1. Window Pain

CoF	Comstock - Medium	Points	70 p
Targets	6 paper, 2 popper, 1 no-shoot, Total 8 targets	Min rounds	14
Firearm	Handgun	Match-%	16.47%
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. MI. Dissapearing

CoF	Comstock - Medium	Points	55 p
Targets	2 disappering/bonus, 3 popper, Total 5 targets	Min rounds	7
Firearm	Handgun	Match-%	12.94%
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. Watch that sight

CoF	Comstock - Medium	Points	80 p
Targets	6 paper, 4 popper, Total 10 targets	Min rounds	16
Firearm	Handgun	Match-%	18.82%
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. Single shot Sally

CoF	Comstock - Long	Points	120 p
Targets	24 paper, 1 no-shoot, Total 24 targets	Min rounds	24
Firearm	Handgun	Match-%	28.24%
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			

5. Make it rain!

CoF	Comstock - Short	Points	40 p
Targets	1 paper, 6 popper, Total 7 targets	Min rounds	8
Firearm	Handgun	Match-%	9.41%
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. CM 03-12 Ironsides

CoF	Comstock - Medium	Points	60 p
Targets	4 paper, 4 popper, 2 no-shoot, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	14.12%
Procedure			
Starting position			
Firearm ready condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			