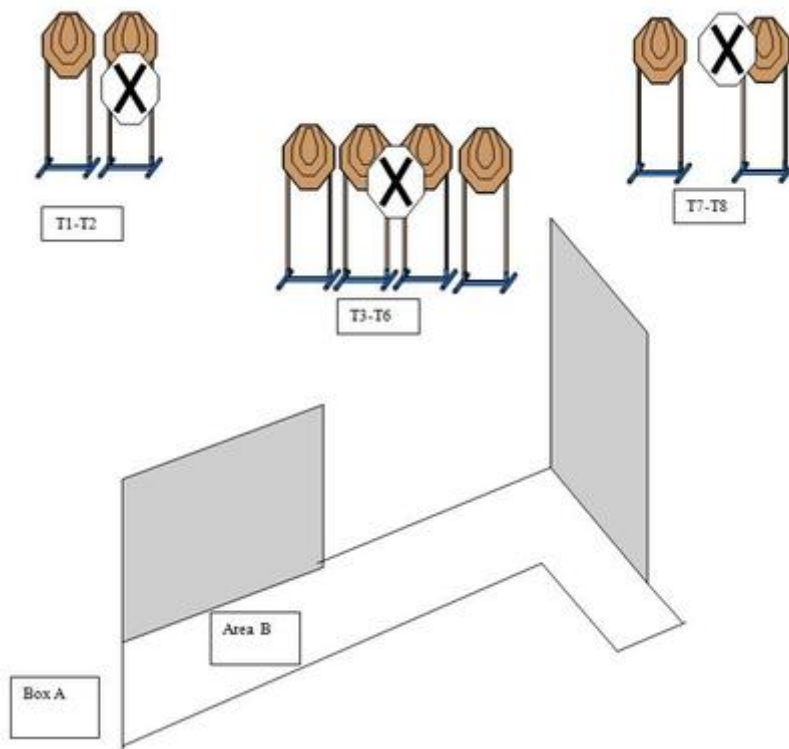


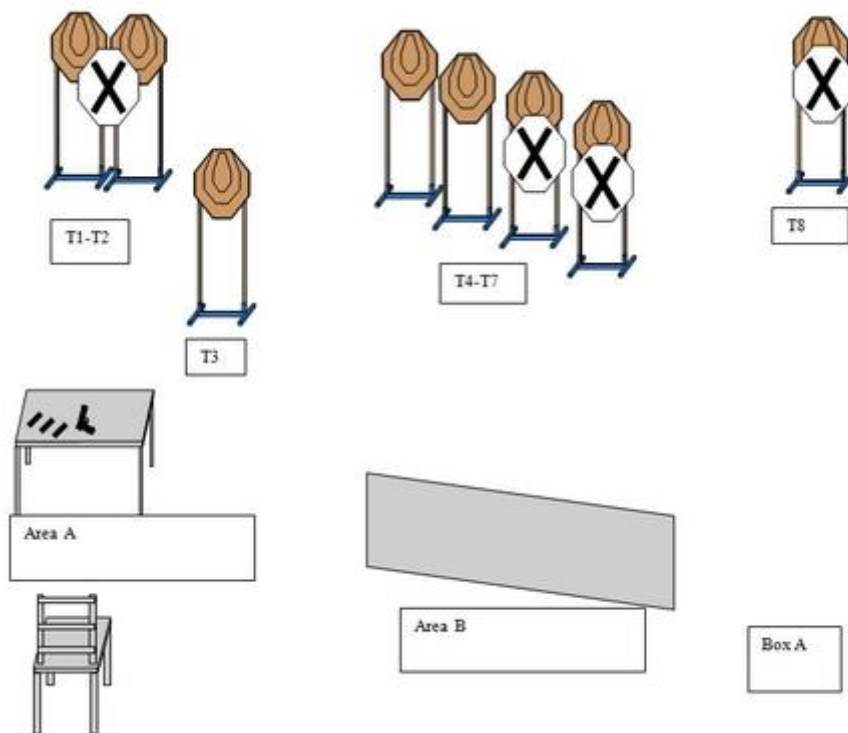
# 1. Hallway



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Medium                    | Points     | 80 p   |
| Targets | 8 paper, 3 no-shoot, Total 8 targets | Min rounds | 16     |
| Firearm | Handgun                              | Match-%    | 25.00% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal move to Area B. Engage T1-T2 from the left of the wall. T3-T6 from anywhere in the opening between the walls. From cover or on the move. Cover is "not exposed in the open in relation to the target you are engaging". Moving is "continuously moving". Engage T7-T8 from the right of the second wall, within Area B. |
| Starting position       | Gun loaded & holstered, shooter standing in box A facing wall to the left   |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |

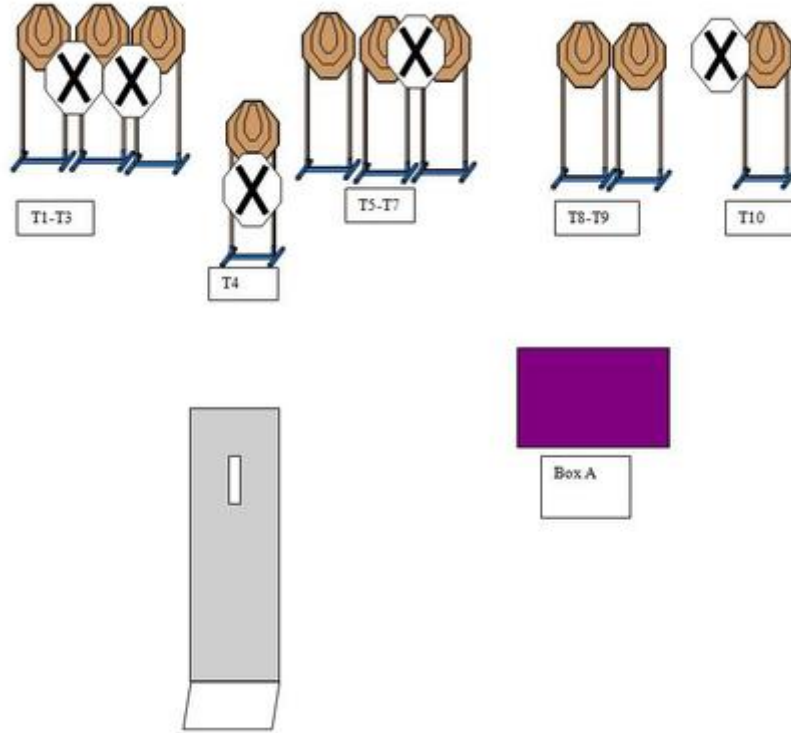
## 2. My Watch



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Medium                    | Points     | 80 p   |
| Targets | 8 paper, 4 no-shoot, Total 8 targets | Min rounds | 16     |
| Firearm | Handgun                              | Match-%    | 25.00% |

|                         |  |
|-------------------------|--|
| Procedure               | On signal engage T1-T3 from behind the table within area A. From area B, with at least one knee on the ground, engage T4-T7. Reloads must be done in area B with one knee on the ground. From box A engage T8. |
| Starting position       | Sitting on chair, starting with empty gun and starting mag on mark on table.   |
| Firearm ready condition |  |
| Start on                | Audible signal   |
| Stop on                 | Last shot  |
| Penalties               | As per current edition of rules  |
| Safety angles           | L/R  |
| Setup notes             |  |

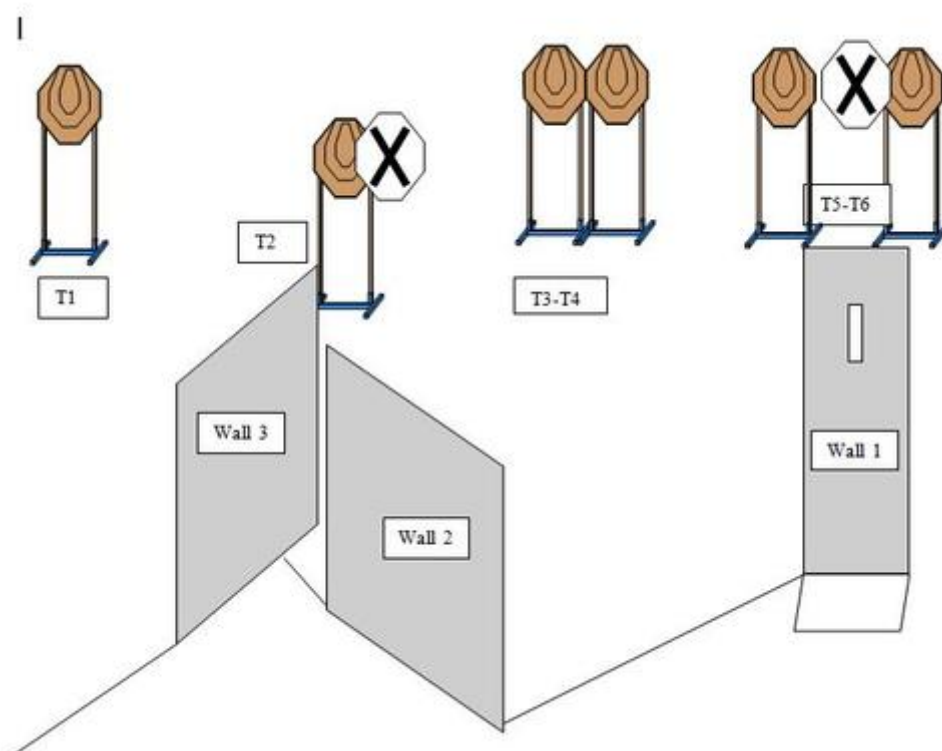
### 3. More Like 10



|         |  |            |        |
|---------|--|------------|--------|
| CoF     | Comstock - Medium                      | Points     | 100 p  |
| Targets | 10 paper, 5 no-shoot, Total 10 targets | Min rounds | 20     |
| Firearm | Handgun                                | Match-%    | 31.25% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal, from behind wall, shoot T4 through the opening (weak hand holding handle on hatch) , T1-T3 from left side and T5-T7 from the left side. Move Box A, engage T8-T10 from behind low cover, one knee on the ground. |
| Starting position       | Standing behind wall, 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. The Wall Waltz



|         |                                      |            |        |
|---------|--------------------------------------|------------|--------|
| CoF     | Comstock - Short                     | Points     | 60 p   |
| Targets | 6 paper, 2 no-shoot, Total 6 targets | Min rounds | 12     |
| Firearm | Handgun                              | Match-%    | 18.75% |

|                         |   |
|-------------------------|---|
| Procedure               | On signal engage T5-T6 through opening in wall, strong hand only. On the way to wall 2 engage T3-T4. In opening between wall 2 and wall 3 engage T2. Then mandatory reload, and then finally engage T1 from the left of wall 3. |
| Starting position       | Standing behind the wall, gun holstered with seated mag, but no round in the chamber.   |
| Firearm ready condition |   |
| Start on                | Audible signal  |
| Stop on                 | Last shot   |
| Penalties               | As per current edition of rules   |
| Safety angles           | L/R   |
| Setup notes             |   |