#### 1. Move Move Move

CoF	Comstock - Medium	Points	90 p
Targets	8 paper, 1 popper, 1 plates, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	13.33%

Procedure	On signal engage all targets from within the designated area. Steel must fall to score. Steel-plate activates, one papertarget.
Starting position	Gun unloaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R- red ribbons
Setup notes	

### 2. The Double Coopers

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	8.89%

Procedure	On signal engage all targets from within the designated area.
Starting position	Gun loaded & holstered, heels touching marks.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R- red ribbons
Setup notes	

## 3. The Bowling ally

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	7.41%

Procedure	On signal engage all targets from within the designated area. Holding the bowling ball in one hand.
Starting position	Gun loaded & holstered, Bowling ball in one hand.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R- red ribbons
Setup notes	

## 4. Running in the jungle

CoF	Comstock - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.70%

Procedure	On signal engage all targets from within the designated area.
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- red ribbons
Setup notes	

## 5. The forrest svinger

CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, 2 no-shoot, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	6.67%

Procedure	On signal engage all targets from within the designated area. Popper-1, releases svinger-1. Svinger will be visible at rest.
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- red ribbons
Setup notes	

## 6. Speed kills

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	5.93%

Procedure	On signal engage all targets from within the designated area.
Starting position	Gun unloaded, magazine inserted & holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R- red ribbons
Setup notes	

#### 7. The Saloon

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.89%

Procedure	On signal engage all targets from within the designated area.
Starting position	Sitting on chair, hands on knees. Gun unloaded lying at "table" all magazines on opposit "table"
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R- red ribbons
Setup notes	

#### 8. The forrest run.

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 3 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	17.78%

Procedure	On signal engage all targets from within the designated area
Starting position	Holding handle on tree with both hands. 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 - red ribbons
Setup notes	

# 9. Rough ground

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	7.41%

Procedure	On signal engage all targets from within the designated area. (under the frame)
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 - red ribbons
Setup notes	