1. CM 03-02 Six Chickens

CoF	Virginia count - Medium	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	8.96%

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

2. CM 99-62 Bang and Clang

CoF	Comstock - Short	Points	30 p
Targets	1 paper, 4 popper, Total 5 targets	Min rounds	6
Firearm	Handgun	Match-%	4.48%

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

3. I can't understand you!

CoF	Comstock - Long	Points	150 p
Targets	10 paper, 10 plates, 1 no-shoot, Total 20 targets	Min rounds	30
Firearm	Handgun	Match-%	22.39%

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. That's Mr. T fool!

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 1 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	23.88%

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. Pyramid Scheme

CoF	Comstock - Long	Points	150 p
Targets	12 paper, 6 popper, 1 no-shoot, Total 18 targets	Min rounds	30
Firearm	Handgun	Match-%	22.39%

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. Sweet 16

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 1 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	11.94%

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	

7. Crazy 8

CoF	Comstock - Short	Points	40 p
Targets	4 paper, Total 4 targets	Min rounds	8
Firearm	Handgun	Match-%	5.97%

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	