CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

Procedure	On signal, engage all targets as they become visible whitin the designated area. White and red markers = walls up and down to infinity.
Starting position	Inside blue marks as demonstrated by RO
Firearm ready condition	Gun loaded an holstered
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	60 p
Targets	6 paper, 1 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

Procedure	On signal, engage all targets as they become visible whitin the designated area. White and red markers = walls up and down to infinity.
Starting position	
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	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	27.59%

Procedure	On signal, engage all targets as they become visible whitin the designated area. White and red markers = walls up and down to infinity.
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	12 paper, 6 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

Procedure	On signal, engage all targets as they become visible whitin the designated area. White and red markers = walls up and down to infinity.
Starting position	Unloaded gun on table, all magazines to be used on table. Slide on arrow
Firearm ready condition	Unloaded
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	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.34%

Procedure	On signal, engage all targets as they become visible whitin the designated area. White and red markers = walls up and down to infinity. Only mini targets.
Starting position	
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	12 paper, 6 no-shoot, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.69%

Procedure	On signal, engage all targets as they become visible whitin the designated area. White and red markers = walls up and down to infinity.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	