1. Steelkiller 1

CoF	Comstock - Short	Points	50 p
Targets	10 plates, Total 10 targets	Min rounds	10
Firearm	Handgun	Match-%	8.47%

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. No hands, no glory

CoF	Comstock - Long	Points	150 p
Targets	15 paper, 4 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	25.42%

Procedure	Weak hand only.
Starting position	Gun loaded on table, all magazines on table.
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. Hepp

CoF	Comstock - Long	Points	125 p
Targets	12 paper, 1 popper, 3 no-shoot, Total 13 targets	Min rounds	25
Firearm	Handgun	Match-%	21.19%

Procedure	Popper activates svinger.
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. More steel... Longer distance...

CoF	Comstock - Short	Points	50 p
Targets	10 plates, Total 10 targets	Min rounds	10
Firearm	Handgun	Match-%	8.47%

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	

5. I am strong!

CoF	Comstock - Long	Points	150 p
Targets	15 paper, 3 no-shoot, Total 15 targets	Min rounds	30
Firearm	Handgun	Match-%	25.42%

Procedure	Gun loaded on table, all magazines on table. Strong hand only.
Starting position	Gun loaded on table, all magazines on table.
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. Hipp 1

CoF	Comstock - Medium	Points	65 p
Targets	12 paper, 1 popper, 3 no-shoot, Total 13 targets	Min rounds	13
Firearm	Handgun	Match-%	11.02%

Procedure	Ond round each target.
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	