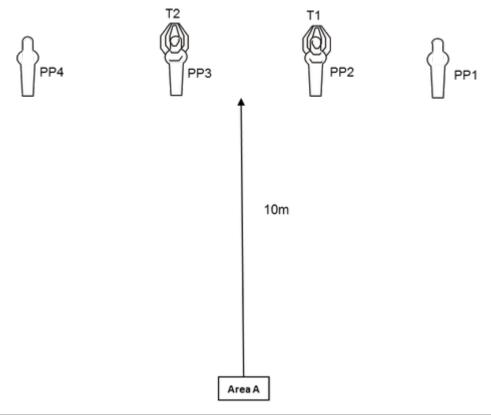
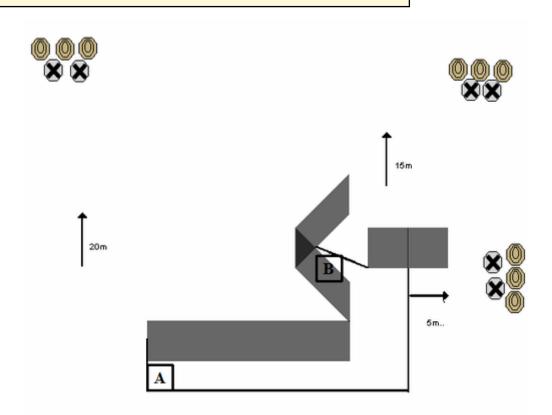
## 1. Kap hom Willimpie!



CoF	Comstock - Short	Points	40 p
Targets	2 paper, 4 popper, Total 6 targets	Min rounds	8
Firearm	Handgun	Match-%	11.76%

Procedure	Procedure On signal, from area A only, engage targets and PP's as they become visible
Starting position	Start position Gun completely empty, mags on belt, hand surrender, shooter standing on bridge.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Shoot'n Score It https://chootrecoreit.com 2025-08-14-03:48

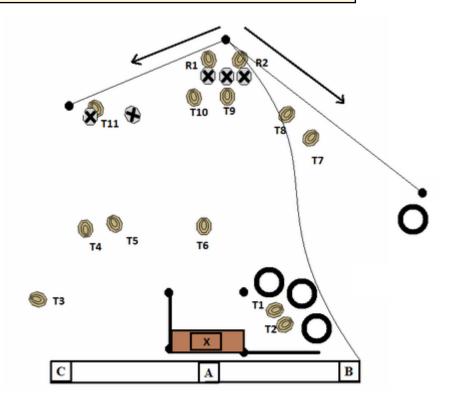
# 2. Right...right?; Left...right?



CoF	Comstock - Medium	Points	90 p
Targets	9 paper, 6 no-shoot, Total 9 targets	Min rounds	18
Firearm	Handgun	Match-%	26.47%

Procedure	Procedure Two shots per target to count. Progressing from box A to Box B engage all targets as they become visible.
Starting position	Start position Gun loaded holstered at Box A 20m from targets
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Shootin Score It https://ehootreegrait.com 2025 09 14 03:49

### 3. What the F...



CoF	Comstock - Long	Points	130 p
Targets	13 paper, 5 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	38.24%

Procedure	On audible signal engage all targets while remaining within the demarcated zone. Draw rope at box B will activate runners R1 and R2 simultaneously. No shooting over walls, partitions and barriers allowed
Starting position	In Box A. Gun loaded on Table in area X.
Firearm ready	
condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Shoot'n Score It https://chootrecoreit.com 2025-08-14-03:48

# 4. Worsmasjien

### No image

CoF	Comstock - Medium	Points	80 p
Targets	7 paper, 2 popper, 4 no-shoot, Total 9 targets	Min rounds	16
Firearm	Handgun	Match-%	23.53%

Procedure	Surprise shoot!
Starting position	Refer to briefing on the day
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	