1. MuhahahaA

CoF	Comstock - Medium	Points	100 p
Targets	9 paper, 2 popper, 5 no-shoot, Total 11 targets	Min rounds	20
Firearm	Handgun	Match-%	15.50%

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. half.mini

CoF	Comstock - Long	Points	130 p
Targets	13 paper, 2 no-shoot, Total 13 targets	Min rounds	26
Firearm	Handgun	Match-%	20.16%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready	
condition	A college of the sel
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. creator

CoF	Comstock - Medium	Points	110 p
Targets	11 paper, 4 no-shoot, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	17.05%

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. Strong hand bonanza

CoF	Comstock - Medium	Points	85 p
Targets	8 paper, 1 popper, 3 no-shoot, Total 9 targets	Min rounds	17
Firearm	Handgun	Match-%	13.18%

Procedure	
Starting position	Gun loaded on barrel
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 long run

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 6 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	24.81%

Procedure	
Starting position	Gun unloaded in holster
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. el prez vario

CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	9.30%

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	