1. Roll With It

CoF	Comstock - Long	Points	150 p
Targets	13 paper, 4 popper, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	21.58%

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. Super Mario

CoF	Comstock - Long	Points	165 p
Targets	13 paper, 7 popper, Total 20 targets	Min rounds	33
Firearm	Handgun	Match-%	23.74%

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. CM 99-62 Bang and Clang

CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 popper, Total 5 targets	Min rounds	6
Firearm	Handgun	Match-%	4.32%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

4. Subdivisions

CoF	Comstock - Long	Points	120 p
Targets	11 paper, 2 popper, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	17.27%

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	

5. Teenage Mutant Ninja Turtles

CoF	Comstock - Long	Points	120 p
Targets	24 paper, Total 24 targets	Min rounds	24
Firearm	Handgun	Match-%	17.27%

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. Thunderstruck

CoF	Comstock - Medium	Points	60 p
Targets	3 paper, 6 popper, Total 9 targets	Min rounds	12
Firearm	Handgun	Match-%	8.63%

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	

7. Illinois Star

CoF	Virginia count - Medium	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Handgun	Match-%	7.19%

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	