1. Ultimate Solar

CoF	Comstock - Medium	Points	110 p
Targets	10 paper, 2 popper, 2 no-shoot, Total 12 targets	Min rounds	22
Firearm	Handgun	Match-%	19.30%

Procedure	Shooter starts anywhere in the designated area.
Starting position	
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. Spartan Arms

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 1 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	Shooter starts anywhere in the designated area.
Starting position	
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. Zinia Internet

CoF	Comstock - Long	Points	160 p
Targets	15 paper, 2 popper, 4 no-shoot, Total 17 targets	Min rounds	32
Firearm	Handgun	Match-%	28.07%

Procedure	Shooter starts anywhere in the designated area.
Starting position	
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. Golden City

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 4 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	21.05%

Procedure	After the audible start signal engage targets. P1 activates moving targets T1 and NS1 which remain visible.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. AD Tactical

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	Shooter starts anywhere in the designated area.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Combination Coatings

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.53%

Procedure	Shooter starts anywhere in the designated area.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	