CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 plates, 6 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	35.96%

Procedure	Engage all targets as they become visible from within the designated area ONLY. Steel must fall to score.
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	

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 4 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	22.47%

Procedure	
Starting position	Gun loaded & holstered - Hands touching hatch
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 4 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	22.47%

Procedure	Engage all targets as they become visible from within the designated area ONLY.
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	

CoF	Comstock - Short	Points	45 p
Targets	3 paper, 3 popper, 3 no-shoot, Total 6 targets	Min rounds	9
Firearm	Handgun	Match-%	10.11%

Procedure	Engage all targets as they become visible from within the designated area ONLY. Steel must fall to score. Weak hand only.
Starting position	Gun loaded on barrel pointing downrange
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

CoF	Comstock - Short	Points	40 p
Targets	4 paper, 2 no-shoot, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	8.99%

Procedure	Engage all targets as they become visible from within the designated area ONLY. Strong hand only
Starting position	Gun unloaded & 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	