1. Cooper WHO

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 plates, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	9.38%

Procedure	
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. Uphill

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	
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. Workout

CoF	Comstock - Long	Points	160 p
Targets	11 paper, 10 plates, Total 21 targets	Min rounds	32
Firearm	Handgun	Match-%	12.50%

Procedure	
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. Pole

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	
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. Yabba dabba doo

CoF	Comstock - Medium	Points	120 p
Targets	24 paper, Total 24 targets	Min rounds	24
Firearm	Handgun	Match-%	9.38%

Procedure	
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. Overwatch

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 2 popper, 2 plates, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	9.38%

Procedure	
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	

7. Steel wall

CoF	Comstock - Short	Points	60 p
Targets	3 paper, 6 plates, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	
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	

8. Swing it

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	9.38%

Procedure	
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	

9. Slalom

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	
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	

10. Hole in one

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	
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	

11. Abyss

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 plates, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	12.50%

Procedure	
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	

12. Be fast

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	
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	

13. The pin

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	
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	

14. Zip

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	4.69%

Procedure	
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	