CoF	Comstock - Medium	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	16.92%

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	

CoF	Comstock - Short	Points	50 p
Targets	10 paper, Total 10 targets	Min rounds	10
Firearm	Handgun	Match-%	7.69%

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	

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 1 popper, 1 plates, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	9.23%

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	

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 plates, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	7.69%

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	

CoF	Comstock - Medium	Points	105 p
Targets	10 paper, 1 popper, Total 11 targets	Min rounds	21
Firearm	Handgun	Match-%	16.15%

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	

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	18.46%

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	

CoF	Comstock - Long	Points	155 p
Targets	15 paper, 1 popper, 2 no-shoot, Total 16 targets	Min rounds	31
Firearm	Handgun	Match-%	23.85%

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	