### 1. Cluster ----!

CoF	Comstock - Long	Points	155 p
Targets	11 paper, 9 popper, Total 20 targets	Min rounds	31
Firearm	Handgun	Match-%	20.53%
Procedure			
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			

# 2. Which Array?

CoF	Comstock - Medium	Points	80 p
Targets	4 paper, 3 popper, 5 plates, Total 12 targets	Min rounds	16
Firearm	Handgun	Match-%	10.60%
Procedure			
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			

# 3. Up And Back

CoF	Comstock - Long	Points	180 p
Targets	18 paper, Total 18 targets	Min rounds	36
Firearm	Handgun	Match-%	23.84%
Procedure			
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			

# 4. CM 08-05 Long Range Standards 2

CoF	Fixed time - Long	Points	90 p
Targets	3 paper, Total 3 targets	Min rounds	18
Firearm	Handgun	Match-%	11.92%
Procedure			
Starting position			
Firearm ready			
condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			

# 5. Cowboy Up

			1
CoF	Comstock - Long	Points	130 p
Targets	13 paper, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	17.22%
Procedure			
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			

### 6. Kinda Standards

CoF	Comstock - Long	Points	120 p
Targets	6 paper, 6 plates, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	15.89%
Procedure			
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			