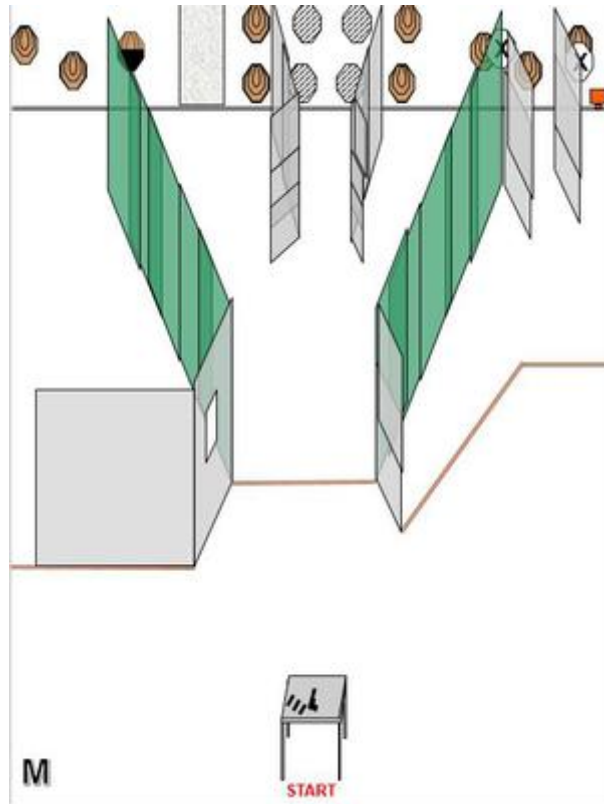


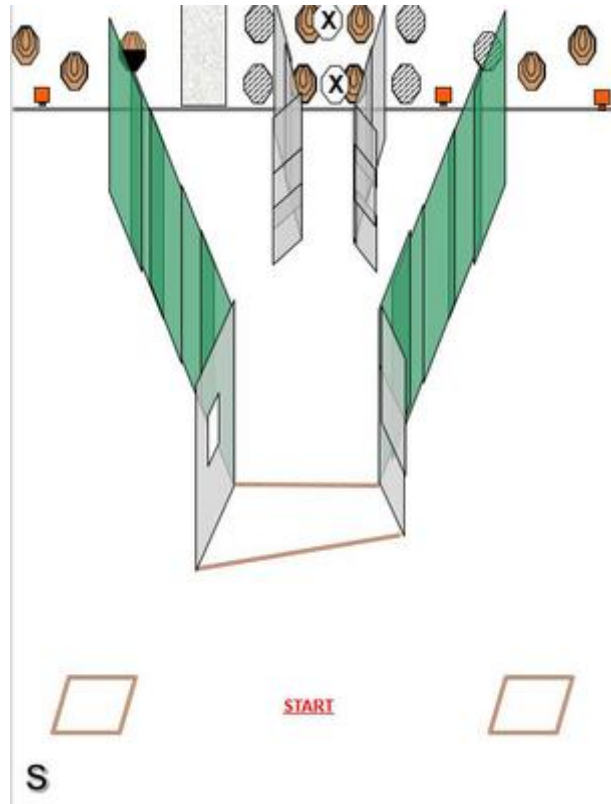
# 1. Tick Tock.



CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 plates, 2 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	16.00%

Procedure	@ start signal, engage targets from within designated area.
Starting position	Standing relaxed, toes touching marks.
Firearm ready condition	Empty gun and all magazines placed on table.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 L/R
Setup notes	

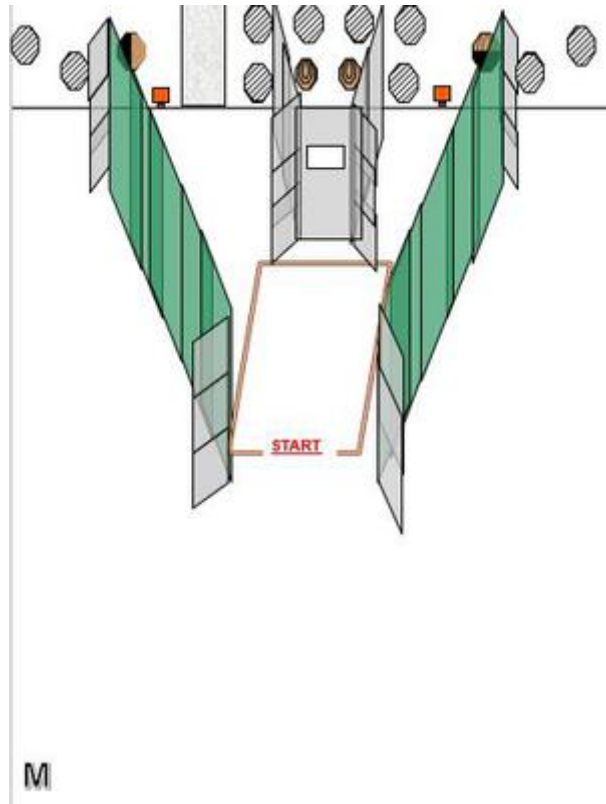
## 2. Hopscotch.



CoF	Comstock - Short	Points	60 p
Targets	9 paper, 3 plates, 2 no-shoot, Total 12 targets	Min rounds	12
Firearm	Handgun	Match-%	9.60%

Procedure	@ start signal, engage targets from within designated areas with at least 1 shot on each target STRONG HAND ONLY.
Starting position	Standing relaxed, heels touching tape on floor.
Firearm ready condition	Gun is loaded & holstered, empty chamber.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 L/R
Setup notes	

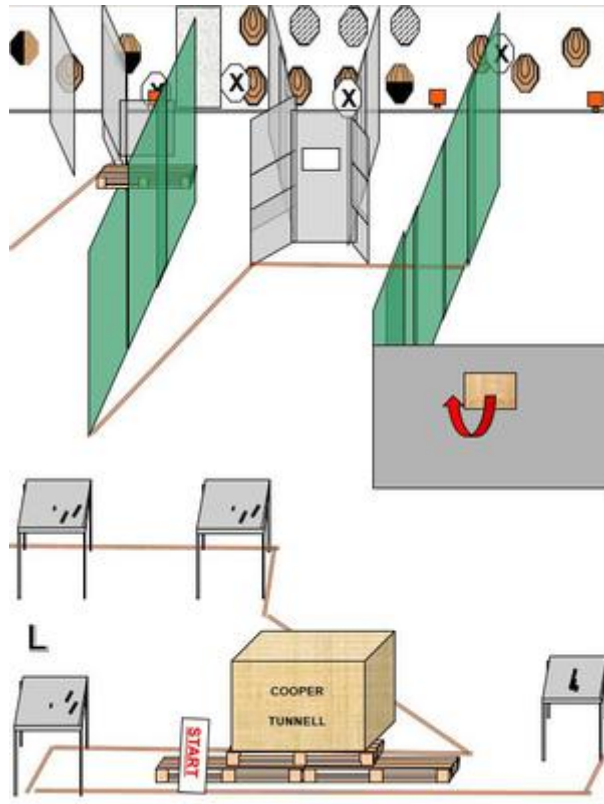
### 3. Rule of three.



CoF	Comstock - Medium	Points	70 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	14
Firearm	Handgun	Match-%	11.20%

Procedure	Engage targets from within designated area. Paper targets must be engaged with at least 3 shots.
Starting position	Standing, heels touching marks. Fingers folded together behind head.
Firearm ready condition	Gun loaded & holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 L/R
Setup notes	2 IPSC mini targets bak luka.

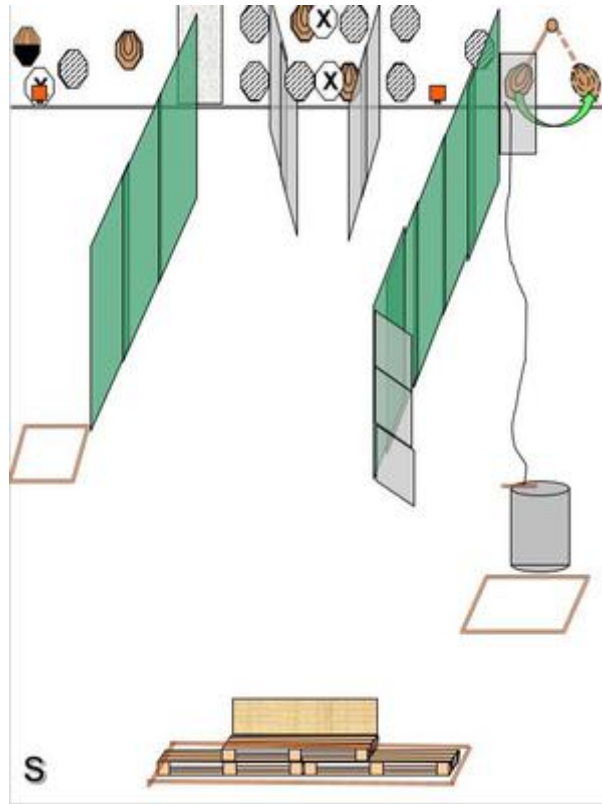
## 4. Tunnel rat.



CoF	Comstock - Long	Points	135 p
Targets	12 paper, 3 plates, 4 no-shoot, Total 15 targets	Min rounds	27
Firearm	Handgun	Match-%	21.60%

Procedure	@ start signal, engage targets.
Starting position	Standing relaxed, facing 90 deg right. Heels touching marks.
Firearm ready condition	Empty gun placed on designated table. All mags to be freely distributed on any des table.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 L/R
Setup notes	

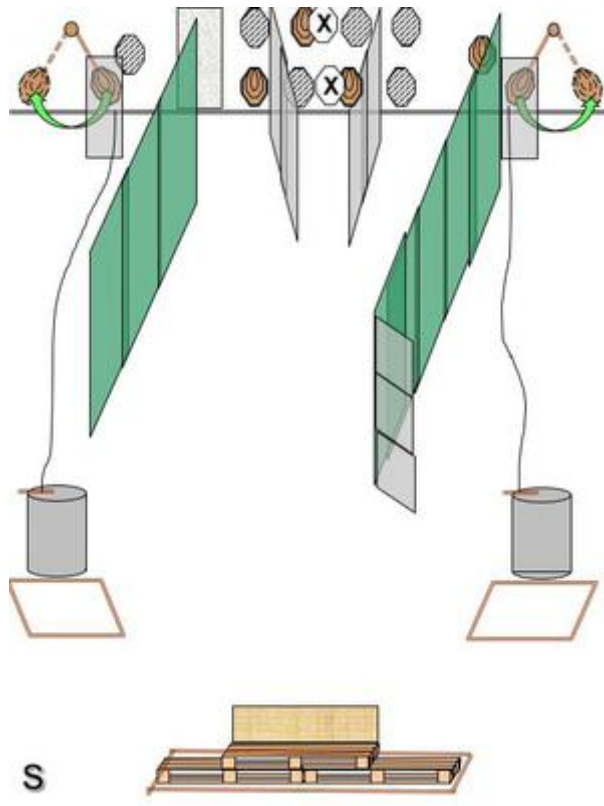
## 5. Standing tall.



CoF	Comstock - Medium	Points	90 p
Targets	7 paper, 1 disappearing/bonus, 2 plates, 3 no-shoot, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	14.40%

Procedure	There's one moving target, activated by pulling a rope. Target remains visible at rest. @ start signal, engage targets from within designated areas.
Starting position	Standing relaxed in any designated area, facing UPRANGE.
Firearm ready condition	Gun loaded & holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 L/R
Setup notes	

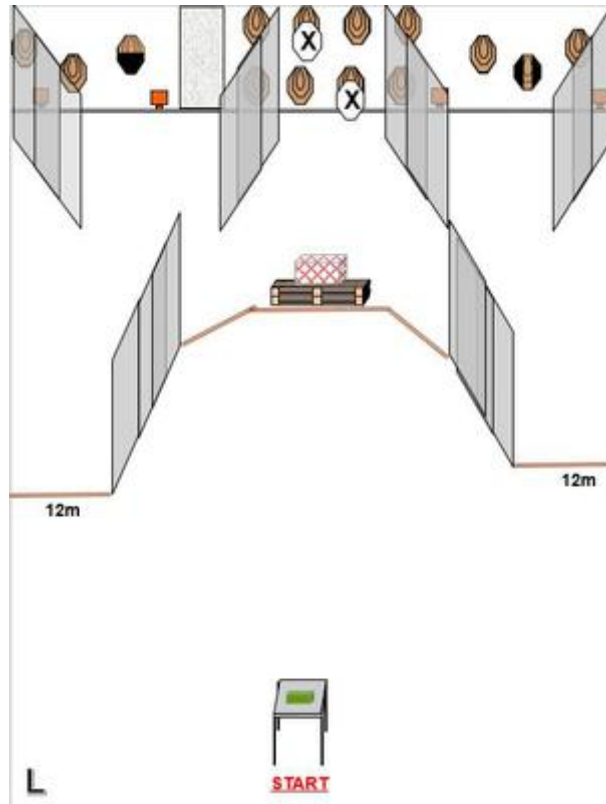
## 6. Magazine change operation.



CoF	Comstock - Short	Points	30 p
Targets	3 paper, 2 no-shoot, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	4.80%

Procedure	There are two moving targets, activated by pulling a rope. Targets remain visible at rest. @ start signal, engage targets with min 1 round on each target, perform a mandatory reload, then re-engage targets with min 1 round.
Starting position	Standing relaxed inside any designated area, facing 90 deg left or right.
Firearm ready condition	Gun is loaded & holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 deg L/R
Setup notes	

## 7. Ammo boxing day.



CoF	Comstock - Long	Points	140 p
Targets	12 paper, 1 disappearing/bonus, 2 plates, 2 no-shoot, Total 15 targets	Min rounds	26
Firearm	Handgun	Match-%	22.40%

Procedure	@ start signal, engage targets from within designated area. Before the last shot is fired, the Elves' green ammo-box must be located inside Santa's red crate.
Starting position	Toes touching marks.
Firearm ready condition	Gun is loaded & holstered.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	90 deg L/R
Setup notes	