1. Where's The Mouse?

CoF	Comstock - Long	Points	160 p
Targets	13 paper, 6 popper, 1 no-shoot, Total 19 targets	Min rounds	32
Firearm	Handgun	Match-%	24.62%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on	Audible signal		
	Last shot		
Stop on			
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

2. Slice Of Life

CoF	Comstock - Long	Points	145 p
Targets	13 paper, 3 popper, 1 no-shoot, Total 16 targets	Min rounds	29
Firearm	Handgun	Match-%	22.31%
Procedure			
Starting position	Gun loaded & holstered		
Firearm ready			
condition Start on	Audible signal		
	Last shot		
Stop on			
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

3. CM 06-10 Steely Speed VII

CoF	Comstock - Short	Points	30 p
Targets	3 popper, Total 3 targets	Min rounds	6
Firearm	Handgun	Match-%	4.62%
Procedure			
Starting position			
Firearm ready condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			

4. The Den

CoF	Comstock - Long	Points	115 p
Targets	10 paper, 3 popper, 1 no-shoot, Total 13 targets	Min rounds	23
Firearm	Handgun	Match-%	17.69%
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. Lightning

CoF	Comstock - Medium	Points	75 p
Targets	7 paper, 1 popper, 1 no-shoot, Total 8 targets	Min rounds	15
Firearm	Handgun	Match-%	11.54%
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			

CoF	Comstock - Long	Points	125 p
Targets	12 paper, 1 popper, 1 no-shoot, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	19.23%
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			