1. Let them have it

CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	13.95%

Procedure	Standing relax in box touching red mark on L or R side, Gun unloaded and holstered, Magazine inserted
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. Go for it

CoF	Comstock - Medium	Points	100 p
Targets	8 paper, 1 popper, 3 plates, Total 12 targets	Min rounds	20
Firearm	Handgun	Match-%	23.26%

Procedure	Gun and Magasins laying flat on barrel unloaded, Start on red marker heals touching.
Starting position	Gun and Magasins laying flat on barrel unloaded
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. Run forest Run

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 1 popper, 3 plates, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	37.21%

Procedure	Standing relax in box touching red mark Gun loaded and holstered.
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. Dipped Up

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 2 popper, 2 plates, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	13.95%

Procedure	Standing relaxt in box , Gun loaded and holsterd. On signal engage all targets, in the designated area.
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. The Champ

CoF	Comstock - Short	Points	50 p
Targets	4 paper, 2 popper, Total 6 targets	Min rounds	10
Firearm	Handgun	Match-%	11.63%

Procedure	Standing relax in box ,heals touching red mark, Gun loaded and holstered. On signal engage all targets with "STRONG" hand only!
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	