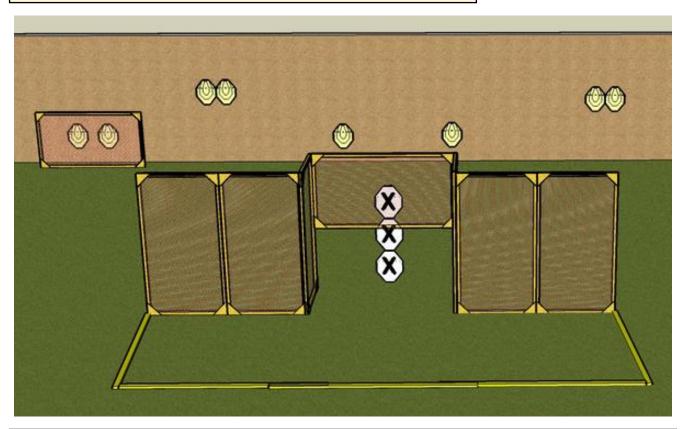
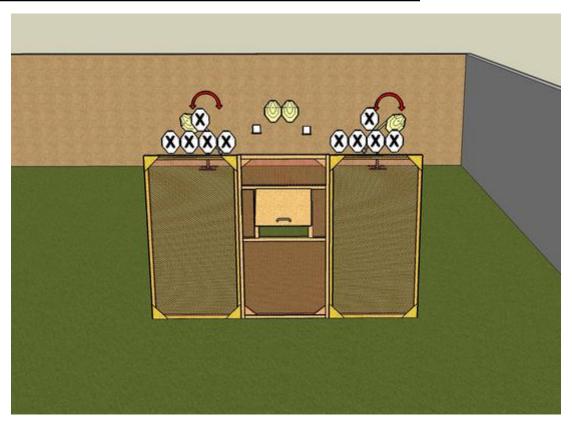
1. Workout



CoF	Comstock - Medium	Points	80 p
Targets	8 paper, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	23.88%

Procedure	
Starting position	Gun loaded & holstered, hands on middle wall
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

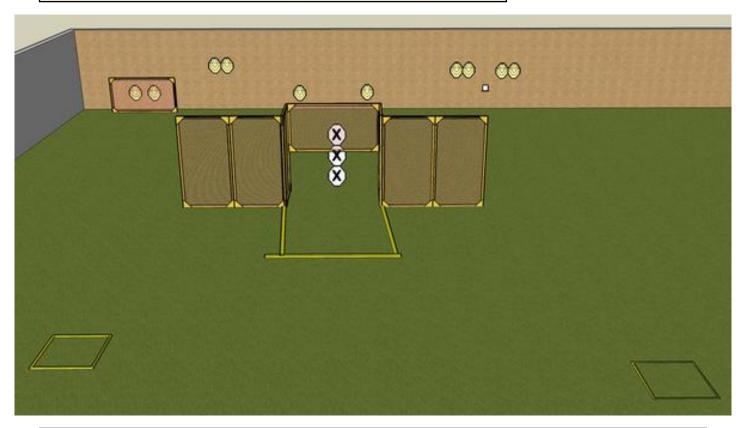
2. Pickaboo



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	14.93%

Procedure	
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
Setup notes	Shootin Score It https://ehootreesreit.com 2025 09 12 06:52

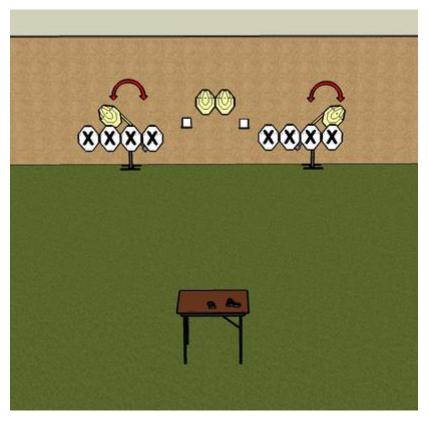
3. More workout



CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 plates, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	31.34%

Procedure	
Starting position	Gun loaded & holstered, in either box
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Chartle Coard It https://shaatraaardi.com. 2005 00 40 00 50

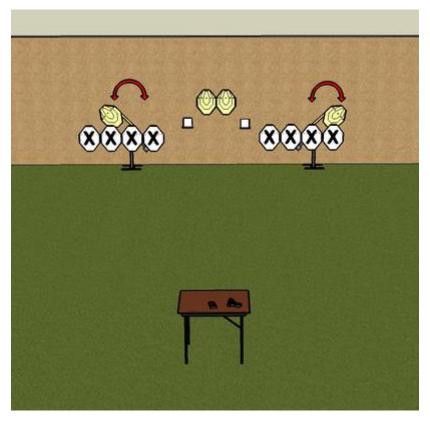
4. One handed swingers



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	14.93%

Procedure	Strong hand
Starting position	Gun loaded on the 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	Shoot'n Score It https://shootnscoreit.com 2025-08-13 06-53

5. Two handed swingers



CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	14.93%

Procedure	
Starting position	Gun loaded on the 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	Shoot'n Score It https://shootnscoreit.com 2025-08-13 06:53