CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.00%

Procedure	On start signal engage all targets in freestyle order within 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	

CoF	Comstock - Medium	Points	120 p
Targets	10 paper, 4 popper, 1 no-shoot, Total 14 targets	Min rounds	24
Firearm	Handgun	Match-%	24.00%

Procedure	On start signal engage all targets in freestyle order within 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	

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 2 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	32.00%

Procedure	On start signal engage all targets in freestyle order within 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	

CoF	Comstock - Medium	Points	120 p
Targets	11 paper, 2 popper, 2 no-shoot, Total 13 targets	Min rounds	24
Firearm	Handgun	Match-%	24.00%

Procedure	On start signal engage all targets in freestyle order within 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	

CoF	Comstock - Short	Points	40 p
Targets	6 paper, 2 popper, Total 8 targets	Min rounds	8
Firearm	Handgun	Match-%	8.00%

Procedure	On start signal engage all targets in freestyle order within the designated area. Strong hand only
Starting position	Gun loaded lying flat 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	