### 1. Back-Beside-Behind

CoF	Comstock - Long	Points	145 p
Targets	10 paper, 9 popper, Total 19 targets	Min rounds	29
Firearm	Handgun	Match-%	22.48%

Procedure	
Starting position	Gun loaded & lying flat on table, plams flat on marks
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. Check Everything

CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	22.48%

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. CM 99-07 Both Sides Now #1

CoF	Virginia count - Long	Points	90 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	18
Firearm	Handgun	Match-%	13.95%

Procedure	
Starting position	
Firearm ready	
condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

# 4. Reloading Blues

CoF	Comstock - Medium	Points	65 p
Targets	6 paper, 1 popper, Total 7 targets	Min rounds	13
Firearm	Handgun	Match-%	10.08%

Procedure	All Spare Ammo on Barrels
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. Accuracy Through Ports

CoF	Comstock - Long	Points	90 p
Targets	8 paper, 2 popper, Total 10 targets	Min rounds	18
Firearm	Handgun	Match-%	13.95%

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. One For Lefty's

CoF	Comstock - Long	Points	110 p
Targets	9 paper, 4 popper, Total 13 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	