1. Swinging time

CoF	Comstock - Short	Points	55 p
Targets	5 paper, 1 popper, 2 no-shoot, Total 6 targets	Min rounds	11
Firearm	Handgun	Match-%	10.58%

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. Bacwards

CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, 2 no-shoot, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.54%

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. Speed up

CoF	Comstock - Medium	Points	120 p
Targets	12 paper, 2 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	23.08%

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. THE RIDICULOUS SIX

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.54%

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. DONALD DUCK

CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 plates, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	14.42%

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. DO THE COUNTING

CoF	Comstock - Long	Points	150 p
Targets	13 paper, 4 plates, 3 no-shoot, Total 17 targets	Min rounds	30
Firearm	Handgun	Match-%	28.85%

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	