

# 1. To the window, to the wall!

No image

|         |                                     |            |        |
|---------|-------------------------------------|------------|--------|
| CoF     | Comstock - Medium                   | Points     | 90 p   |
| Targets | 8 paper, 2 plates, Total 10 targets | Min rounds | 18     |
| Firearm | Handgun                             | Match-%    | 16.67% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, engage all targets within the designated area. Free style any order. |
| Starting position       | Anywhere within the 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           | Left and right side Red Painted sticks.   |
| Setup notes             |   |

## 2. Pull!

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|         |                          |            |        |
|---------|--------------------------|------------|--------|
| CoF     | Comstock - Short         | Points     | 60 p   |
| Targets | 6 paper, Total 6 targets | Min rounds | 12     |
| Firearm | Handgun                  | Match-%    | 11.11% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal engage all targets from within the designated area. Rope activates swinger 1. Target is visible at rest. |
| Starting position       | Anywhere within the designated area  |
| Firearm ready condition | Gun loaded and holster.  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | Left and Right 90 degrees.   |
| Setup notes             |  |

### 3. Is one enough?

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|         |                                    |            |        |
|---------|------------------------------------|------------|--------|
| CoF     | Comstock - Medium                  | Points     | 65 p   |
| Targets | 6 paper, 1 plates, Total 7 targets | Min rounds | 13     |
| Firearm | Handgun                            | Match-%    | 12.04% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal engage all targets within the designated area. Steel plate must be engaged before passing the wall. |
| Starting position       | Anywhere within the designated area.  |
| Firearm ready condition | Gun empty lying flat on barrel. Magazines to be used on opposite barrel.                                      |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | Left and Right side red sticks.   |
| Setup notes             |   |

## 4. Cooper Trooper!

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|         |                                    |            |        |
|---------|------------------------------------|------------|--------|
| CoF     | Comstock - Short                   | Points     | 60 p   |
| Targets | 5 paper, 2 plates, Total 7 targets | Min rounds | 12     |
| Firearm | Handgun                            | Match-%    | 11.11% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal engage all targets within the designated area. Tripping Cooper sticks will incur 1 procedural penalty. |
| Starting position       | Anywhere within the designated area.   |
| Firearm ready condition | Gun loaded and holstered.  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | Left and right side 90 degrees.  |
| Setup notes             |  |

## 5. Should I stay or should I go!

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|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Medium                    | Points     | 105 p  |
| Targets | 10 paper, 1 popper, Total 11 targets | Min rounds | 21     |
| Firearm | Handgun                              | Match-%    | 19.44% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal engage all targets within the designated area. |
| Starting position       | Left foot touching mark on left side of stage.           |
| Firearm ready condition | Gun 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. The great walls

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|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Long                      | Points     | 160 p  |
| Targets | 15 paper, 2 popper, Total 17 targets | Min rounds | 32     |
| Firearm | Handgun                              | Match-%    | 29.63% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal engage all targets within the designated area. |
| Starting position       | Anywhere within the designated area.                     |
| Firearm ready condition | Gun loaded and holstered.                                |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules                          |
| Safety angles           | Left and Right 90 degrees.                               |
| Setup notes             |  |