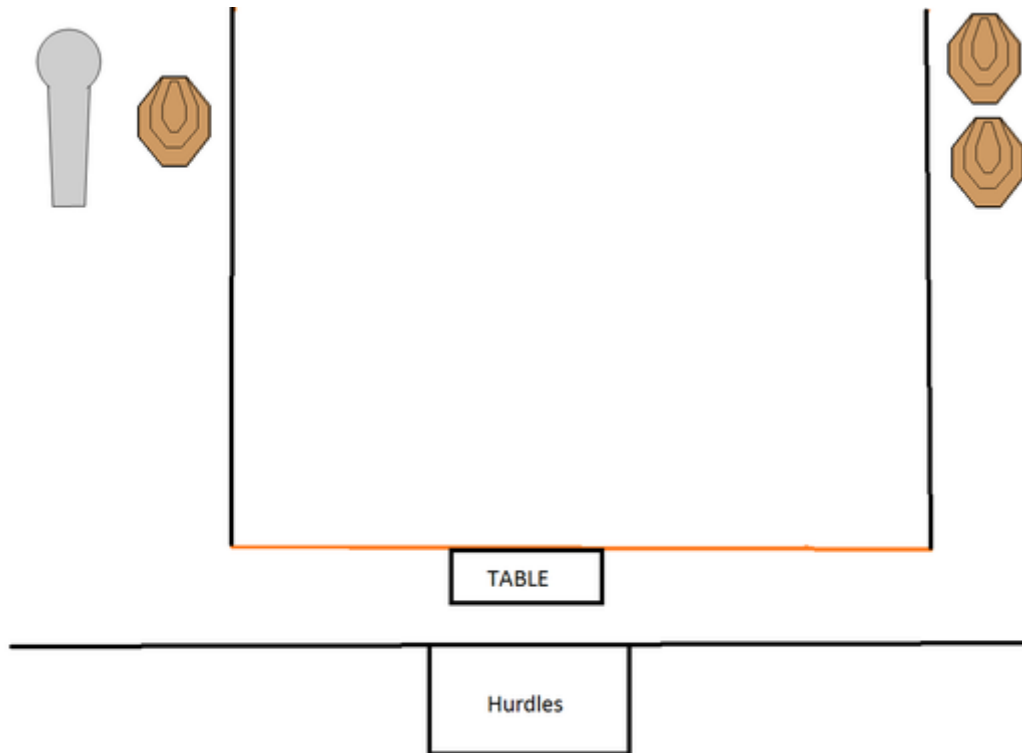


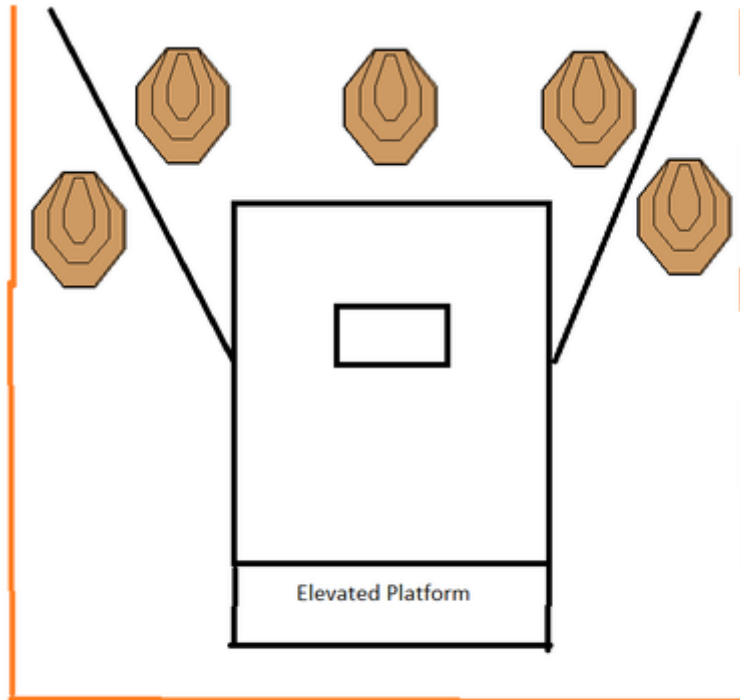
1. Can you jump? In honor of Lars F.



CoF	Comstock - Short	Points	35 p
Targets	3 paper, 1 popper, Total 4 targets	Min rounds	7
Firearm	Handgun	Match-%	8.75%

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	

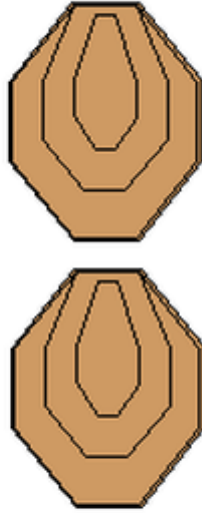
2. Wobble



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	15.00%

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	

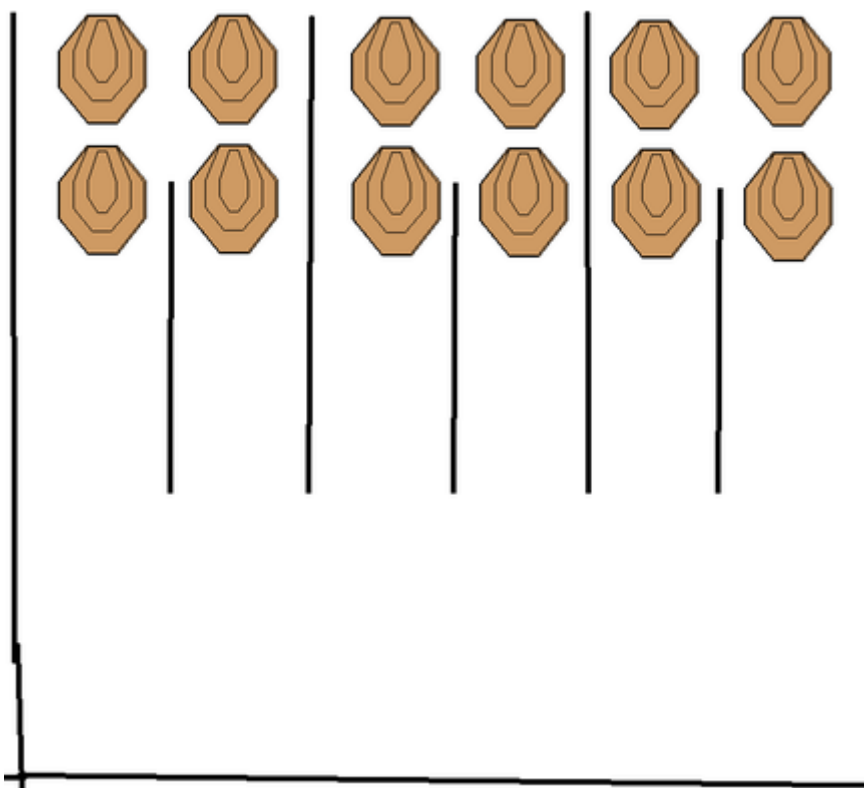
3. Lucky lu**



CoF	Comstock - Short	Points	30 p
Targets	2 paper, Total 2 targets	Min rounds	6
Firearm	Handgun	Match-%	7.50%

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. Speeeeedy!!!



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	30.00%

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	

5. Jump Double wobble

No image

CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	38.75%

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	