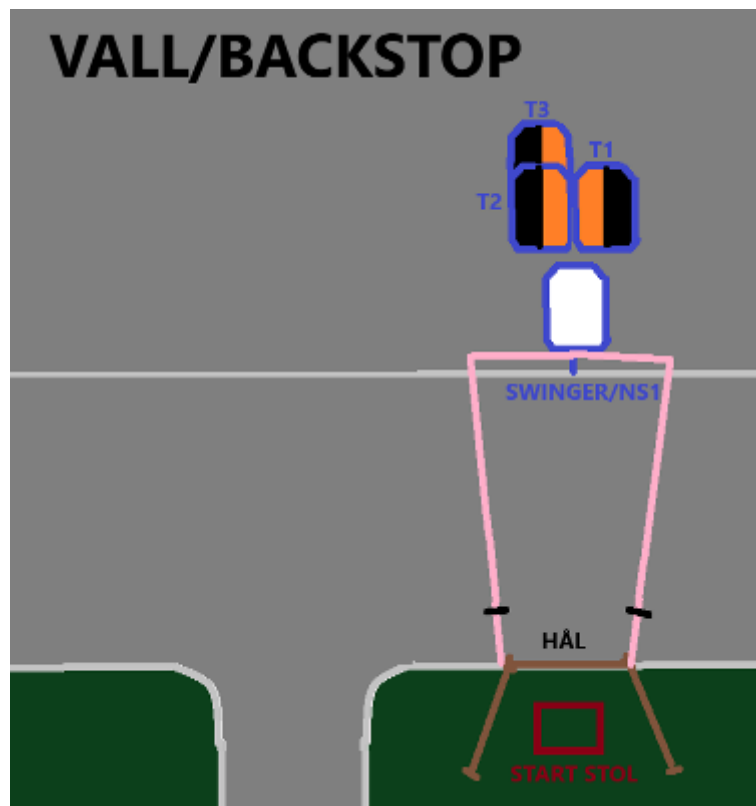
Procedure	On signal engage all targets.
Starting position	Heels touching mark, strong hand holding flashlight as demonstrated by RO.
Firearm ready condition	Loaded.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Get a handle



CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 plates, 2 no-shoot, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	11.76%
Procedure	On signal engage all targets.		
Starting position	Anywhere.		
Firearm ready condition	Unloaded, empty chamber. Firearm and magazines to be used during Course of Fire must be placed lying flat on table.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

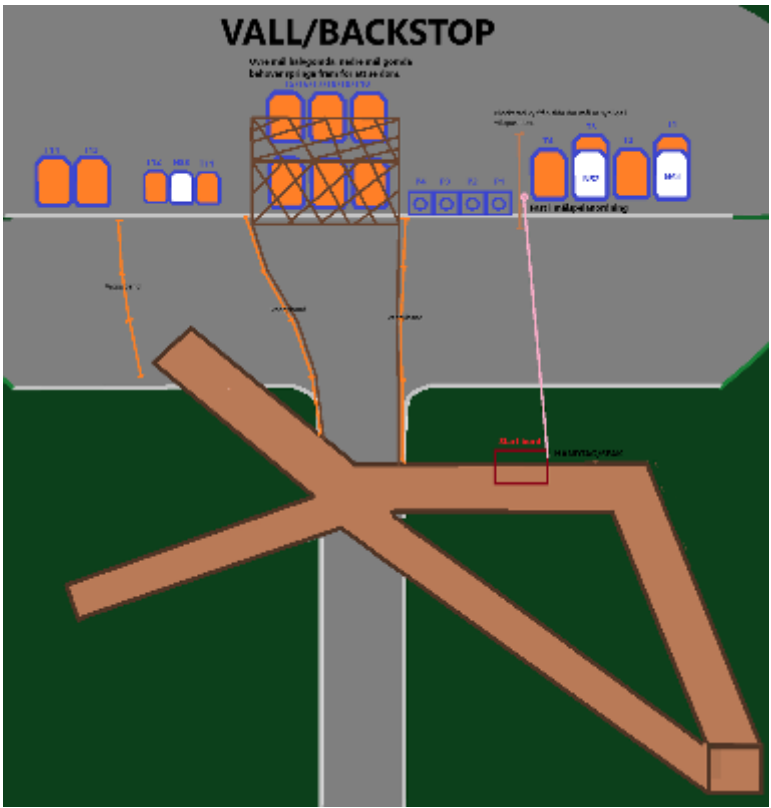
4. You're blocking my view



CoF	Comstock - Short	Points	30 p
Targets	3 paper, 1 no-shoot, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	8.82%

Procedure	On signal engage all targets.
Starting position	Sitting on chair.
Firearm ready condition	Loaded.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Run



CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 plates, 3 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	47.06%
Procedure	On signal engage all targets.		
Starting position	Anywhere.		
Firearm ready condition	Unloaded, empty chamber. Firearm and starting magazine must be placed lying flat on table.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			