1. Perception

CoF	Comstock - Long	Points	160 p
Targets	14 paper, 4 popper, 1 no-shoot, Total 18 targets	Min rounds	32
Firearm	Handgun	Match-%	22.86%
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. Averys Last Stand

CoF	Comstock - Long	Points	105 p
Targets	13 popper, 8 plates, Total 21 targets	Min rounds	21
Firearm	Handgun	Match-%	15.00%
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. Bing Bang Boom

CoF	Comstock - Medium	Points	75 p
Targets	4 paper, 7 popper, 1 no-shoot, Total 11 targets	Min rounds	15
Firearm	Handgun	Match-%	10.71%
Procedure			
Starting position Firearm ready	Gun loaded & holstered		
condition			
Start on	Audible signal		
Stop on	Last shot		
Penalties			
	As per current edition of rules		
Safety angles	L/R		
Setup notes			

4. CM 03-09 On The Move

CoF	Virginia count - Medium	Points	80 p
Targets	4 paper, 1 no-shoot, Total 4 targets	Min rounds	16
Firearm	Handgun	Match-%	11.43%
Procedure			
Starting position			
Firearm ready			
condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			

CoF	Comstock - Long	Points	140 p
			140 p
Targets	14 paper, 1 no-shoot, Total 14 targets	Min rounds	28
Firearm	Handgun	Match-%	20.00%
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. Double Vision

CoF	Comstock - Long	Points	140 p
Targets	12 paper, 4 popper, 1 no-shoot, Total 16 targets	Min rounds	28
Firearm	Handgun	Match-%	20.00%
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			