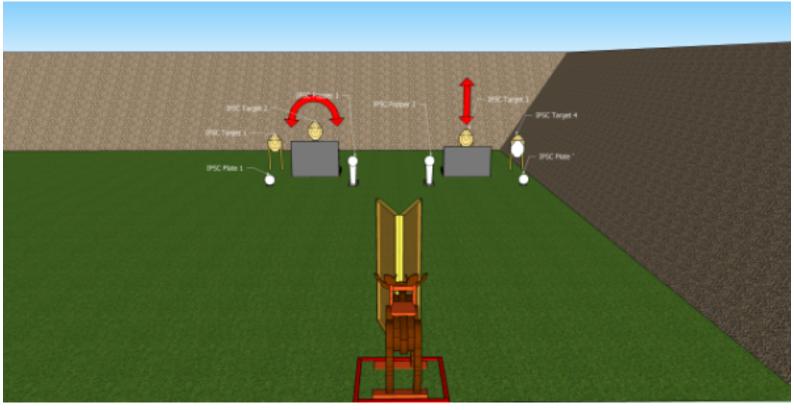
1. Anders Elg



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, 1 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	4.29%

Procedure	On signal engage all targets from within designated area. All shooting must be done while seated. Popper P1 will activate moving target T2, Popper P2 will activate moving target T3. All targets will be visible at rest.
Starting position	Seated on chair.
Firearm ready condition	Loaded lying flat on table, pointing down range.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Shootin Soore It https://ehactroopreit.com 2025.09.09.10:22

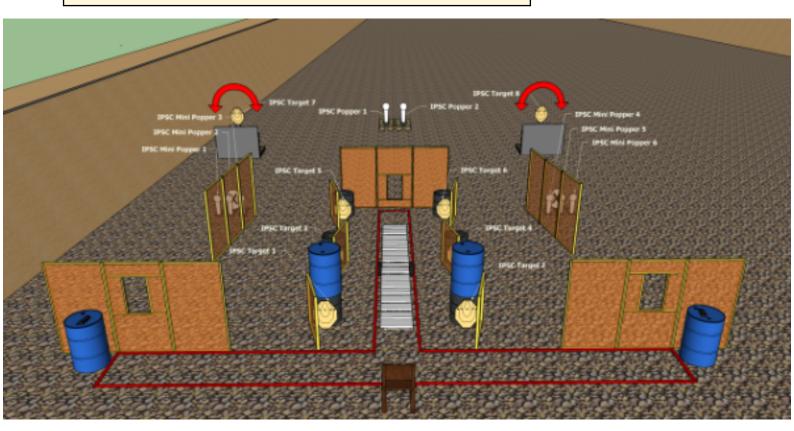
2. Horseshoe



CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	11.43%

Procedure	On signal engage all targets from within designated area.
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	Shoot'n Score It https://chootrecoreit.com 2025-08-08 10:23

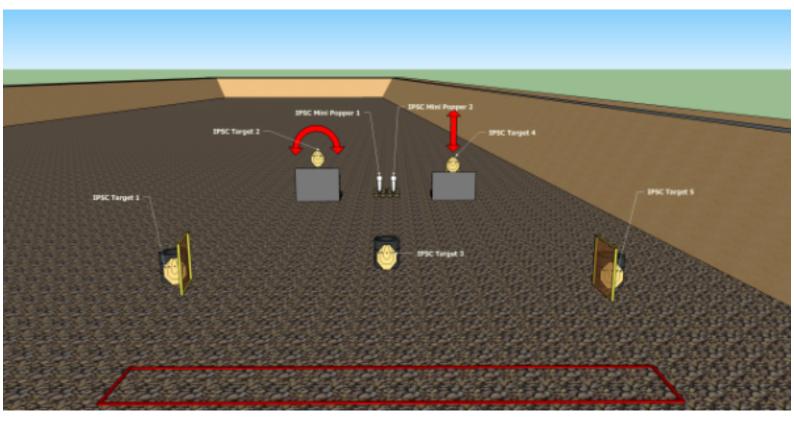
3. T-Bone bridge



CoF	Comstock - Medium	Points	120 p
Targets	8 paper, 8 popper, Total 16 targets	Min rounds	24
Firearm	Handgun	Match-%	8.57%

Procedure	On signal engage all targets from within designated area. Popper P1 will activate moving target T7, Popper P2 will activate moving target T8, All targets will be visible at rest.
Starting position	Heels touching mark.
Firearm ready condition	Gun loaded & holstered, All other magazines on barrel a/b.
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	Chaptin Cours It https://shaptingspii.com. 2005.00.00.40.00

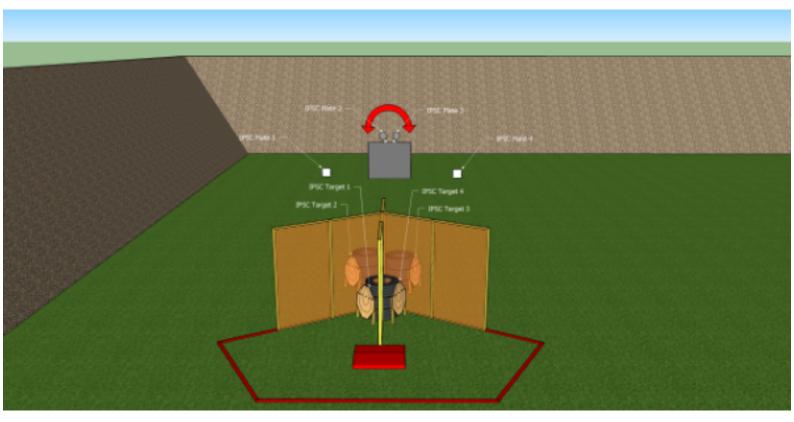
4. Be strong, not weak



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	4.29%

Procedure	On signal engage all targets from within designated area. Strong hand only. Popper P1 will activate moving target T2, Popper P2 will activate moving target T4, All targets will be visible at rest.
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 Soore It https://ehootpooresit.com 2025.09.09.10:22

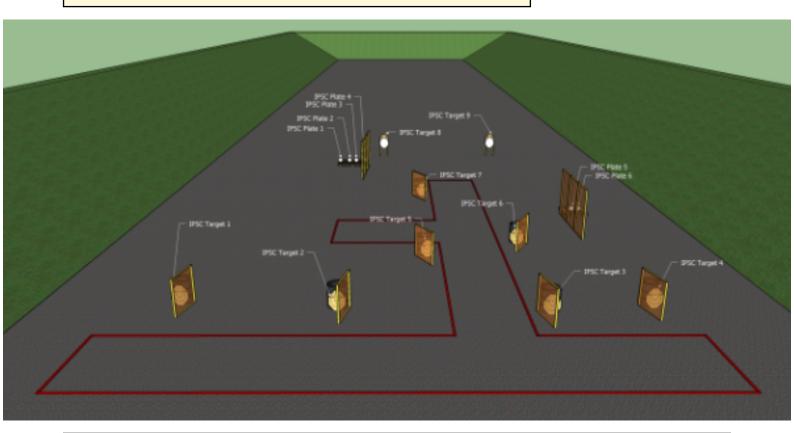
5. Pentagon



CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	4.29%

Procedure	On signal engage all targets from within designated area. Activator plate will activate moving targets PL 2 an PL 3. All targets will be visible at rest.
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 Soore It https://ehootpooresit.com 2025.09.09.10:22

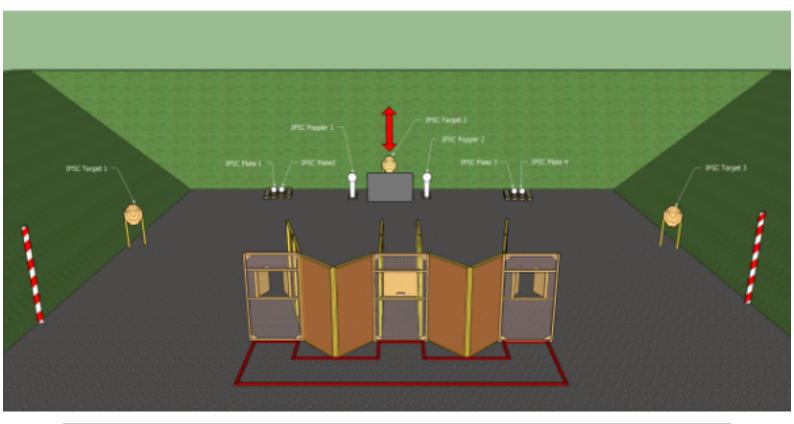
6. Route ■



CoF	Comstock - Medium	Points	120 p
Targets	9 paper, 6 plates, 2 no-shoot, Total 15 targets	Min rounds	24
Firearm	Handgun	Match-%	8.57%

Procedure	On signal engage all targets from within designated area.
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://ehootreegrait.com 2025.09.09.10:22

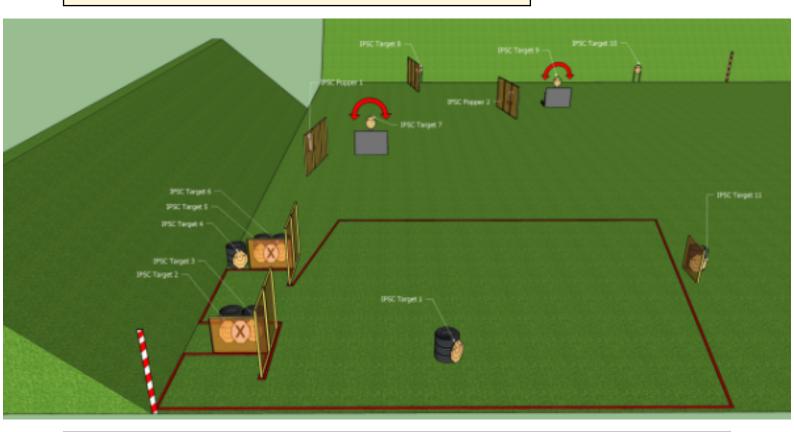
7. The Portals of Points



CoF	Comstock - Short	Points	60 p
Targets	3 paper, 2 popper, 4 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	4.29%

Procedure	On signal engage all targets from within designated area. Popper P1 or P2 will activate moving target T2, All targets will be visible at rest.
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	Chartle Coard It https://chartreservit.com. 2005.00.00.40.00

8. How fekkin far?!?



CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	8.57%

Procedure	On signal engage all targets from within designated area. Popper P1 will activate moving target T7, Popper P2 will activate moving target T9. All targets will be visible at rest.
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	Chartle Coard It https://chartresearch.com. 2005 00 00 40 00

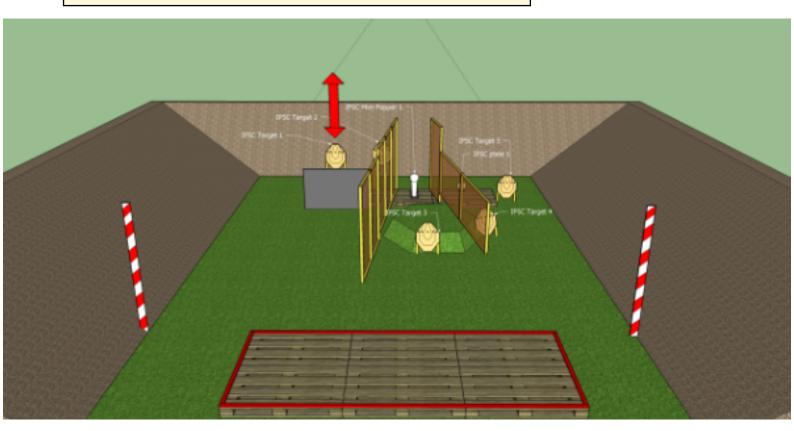
9. Roundabout



CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	8.57%

Procedure	On signal engage all targets from within designated area. Popper P1 or P2 will activate moving target T10. All targets will be visible at rest.
Starting position	Gun loaded & holstered
Firearm ready	
condition	A cultiful and a cult
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://ehootrecoreit.com 2025-08-08 10:23

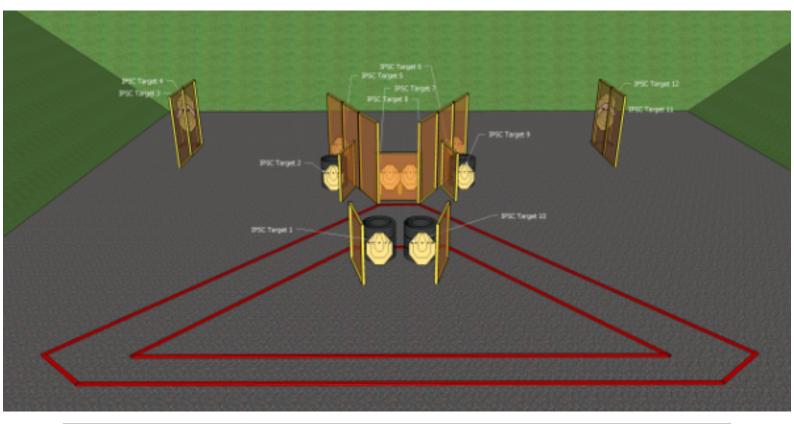
10. Top of the Hill



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	4.29%

Procedure	On signal engage all targets from within designated area. Popper P1 will activate moving target T1, All targets will be visible at rest.
Starting position	Gun loaded & holstered
Firearm ready	
condition	A cultiful and a cult
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://ehootrecoreit.com 2025-08-08 10:23

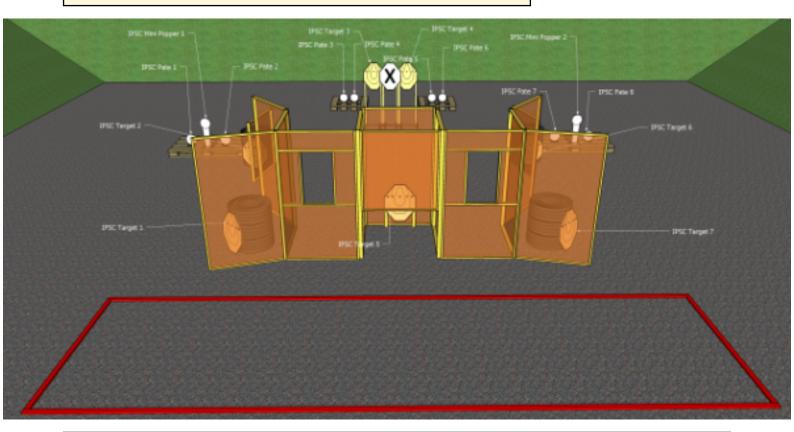
11. Bermuda triangle



CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	8.57%

Procedure	On signal engage all targets from within designated area.
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://ehootnecoreit.com 2025-08-08 10:23

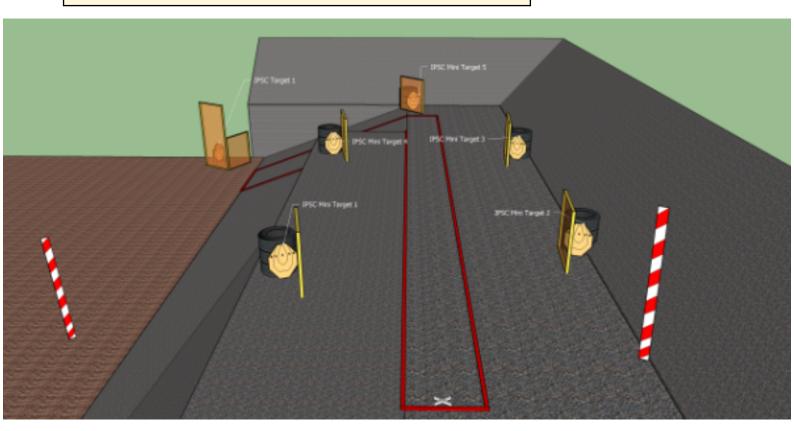
12. Steel city



CoF	Comstock - Medium	Points	120 p
Targets	7 paper, 2 popper, 8 plates, 1 no-shoot, Total 17 targets	Min rounds	24
Firearm	Handgun	Match-%	8.57%

Procedure	On signal engage all targets from within designated area.
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	Shoot'n Score It https://shootnscoreit.com 2025-08-08 19:23

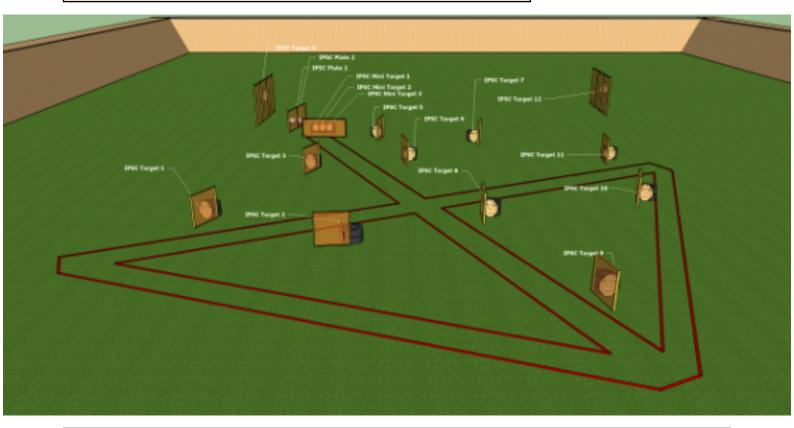
13. Hit the wall



CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.29%

Procedure	On signal engage all targets from within designated area.
Starting position	heels touching mark
Firearm ready condition	Gun loaded & holstered
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 2025-08-08 10:23

14. Arrowhead



CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	11.43%

Procedure	On signal engage all targets from within designated area.
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	Shoot'n Score It https://chootrecoreit.com 2025-08-08 10:23